

VTF5-02

Reaping the Darkness

A Two-Round D&D Living Greyhawk®

Tuflik, Fals, and Volverdyva

Metaregional Adventure

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The bonds of light and darkness have been broken and the servants of Tharizdun make their final push. Housed beneath one of the great buildings of the Free and Independent City of Dyvers, a mysterious artifact waits for one side to claim it. Whoever achieves victory here wins the war between the forces of good and those who would annihilate all of Oerth. A two-round meta-regional adventure set in the Free Lands of Dyvers for character levels 8 to 17. (APLs 10 to 16). It is strongly recommended to play **VTF5-01** *Bonds of Light and Darkness* before participating in this adventure.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in 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 Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round 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 1-round Metaregional adventure, set in Dyvers. Characters native to the regions of the VTF pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

The cult of Tharizdun has been striving to release their dark master from his prison, and despite the intervention of adventurers, they are closer than ever to this goal. The cult now knows that Tharizdun is imprisoned in the Tarterian Depths of Carceri, the domain of Nerull, the Foe of All Good. Summoning the very essence of Tharizdun into a vessel of hatred, the cult eagerly awaits its arrival at the prison so it can destroy the bonds that hold him.

To accomplish this, the servants of Tharizdun perform a ritual, where the Elemental Princes of Earth, Fire, and Water have been summoned with the intent of empowering the Proxy of Tharizdun with their own elemental powers once the Horn of Darkness awakens

the Orb of Oblivion. During the summoning, fragments of Tharizdun have been diverted away from the Proxy and into some adventurers. Though weakened, the Proxy of Tharizdun is still able to roam the Flanaess, seeking out the prison of its namesake, gaining power along the way.

Finally, the Proxy of Tharizdun makes its way to the city of Dyvers, where the Temple of Nerull holds an artifact that is the key to Tharizdun's prison. The Maiden of Carceri is a portal to the home plane of Nerull, where Tharizdun is imprisoned. The Proxy of Tharizdun intends to make its way to this artifact so that it may focus its destructive energy on the plane of Carceri. The end result is that Nerull's hold on Carceri is weakened, allowing the Proxy to siphon the energy from the imprisoned god. With that energy, the Proxy is as powerful as the Eternal Darkness itself.

The Walkers of Fharlanghn discover this plan and implore the characters to travel to Dyvers and stop the Proxy from completing its task. As the module opens, the characters begin in Ket and are offered *teleports* to Dyvers.

Meanwhile, Dyvers has its share of troubles. The ruler of the city, Magister Larissa Hunter, has been absent for nearly a year. It is presumed by the ruling Gentry Houses that she has abandoned her post. Concerned about invasion from outside forces, the Gentry Houses in charge of the two largest armies in the nation have mobilized their forces with the intent of restoring order to the riot-torn city.

Leading the soldiers of Eastguard, Derreg Lord Pengallen marches onto the city with the intent of protecting it from the traitorous hands of House Leardyn and his ally, Furyondy. Likewise, the soldiers of Westguard are lead by Ethane Leardyn, son of Enruhl Lord Leardyn, who is determined to prevent House Pengallen from leading a Greyhawk-allied invasion. In the middle, most people have taken to following one banner or the other, while some fight simply to keep Dyvers independent.

Notes on Implacable

After witnessing the ritual at the conclusion of **VTF5-01** *Bonds of Light and Darkness*, some characters have received the option of being Implacable (an award on the AR) in their quest to halt the return of Tharizdun. They are filled with a burning desire to see this event to its conclusion, preferably with the failure of the Proxy of Tharizdun. With the destruction of Tharizdun's temple and so much power concentrated on this one creature, implacable characters hope to finish this in one fell swoop. Urge these characters along, chiding them for

daring to rest or pursue unrelated tasks. During the module, if you feel that a character is not properly playing the role of being implacable, you may remove that from his AR. This means he would not gain the benefit when he faces the Proxy of Tharizdun.

Death and NPC Clerics

If a character dies, there is good news and bad news. The good news is that this adventure takes place mostly in the Temple District of Dyvers. The bad news is that the city is in the middle of a civil war and the temples play a pivotal role in ensuring the safety of the citizenry. Dyvers has long-planned for a possible invasion by Turrosh Mak and his hordes from the Pomarj. Citizens have set aside a small amount of coin to pay to the temples to evacuate them quickly and safely from the city. Because of this, tens of thousands of people have descended on the Temple District.

With the exception of the Cathedral of Xerbo (which has set sail and left the city proper), and the Temple of Fharlanghn and shrine of Kord (both of which have been commandeered by the forces of Eastguard), the following temples have a cleric capable of casting *raise dead*: Boccob, Corellon Larethian, Heironeous, Moradin, Obad-Hai, Olidammara, Osprey, Pelor*, Pholtus, Rao*, St. Cuthbert*, Sotillion, Wee Jas, Yondalla, and Zilchus*. Note that the cathedrals are marked with an asterisk. These holy organizations all have clerics of suitable level to magically remove citizens from the city. PCs seeking a *raise dead* must wait an hour to see a cleric at a temple and five hours at a cathedral.

If the PCs hope to purchase a *resurrection*, they must wait an equal amount of time and spend six influence points per casting with any of the following Dyvers organizations (or a combination thereof): the Alliance, Constabulary, Free Army, Free Marines, an individual Gentry House, the Gentry Council, Holy Circle (or any affiliated temples), the Magister, or the Navy. Although there are multiple clerics in Dyvers capable of casting *true resurrection*, all of them are occupied with the larger tragedy taking place, and none of them are willing to take the time to cast the spell, regardless of the influence spent.

NOTE: The waiting time is negligible if the character suffers from the *entropic blade* in the vault of Nerull. Refugees waiting at the temples make way when they witness a disincorporating character. A priest tends to this character immediately after he shows up at the temple. While the party has the priest's attention, she'll sell her services to the party in the form of spells, but at a 50% increase of the total cost of the spell (casting and

material components). The nearest temple is 200 feet from the Temple of Nerull. Due to the refugees choking the streets, the party cannot run to the temple; the characters may move 10' per round from the vault of Nerull to the neighboring temple while fighting off disincorporation (this speed may be increased with successful bull rushes, Tumble checks, or Intimidate checks [DC 30]).

Adventure Summary

Introduction: The priests of Fharlanghn summon the party members for an important announcement.

Encounter One: Walker Salidious of Fharlanghn informs the party that the Proxy of Tharizdun seeks to break the prison of the Mad God in the Cathedral of Nerull in Dyvers. The party rests the night and is *teleported* to Dyvers.

Encounter Two: The party arrives at the Cathedral of Fharlanghn in Dyvers only to discover that Dyvers is caught in a civil war. Soldiers loyal to House Pengallen attempt to commandeer the cathedral for use in the war.

Encounter Three: The party faces a squad on the way to the Temple of Nerull.

Encounter Four: The party arrives in the neutral Temple District, where tens of thousands of war refugees take shelter. The Temple of Nerull is the only temple not accepting visitors, nor do refugees seek consolation there.

Encounter Five: The party contends with the entrance of the Temple of Nerull and enters the main room.

Encounter Six: Inquisitive PCs discover that the storerooms on the upper level are protected by another trap.

Encounter Seven: The party discovers a deadly trap that protects the basement from inquisitive nonevil enemies.

Encounter Eight: The vault of the cult of Nerull contains one of its most prized possessions: an entropic reaper.

Encounter Nine: In this smashed alchemical laboratory, an arcane ooze is formed, which considers the party to be a tasty snack.

Encounter Ten: The party encounters the high priest of Nerull, Xullithan, who is wounded from his fight with the Proxy of Tharizdun. If allowed to live, he shares his knowledge with the party.

Encounter Eleven: The final showdown between the Proxy of Tharizdun and the party happens in the room with the Maiden of Carceri.

Encounter Twelve: Those infected with the essence of Tharizdun have the option of releasing that energy into the plane of Carceri, where it rejoins its imprisoned host.

Conclusion: Either the party stopped the Proxy, or the Proxy absorbed only part of Tharizdun's energy from Carceri. In either case, the Walkers of Fharlanghn are grateful for the party's help and reward the characters.

Preparation for Play

Note: This module contains several spoilers that can ruin the fun of *VTF5-01 Bonds of Light and Darkness*. Also, the predecessor contains some AR information that can only be resolved in this module. If a player has not played *VTF5-01 Bonds of Light and Darkness* and plans to play it in the future, strongly advise him to not play *VTF5-02 Reaping the Darkness* at this time.

Introduction

The introduction depends on how the players came to this module. Use one of the following three introductions:

For Characters Who Are *Implacable* from *VTF5-01 Bonds of Light and Darkness*

Dedicating yourself to preventing the return of the Eternal Darkness, you spend every waking moment learning how to battle this great evil. It feels like ages before the priests of Fharlanghn summon you to discuss the location of the Proxy of Tharizdun. One Walker addresses you, saying, "We have tracked the creature, which grows stronger by the day. Divinations tell us, 'You must seek a release to infinite exile in the Reaper's home in the city of sails.' We will share our findings with you when you join those who would assist you in stopping this beast."

For Other Characters Who Have Played *VTF5-01 Bonds of Light and Darkness*

Based on your involvement with the Temple of Fharlanghn in Ket, you have been asked to meet with

them. Eager to meet with you, the priests explain that on your way to Ket, they finally tracked down the Proxy of Tharizdun, which was summoned and then vanished in the aftermath of the confrontation in southern Ket. The divinations the priests received said, "You must seek a release to infinite exile in the Reaper's home in the city of sails." The Walkers would like you to prepare for a journey in order to face this evil down.

For Everyone Else

The Volverdyva Trade Route is not without adventure lately. With a recently concluded war between Ket and Tusmit, devils invading Veluna, and political tensions mounting in Dyvers, there is plenty of opportunity for a hired sword or spell. After your recent endeavors in Ket, the Fharlanghn Temple has requested an audience with you. The temple is concerned about a great evil being unleashed on the land and the cryptic divination the clerics received, stating, "You must seek a release to infinite exile in the Reaper's home in the city of sails." The temple wants you to stop this evil.

The characters should be on the same page. Those who played *VTF5-01 Bonds of Light and Darkness* (or most of the previous meta-regionals) are likely concerned about the return of Tharizdun. More mercenary characters may wish to secure funds from the Temple of Fharlanghn before agreeing to undertake such a mission. The temple in Ket has endured great hardships of late and does not have the funds to pay the party. The priests allude that Dyvers is known as the Jewel of the Flaness because of its economically strategic location at the mouth of the Volverdyva River. Surely, the Gentry Houses that rule Dyvers would be grateful to see such an evil removed (the priests are unaware that the Gentry are engaged in a civil war at this moment).

Encounter One: An Unnerving Prophecy

Walker Salidious greets the party as it gathers at the Fharlanghn Temple in Ket. Read or paraphrase the following:

As you gather in the gathering hall of the Temple of Fharlanghn, Walker Salidious smiles sadly and greets you. He introduces you to anyone you don't already know, including a sorcerer known as the Portal Keeper.

Salidious begins speaking, "Friends, the embodiment of evil and chaos walks the Flanaess. It has remained hidden from our divinations...until recently. Divinations all point to the temple of the Reaper in the city of Dyvers. The fact that a temple to such an unholy god as Nerull is allowed to flourish within the city of sails is a testament to how revered gold is there. Alas, I'm not here to discuss politics."

Salidious motions to the Portal Keeper and says, "We will prepare a teleportation circle for you to use in the morning. Please, rest up, for tomorrow you will need to investigate the temple of the Reaper."

The party has a chance to prepare spells for the foray into Dyvers the next day. If anyone wishes to ask around about the current state of Dyvers, he can find out the following with a Knowledge (local: Velderdyva, Tuflik, Fals Trade Route) check of DC 25 or a Gather Information check of DC 30.

- The current ruler of Dyvers, the Magister Larissa Hunter, is missing, presumed to have abandoned her post.
- In Magister Hunter's absence, the Gentry Houses, which make up the oligarchy that determines who holds the post of Magister, have taken to fighting with each other.
- Two of the largest Gentry Houses have mobilized their garrison's forces and are attempting to restore order in Dyvers. The problem is that the two Houses are diametrically opposed, so Dyvers is caught in a civil war.

Naturally, characters who have played the more recent Dyvers modules are already involved, so this information may be trivial for them.

In the morning, the Portal Keeper is ready to cast *teleportation circle* and transport the party to the Cathedral of Fharlanghn in Dyvers. If the party insists on

teleporting itself to Dyvers, modify **Encounter Two**. Walker Salidious tries to discourage this, as the party's resources are valuable, and the temple may have information for the players.

Encounter Two: Temple Commandeered

As your surroundings change, you find yourselves in a room dominated by a round darkwood table. An elderly elven woman, wearing the brown robe of Fharlanghn, greets you with a warm, yet worried, smile.

"Greetings, travelers," she says, "I am Hithradien Eowarang. I fear that you have come to Dyvers during difficult times." Her words are punctuated by rhythmic metal-shod footsteps outside the temple. Passing you a worried look, Hithradien opens the only door and leads you into a simple audience hall.

Note: Hithradien is the Fharlanghn priestess from VTF4-03 *Whirlpool of Madness*.

The party has *teleported* into Dyvers in the middle of a civil war. The citizens are tense and nervous, and many able-bodied men and women have left their homes and taken up arms in order to defend their ideals. The Cathedral of Fharlanghn has been commandeered by the forces of Eastguard, the keep on Dyvers' eastern border, commanded by Derreg Lord Pengallen, the second-most powerful gentryman in the region. All Walkers have been evacuated. The audience hall now serves as a makeshift triage center, as an assortment of priests (devoted to gods as varied as Wee Jas, Kurell, and St. Cuthbert) tend to soldiers injured in the fighting.

If prompted, Hithradien answers the party's questions as best as she can:

- **What difficult times are these/What's with the marching boots?**

With Magister Larissa Hunter no longer at her post to keep order, the Gentry Houses have fallen to bickering with each other. A devil cambion revealed himself, having killed and masqueraded as one of the city's minor gentry. The noble administrators responsible for our borders decided that military might was necessary.

- **What sides are in the civil war?**

From the east, Derreg Lord Pengallen opened Eastguard and claims to march on Dyvers in order to keep order and protect the city from House Leardyn and its Furyondy

allies. Meanwhile, Ethane Leardyn, son of Enruhl Lord Leardyn, mobilized Westguard along with a detachment of Knights of the Hart (from Furyondy) to protect its citizens from the villainy of Pengallen, a reputed slaver.

- **How does this affect our mission?**

Most of the Gentry Houses have fled the city were killed by the devil when it was exposed. There are few able to interfere directly with the party's mission. This doesn't mean that the splintered armies of Dyvers let just anyone travel the streets. Adventurers have flocked to both sides and are acting as forward scouts.

- **Where are we supposed to go?**

Judging from the prophecy, the cult of Tharizdun is interested in the temple of Nerull. The temple has been a protected site in Dyvers for several years, ever since it repelled the flaming undead that started the Great Dock Fire of CY 592. Undoubtedly, those who follow the Reaper have accumulated a fair amount of power. Fortunately, the temple of Nerull is located in the Temples District, in the middle of the city, and currently acts as neutral ground. Neither House Pengallen nor House Leardyn have advanced their troops to the center of the city.

- **How do we get there?**

Due to the military traffic, the streets will be packed. The sewers may be the fastest route. Hithradien warns against flying, as either army is likely to view such a move as hostile.

Quartering Troops

The conversation is interrupted by shouts as soldiers wearing the gold badge of House Pengallen barge into the room. The lieutenant in charge of this squad has been ordered to make sure that all Walkers have been removed from the premises. He insists that Walker Hithradien must leave until the city is secured.

The party has three basic options:

- Leave the politics behind. In this case, run **Encounter Three**, depending on the route the party takes.
- Convince the lieutenant to allow the group to stay. This requires a successful Bluff, Diplomacy, or Intimidate check (DC 24 + APL) or a bribe of 20 x APL gold pieces. If successful, the lieutenant closes the door to the room and shouts, *"Secure!"*
- Fight the soldiers. The Cathedral of Fharlanghn is the primary headquarters for the forces of Eastguard. There are currently 1000 Free Army personnel along

with 500 adventurers and a number of unseen Alliance members/Greyhawk Assassins. Although players may feel capable of overwhelming this group through spell-power, the DM should invoke the overbearing rules. Six adventurers may not defeat an army of 1500+ men (many of whom are comparable level).

Encounter Three: Conscription

This encounter happens if the party leaves the Cathedral of Fharlanghn to the forces of Pengallen. If the party overcame the soldiers, whether by force or by diplomacy, then proceed to **Encounter Four**; the players have experienced enough of the civil war. Otherwise, the party encounters more of the civil war; use the stats outlined in **Encounter Two**. How they do this depends on the method taken to travel to the Temple District.

APL 10 (EL 12)

☛ **Sergeant:** human Ftr11; hp 102, see Appendix 1.

☛ **Dyvers Free Army Soldiers (3):** human Ftr6; hp 60, see Appendix 1.

APL 12 (EL 12)

☛ **Sergeant:** human Ftr11; hp 102, see Appendix 1.

☛ **Dyvers Free Army Soldiers (3):** human Ftr6; hp 60, see Appendix 1.

APL 14 (EL 15)

☛ **Sergeant:** human Ftr14; hp 120, see Appendix 1.

☛ **Dyvers Free Army Soldiers (4):** human Ftr8; hp 77, see Appendix 1.

APL 16 (EL 15)

☛ **Sergeant:** human Ftr14; hp 120, see Appendix 1.

☛ **Dyvers Free Army Soldiers (4):** human Ftr8; hp 77, see Appendix 1.

On the Streets

The Cathedral of Fharlanghn is near Thrommel's Arch, which is the east entrance of the city. As such, the streets here are filled with Pengallen's soldiers of the gold badge. It does not take long to travel down the streets before the party is accosted by a squad, led by Sergeant Harnik.

In the Sewers

Pengallen is too busy restoring order and securing a more permanent headquarters to fully investigate the sewers. Leardyn, however, fully expects Pengallen to use the sewers to deliver elite troops past his front line. As such, the party encounters a squad of Leardyn soldiers of the silver badge, led by Sergeant Percy, who view anyone in the sewer suspiciously.

Other Method

The party may choose a different method to arrive at the Temple District. Despite Hithradien's concerns, flying does not cause an alarm. Should the party arrive via *teleport*, flying, or other means, it encounters a squad led by either Harnik or Percy. Though the Temple District is not occupied by either lord, the area is large enough and central enough to allow for advanced groups to engage in isolated skirmishes.

The party can hear a squad approaching easily enough, so the characters may attempt to hide. Each person must succeed on a Hide check against the highest Spot check of the squad. In the sewers, the party has +5 to Hide due to the darkness and muck.

When either Harnik or Percy engages the party, the sergeant insists that the able adventurers take up arms for a worthy cause. He attempts to conscript the party into servitude. The party can either resist by force or by diplomacy.

If the party attempts diplomacy, each character must succeed in a diplomacy check to sway the sergeant from Unfriendly to Friendly. An obvious supporter of Furyondy has -5 to his check against Sgt. Percy due to his belief that Furyondy citizens are valorous and supportive of the annexation of Dyvers. An obvious supporter of the religion of Kurell has -5 to his check against Sgt. Harnik due to the strong ties Pengallen has with the shrine of Kurell. Any members of the Dyvers Free Army who is not at least a sergeant has a -5 to his check against either side, as Sergeant Harnik and Percy both believe his squad to be more important than whatever duty the character claims to serve. Any character that fails the diplomacy check is conscripted, possibly requiring resistance by force by the rest of the party. Anyone flashing the same-colored badge (silver for Leardyn; gold for Pengallen) receives -2 to the Diplomacy check, as they just proved the sergeant's case. Anyone showing an opposite badge is attacked immediately.

The party can run, but the squad gives chase, believing the party to belong to the opposing side's forces. Outrunning the soldiers requires a Knowledge (VTF)

check [DC 6 + APL] in order to lose them in the alleys of Dyvers – the higher the level of the pursuers, the better they know the area. Otherwise, the squad corners the party in a dead-end alley.

Any character who agrees to go with the soldiers to fight in the war is out of the adventure.

Encounter Four: The Temple District

As the party arrives at the Temple District, read the following:

Mostly bereft of soldiers, this part of town is packed with refugees. Constables maintain order in the Temple District by defiantly engaging with any soldiers wearing the crest of Leardyn or Pengallen. Makeshift beds and lean-tos choke the alleys and blanket the rooftops in this district. Large groups of people gather outside various temples, such as Zilchus and Rao, where priests offer healing or promise that a teleportation circle should be available soon.

The only temple here that does not provide hope to the refugees is the temple of Nerull. The squat, gray building sits alone, surrounded by a wrought-iron fence topped with wicked barbs thrusting toward the heavens. Refugees give the foreboding gates a wide berth when they walk past the temple.

Before approaching the temple of Nerull, the party may decide to question the refugees, constables, or priests. Each attempt requires a Gather Information check [DC 22] but only takes half an hour due to the overwhelming number of people here, which may be a problem for implacable characters – indeed, stopping to spend the time to Gather Information results in a loss of the Award. Failing this check means that the party cannot distinguish truth from the outlandish rumors of dragon turtles, necromancers, and doppelgangers. The information gained is as outlined below:

- **Refugees** - I do not expect any sympathy from the Temple of Nerull. They'd probably just sacrifice me. I think they sacrificed some merchant, because the ground started shaking over there.
- **Disreputable types** - Let me tell you what I heard about that temple. I knew this guy who was a real pro. In and out like you've never seen. He could spot a misplaced brick several yards away. When he tried to sneak into that temple, his blackened, shriveled

hand landed near the docks. Nobody messes with the god of death, see.

- **Constables** - Someone went into the Temple of Nerull. I heard fighting, but I didn't leave my post. I figure if that death cult thinks it's too good for us, I'm not making an effort to help them out. Good luck to whoever is taking on those creepy priests. Whomever it is must've known about that trapped skull.
- **Priests** - Things have always been uneasy since the war began, but today feels especially ominous. It's as if Zilchus/Rao/etc., urges us to evacuate as many refugees as possible. An earlier divination shows that there will be great pain and sacrifice in order to prevent a great evil. The priests are reserving some of their healing magic in case someone else needs it.

As the party approaches the temple grounds, they see that the gate's lock has been broken. A Survival check with the Track feat [DC 12] reveals that a massive bipedal made its way into the courtyard. Its footprints are large and inconsistent. Within the walls are a large graveyard and a simple two-story building—not looking unlike a mausoleum. The graveyard holds no interest to the party.

Cleric of Ralishaz

If the party spends too long in the Temple District, they may encounter Tinlow Beaterbrain, a harmless cleric of Ralishaz. Some of his advice to characters and refugees are sage indeed, but the rest of his ramblings are best ignored. The authorities let Tinlow linger in the Temple District because they don't want to earn Ralishaz's wrathful luck by ejecting him. Only the most desperate of refugees receive his blessings.

Tinlow approaches the party if they wander around the Temple District for long.

A short gnome in a gaudy nightgown and harlequin mask approaches you. Upon closer examination, you see this gnome is male and pays no attention to the dress. He says, "The trail of death leads to the Reaper, but it wasn't he who reaps and sows. Can you follow the path and jump off before reaching the cliff?"

NOTE: If players have participated in **Dyv2-06 A Crime of Faith**, they have met Tinlow before.

Most of Tinlow's ramblings are based on his own experiences, but he has received some insight from Ralishaz, as the insane god doesn't agree with Tharizdun's version of madness. Some of the truths Tinlow reveals could be:

- *Ever made mud pies? I ate one once, but it burned my tongue. I hope this mud pie doesn't burn you.*
- *The biggest scythe still lives. Find him, and he can show you how to dance with the loveliest maiden you've ever seen.*
- *Traitors do hate their prison, yes they do. You won't go there, will you? You don't seem the betraying type.*

There is a 50/50 shot that what Tinlow says is the truth. Some example falsehoods could be:

- *The dragon turtle returns! Quick! Run to the docks and protect them from The Sea Dragon's wrath!*
- *Did you know that the Money Counter is now giving away wheatsheafs instead of taking donations? What could the Zilchan temple want in return, hm?*
- *All the Gentry are doppelgangers. They replaced the humanoids years ago and use us for puppets. I rather like the color of my strings, don't you?*

☛ **Tinlow Brainbeater:** Male gnome Clr7 (Ralishaz).

Note: Tinlow is the same gnome cleric from **Dyv2-06 A Crime of Faith**.

If the party members take him seriously, Tinlow smiles broadly and shows off his divine powers:

- He climbs on the roof of a nearby building, casts *aid*, and jumps to the ground, thus proving that Ralishaz grants him the ability to *fly*.
- He casts *stone shape* on the street and creates a statue of a donkey with four heads, thus demonstrating his *summon planar ally*.
- He tells the party to turn around so he can make himself *invisible*. Regardless of whether or not they humor him, he casts *meld into stone* and flows into the street.
- He proves his power of *telepathy* by casting *sending* on a party member. He tells the character to think back to him but concludes that the character's mind cannot handle the immense power of Ralishaz.
- He demonstrates his ability to cast *explosive runes* by writing some letters on the street with a stick and then shouting, "BOOM!"

After enough talk, the party is likely ready to leave Tinlow behind (especially if anyone is implacable). Eventually, even Tinlow tires of the characters. He

sprinkles the party with rancid water and blesses them in the name of Ralishaz before he skips away. Anyone who follows him finds him walking among the refugees, giving each one the name of a fish. The refugees tolerate this, but they clearly are not happy with Tinlow making light of their situation.

When the party moves to the front door of the temple building, continue to the next encounter.

Encounter Five: Visitors Unwelcome

Notes About the Temple: The traps within the temple are all designed to detect for alignment and activate if a nonevil character triggers it. Since the cult of Nerull deals with many unsavory allies, it is easier to set the traps with a blanket trigger. Thus, the traps are still active even after the Proxy of Tharizdun passes through.

Due to Nerull's influence over the temple, the party is under an unusual effect. Any character who dies within the temple must be brought back to life within 2 hours, or he turns into some type of undead (see table below). If the character is under the effect of *death ward* at the time of his death, then he escapes Nerull's notice and is not subject to becoming undead through this rule. The party would have no knowledge of this going into the temple, other than the usual creepiness of infiltrating the temple of the god of death. A *divination* spell, focused on the nature of the temple, reveals, ***"All living things come to an end, but those who perish before the eyes of the harvester are plucked almost immediately."*** Someone making a Heal check of DC 25 or a Knowledge (religion) check of DC 30 can tell that the dead body undergoes a slow transformation toward being undead that does not stop when removed from the temple grounds.

Character Level	Undead Created
11th or lower	Ghoul
12th–14th	Ghast
15th–17th	Mummy

When the party approaches the sole door of the temple, read or paraphrase the following:

One of the stone double doors has been reduced to rubble, exposing the gloomy interior to the world. Above the doorway hangs the skull of a troll. A

picture of a scythe has been carved into the skull's forehead.

The doorway has several proximity traps, to ensure that all who enter the temple are evil. The traps go off if anyone gets within 5 feet of the skull (which includes passing through the doors). The traps go off in the order below. If the offending character is not a valid target for one of the traps, that trap fizzles. This does not help the rest of the party against the area-of-effect spells.

APL 10 (EL 8)

✂ **Blasphemy Trap:** CR 8; magic device; proximity trigger (*alarm*); no reset; spell effect (*blasphemy*, 13th-level cleric, none or Will save DC 20, see spell); Search DC 32; Disable Device 32.

APL 12 (EL 11)

✂ **Horrid Wilting Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*horrid wilting*, 15th-level wizard, each person in area takes 15d6, DC 22 Fortitude save half damage); Search DC 33; Disable Device 33.

✂ **Maze Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*maze*, 15th-level wizard, banished to extradimensional maze, no save); Search DC 33; Disable Device 33.

APL 14 (EL 13)

✂ **Weird Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*weird*, 17th-level wizard, each person in area save or die, DC 23 Will save negates, DC 23 Fortitude save drains 1d4 Strength and takes 3d6 damage); Search DC 34; Disable Device 34.

✂ **Wail of the Banshee Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*wail of the banshee*, 17th-level wizard, each person in area save or die, DC 23 Fortitude save negates); Search DC 34; Disable Device 34.

✂ **Power Word Kill Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*power word kill*, 17th-level wizard, kills target with 100 or less hit points, no save); Search DC 34; Disable Device 34.

APL 16 (EL 14)

✂ **Weird Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*weird*, 17th-level wizard, each person in area save or die, DC 23 Will save negates, DC 23 Fortitude save drains 1d4 Strength and takes 3d6 damage); Search DC 34; Disable Device 34.

✂ **Wail of the Banshee Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*wail of*

the banshee, 17th-level wizard, each person in area save or die, DC 23 Fortitude save negates); Search DC 34; Disable Device 34.

✦ **Power Word Kill Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*power word kill*, 17th-level wizard, kills target with 100 or less hit points, no save); Search DC 34; Disable Device 34.

✦ **Meteor Swarm Trap:** CR 9; magic device; proximity trigger (*alarm*); no reset; spell effect (*meteor swarm*, 17th-level wizard, four spheres exploding, doing 6d6 apiece, DC 23 Reflex save half damage); Search DC 34; Disable Device 34.

Note on *meteor swarm*: This trap lobes the four spheres to a space 15 feet away from the front door. Thus, there is no attack roll as normally permitted by the spell.

✦ **Magically treated superior masonry outer wall:** 2 ft. thick; hardness 16; hp 360; AC 5; Break DC 55. Note: If it takes too long to break down a portion of the wall, an implacable character may have issues.

When the party passes through the front door, read or paraphrase the following:

This room takes up the entire first floor of the temple. A dragon's skeleton dominates the middle of the room, hovering over a solid stone table. To your left is a grand stairwell leading up to a landing. Behind the skeleton, you can make out a large hole in the floor.

The stairs do lead to the second floor. If the party follows the stairs, go to **Encounter Six**. If the party investigates the dragon skeleton, they find that it is comprised entirely of carved wood; dragon bones are too valuable for Nerull priests to leave as a statue. The hole in the back has a staircase leading down into the heart of the Nerull temple.

Encounter Six: The Second Level

Being worshippers of the god of death, the cult of Nerull don't have much use for the space above ground. Thus, the entire second level is a convenient attic for them. The stairs going up are trapped. Only certain people know which steps to avoid at the top of the stairs. For everyone else, it is a mechanical trap that causes the ceiling to collapse. This deals with unauthorized visitors who either survived or simply bypassed the front door. Woe be to any cultist who sets off the traps and forces the temple to rebuild the staircase and ceiling.

APL 10 (EL 9)

✦ **Dropping Ceiling:** CR 9; mechanical; location trigger; repair reset; Ceiling moves down (8d6, crush); multiple targets (all targets on 10-ft.-by-5-ft. stairs); never miss; onset delay (1 round); Search DC 27; Disable Device DC 28.

APL 12 (EL 11)

✦ **Dropping Ceiling:** CR 11; mechanical; location trigger; repair reset; Ceiling moves down (10d6, crush); multiple targets (all targets on 10-ft.-by-5-ft. stairs); never miss; onset delay (1 round); Search DC 29; Disable Device DC 34.

APL 14 (EL 13)

✦ **Dropping Ceiling:** CR 13; mechanical; location trigger; repair reset; Ceiling moves down (12d6, crush); multiple targets (all targets on 10-ft.-by-5-ft. stairs); never miss; onset delay (1 round); Search DC 32; Disable Device DC 37.

APL 16 (EL 14)

✦ **Dropping Ceiling:** CR 14; mechanical; location trigger; repair reset; Ceiling moves down (14d6, crush); multiple targets (all targets on 10-ft.-by-5-ft. stairs); never miss; onset delay (1 round); Search DC 35; Disable Device DC 40.

The second level of the temple is an unremarkable collection of storerooms. If the party wants to rob from an evil temple, the goods in these rooms can some loot.

Treasure:

APL 10 – L: 2000 gp, C: 0 gp, M: 0 gp.

APL 12 – L: 2000 gp, C: 0 gp, M: 0 gp.

APL 14 – L: 2000 gp, C: 0 gp, M: 0 gp.

APL 16 – L: 2000 gp, C: 0 gp, M: 0 gp.

Encounter Seven: The Temple Stairs Down

As the players descend down the stairs to the basement, read the following:

The stairs are well traveled and are 10 feet wide. Clearly, the structure above ground is only a necessary extension into the world of the sunlight, as the worshippers of the Reaper seek to be closer to the buried flesh. Every 100 feet, a continuously burning

torch lights the way, plunging the areas between into darkness.

It is inside one of these patches of darkness that the party encounters the next trap. At the 150-foot mark, a proximity trap is triggered unless the party successfully finds it. The traps go off in the order below. If the offending character is not a valid target for one of the traps, that trap fizzles. This does not help the rest of the party against the area-of-effect spells. Beyond the trap, the stairs continue for another 300 feet.

APL 10 (EL 8)

✦**Cone of Cold Trap:** CR 6; magic device; proximity trigger (*alarm*); one minute reset; spell effect (*cone of cold*, 9th-level wizard, 9d6 cold damage in area, DC 17 Reflex save half damage); Search DC 30; Disable Device 30.

✦**Evard's Black Tentacles Trap:** CR 5; magic device; proximity trigger (*alarm*); one minute reset; spell effect (*Evard's black tentacles*, 7th-level wizard, tentacles grapple in area, no save); Search DC 29; Disable Device 29.

APL 12 (EL 9)

✦**Symbol of Pain Trap:** CR 6; magic device; proximity trigger (*alarm*); 10-minute reset; spell effect (*symbol of pain*, 9th-level wizard, afflicted suffers -4 to rolls, DC 17 Fortitude save negates); Search DC 30; Disable Device 30.

✦**Mass Suggestion Trap:** CR 7; magic device; proximity trigger (*alarm*); one minute reset; spell effect (*mass suggestion*, 11th-level wizard, subjects carry out suggestion, DC 19 Will save negates); Search DC 31; Disable Device 31.

Note: The wording of *mass suggestion* is, "The person nearest to you is your greatest enemy whom you must immediately slay."

APL 14 (EL 11)

✦**Symbol of Pain Trap:** CR 6; magic device; proximity trigger (*alarm*); 10-minute reset; spell effect (*symbol of pain*, 9th-level wizard, afflicted suffers -4 to rolls, DC 17 Fortitude save negates); Search DC 30; Disable Device 30.

✦**Blackfire* Trap:** CR 9; magic device; proximity trigger (*alarm*); one minute reset; spell effect (*blackfire*, 15th-level wizard, take 1d4 Constitution damage per round and can engulf allies, DC 22 Fortitude save resists damage and DC 22 Reflex save avoids fire spreading); Search DC 33; Disable Device 33.

* See Appendix Two: New Rules Items

✦**Mass Suggestion Trap:** CR 7; magic device; proximity trigger (*alarm*); one minute reset; spell effect (*mass suggestion*, 11th-level wizard, subjects carry out suggestion, DC 19 Will save negates); Search DC 31; Disable Device 31.

Note: The wording of *mass suggestion* is, "The person nearest to you is your greatest enemy whom you must immediately slay."

APL 16 (EL 12)

✦**Mass Hold Person Trap:** CR 8; magic device; proximity trigger (*alarm*); one minute reset; spell effect (*mass hold person*, 13th-level wizard, everyone affected is held, DC 20 Will save negates); Search DC 32; Disable Device 32.

✦**Blackfire Trap:** CR 9; magic device; proximity trigger (*alarm*); one minute reset; spell effect (*blackfire*, 15th-level wizard, take 1d4 Constitution damage per round and can engulf allies, DC 22 Fortitude save resists damage and DC 22 Reflex save avoids fire spreading); Search DC 33; Disable Device 33.

✦**Mass Suggestion Trap:** CR 7; magic device; proximity trigger (*alarm*); one minute reset; spell effect (*mass suggestion*, 11th-level wizard, subjects carry out suggestion, DC 19 Will save negates); Search DC 31; Disable Device 31.

Note: The wording of *mass suggestion* is, "The person nearest to you is your greatest enemy whom you must immediately slay."

When the party has reached the end of the stairs, read or paraphrase the following:

At the bottom of the stairs is a 30-by-40-foot chamber. To the south is the door to the sleeping chambers. To the north is an archway with a corridor going deeper into the temple. To the west is a large steel vault door. Above the vault is inscribed, "Let he who reveres most the Reaper welcome the wealth of his harvest." Four dead priests lie in this room, their bodies shattered and charred. One corpse lies on the floor before the vault door with his arm extended toward the combination lock.

Sleeping Chambers

Beyond this door is a hallway with several sleeping cells. Aside from robes, holy symbols, and prayer books, there is nothing of interest in these rooms.

Encounter Eight: Nerull's Treasure

When the party opens the vault door, an entropic reaper attacks, realizing that there are invaders that it must destroy. In addition to the creature, there are a couple bags of gold. The creature is the main treasure for the cult of Nerull.

🔒 **Iron Vault Door:** 12 in. thick; hardness 10; hp 360; AC 5; Break DC 30, Open Lock DC 25 + APL.

APL 10 (EL 12)

🌀 **Entropic Reaper:** hp 142, see Appendix 1.

APL 12 (EL 14)

🌀 **Entropic Reaper:** hp 202, see Appendix 1.

APL 14 (EL 16)

🌀 **Entropic Reaper:** hp 262, see Appendix 1.

APL 16 (EL 18)

🌀 **Entropic Reaper (2):** hp 262, 259, see Appendix 1.

Treasure:

APL 10 – L: 0 gp, C: 1000 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 2000 gp, M: 0 gp.

APL 14 – L: 0 gp, C: 4000 gp, M: 0 gp.

APL 16 – L: 0 gp, C: 8000 gp, M: 0 gp.

Encounter Nine: Alchemical Laboratory

Even before the party arrives at this room, they are assaulted by a harsh, acrid smell. When they approach the room, read or paraphrase the following:

The room before you clearly has served as a laboratory. Now, broken glass and splintered tables litter the 40-by-40-foot room. The sunken floor is hidden underneath a still pool of liquid, reflecting many colors from the torches in the wall. In front of the only other exit, a desiccated corpse lies face down in the pool. Judging from the bulk of his plate mail, he used to be a large man.

While the party might be suspicious of the dead man lying in the chemicals, the true threat is an arcane ooze

lying in wait in the southeast corner. As soon as someone is two-thirds across the room, the ooze rises out of the pool and attacks.

APL 10 (EL 9)

🌀 **Arcane Ooze:** hp 202, see Appendix 1.

APL 12 (EL 11)

🌀 **Advanced Arcane Ooze:** hp 310, see Appendix 1.

APL 14 (EL 13)

🌀 **Advanced Arcane Ooze:** hp 435, see Appendix 1.

APL 16 (EL 15)

🌀 **Advanced Arcane Ooze:** hp 630, see Appendix 1.

Encounter Ten: The High Priest and Burnt Books

This room clearly used to be a library, but most of the books now flit down as flakes of ash. Two guards wearing the symbol of Nerull lie on the floor, their bones pulverized. One man, wearing the most ornate of robes you've seen in this temple so far, lies crumpled in the corner, breathing shallowly. Above him are words hastily scribbled from a shattered inkwell. One doorway leads to what apparently is a study, while another doorway leads to a hallway.

The downed man is the high priest, Xullithan, and he is nearly dead (-7 hit points with the Diehard feat). His legs are broken, so he cannot give chase after the Proxy of Tharizdun. When he sees the party approach, he despairs, knowing that they would sooner destroy the temple than rebuild it.

Still, through *divination* spells, Xullithan knows that all of existence risks eradication, which means no more death for his god to enjoy. When the party enters the library, Xullithan groans, letting them know he still lives. If the party doesn't immediately slay him on sight, he beckons them closer; read the following:

The gray-haired man looks at you with a mixture of hatred, pain, and despair. He lets out a wet chuckle, "Mine enemy is now the savior of us all, such a pathetic demise for me. The Reaper would enjoy such irony. I hold no delusion that you wretched people have this temple's interest at heart. Destroy it, if you must. Keep in mind that, legally, we are the victim here."

He grimaces and continues, "You and I are enemies, but you serve Nerull in this quest. He told me that one would be here to release the harbinger of insanity from his prison in Carceri. I've seen this messenger, and I know it is capable. Once it enters the Maiden of Carceri, it will be linked to the Reaper, yet cannot die. Its power is enough to free the Eternal Darkness, and then nothing could stop it!"

The man's eyes widen momentarily, and he slumps back, holding his ribs. With teeth clenched, he says, "You must stop it! Then you must destroy any of its essence you may harbor. Step into the Maiden of Carceri, if you dare, and share your soul with the desolation of Carceri. When levers two and five are pushed with the neck dial cranked all the way, your very being will be focused, allowing you to disperse that darkness."

The priest pauses, as if debating whether to tell you more. With a resolute nod, he adds, "Though your body will suffer within the Maiden's confines, it keeps your soul intact. Since you spared my life, I'll return the favor by telling you this: you must repair the body before exiting the Maiden, or your soul is forfeit."

Xullithan is telling the truth, and he has nothing to gain by lying to the party. He doesn't know what the party has learned, so he lays all his cards out in order to convince them to defeat the Proxy of Tharizdun. If allowed to continue living, Xullithan offers the party various blessings of Nerull, including one instance of *mass resist energy*, *mass bear's endurance*, *freedom of movement*, *greater magic weapon*, and *resurrection*, all as a 16th-level caster. For purposes of the *resurrection*, Xullithan provides the material component (this offer is void once the party succeeds).

If left unbound (possibly because the party hopes he helps them in the final battle), Xullithan casts *wind wall* and heads for the exit. He explains that he is not a part of the prophecy; his role is to return so that he may rebuild the temple. Arresting Xullithan does no good, as he has broken no laws. In fact, by the law, he is the victim, as the Proxy of Tharizdun broke in and killed the temple guards.

If the party attacks Xullithan, he attempts revenge by casting *polymorph other* on a character. His initiative modifier is +2, his prone AC is 18, and the spell's DC is 26 as a 16th-level caster. If he succeeds in *polymorphing* a PC, he chooses to *polymorph* him into a badger, if Small, or a baboon, if Medium. He chooses these forms in order to leave a permanent effect on the party as he is killed. Should Xullithan survive to the second round, his next

action is to deny the party the satisfaction by casting *inflict critical wounds* on himself, which should finish him.

Before the party arrives, Xullithan has thought his life would be forfeit. He has spent his time documenting his last moments in a journal for the party to find. He leaves a message on the wall in Celestial, hoping that whatever evil has invaded the solace of the Reaper is not educated enough to know the language of angels. The message reads:

"Our salvation lies under the fire in the study."

Xullithan's guards were killed by massive, blunt trauma. A *detect magic* spell can still pick up the strong evocation aura of a *fire storm* spell, which is Xullithan's attempt to purge the Temple of Nerull of any other information useful to its enemies.

Roleplaying Xullithan

Xullithan is an intelligent and charismatic cleric who had been instrumental in the establishment of the Temple of Nerull in Dyvers. He had blackmailed, extorted, and perjured in order to convince the Gentry to allow the temple's construction. He is extremely confident, but he knows that he is out of his element.

If allowed to live, Xullithan reacts according to the party's personality and questions. If the party members seem competent and efficient, he is respectful. If the party members show any weakness (including signs of compassion and altruism), he treats them with distant disdain. Since the party has not killed him just for being the high priest of Nerull, he knows they wouldn't kill him just for being a jerk. He especially barbs the characters if they ask questions that he feels obvious, which, considering his intelligence, are numerous. Sample responses may be:

- **Can you cast some *cure* spells on us?**

Curing spells? Sure, I have a whole library of curing spells. All you have to do is just throw yourself on that sword there. Then I can bring you back as a zombie and cure you until you're blue in the face!

- **Will you summon an undead to draw the heat away from us when we face this thing?**

You jest! Even in such miserable times, you still find humor, praise the Reaper. You try to convince me you're into necromancy now? No, your heart isn't in it. If you truly were as wicked as you claim, I'd have seen you in my temple long ago. Thank you for giving a dying man a laugh. Tell you what, why don't you focus on preventing

the Eternal Darkness's return and leave the business of being evil to us adults?

- **Do you have any holy water to give us?**

Don't touch the stuff, myself. I was young once and experimented with it. I didn't see what the big deal was, really.

Betrayal

It is possible that—after Xullithan aids the party with his spells—someone in the party may decide to kill the evil Xullithan after all. Xullithan is free with his information and diminished resources; he chooses his fights carefully, and he knows not to trifle with the party, especially since it is his enemy's enemy. He grants the party his remaining useful spells in good faith.

If one of the characters chooses to kill Xullithan after accepting his help, this betrayal catches Nerull's attention. Being the lord of the prison plane of Carceri, Nerull delights in such a traitorous move and marks the character's soul for his death. The character(s) gain the AR Award **"Betrayed the Betrayer"**.

Note that this only happens if the party agrees to receive Nerull's blessing in the form of receiving Xullithan's spells. No one is punished for slaying the evil high priest of Nerull on sight or even after he tells his story. On a normal day, this would be a high crime in the city of Dyvers, but with the civil war, no one is going to care about the death of the leader of an unpopular cult.

Treasure:

APL 10 – L: 0 gp, C: 1,667 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 1,667 gp, M: 0 gp.

APL 14 – L: 0 gp, C: 1,667 gp, M: 0 gp.

APL 16 – L: 0 gp, C: 1,667 gp, M: 0 gp.

This represents the gem Xullithan carries in case he needs to *resurrect* someone. This treasure is gone if he uses it to cast it. If the characters do not need a *resurrection*, Xullithan freely gives the gem to the party, as payment for cleaning out his temple. Mark this on the AR if someone accepts the gem.

Study

A table, flanked by a pair of chairs, sits in front of a fireplace. The devastation that obliterated the library also touched this room, painting the furniture and mantle black with soot.

A Search check [DC 16] finds the secret door at the bottom of the fireplace, propped open just a crack by a

gold coin. Inside the hidden compartment is Xullithan's explanation about the artifact. Refer to **Player's Handout #1**.

Encounter Eleven: The Torture Chamber

As evidenced by the battered doors and scores of destroyed undead guards, this corridor leads to something very important to the church of Nerull. As you pass through each set of doors, the arches and cobblestones are more and more elaborate. The final doors would be an impressive display of obsidian pieces interlocking like several rib cages, if not for the fact that they now lay shattered on the floor. Dim light filters in from the room beyond, and you hear a low gurgling noise.

When someone views the room through any means, read the following:

The walls of this room are lined with shelves of weapons and implements of torture. Everything from barbed forceps to large wooden racks can be found here. Only one device holds your attention today: A human-sized sarcophagus attached to a series of levers and dials. The sickle of Nerull shines prominently on its surface. The device has the attention of another: Dominating the room is a man-shaped creature; its body bubbles and roils like boiling tar. It studies the device as if to determine its function.

The doors open into the torture chamber, which is a site of great importance to the church of Nerull. The Proxy of Tharizdun is here, examining the Maiden of Carceri. Once it divines the process of operating it, the proxy plans to enter and send its entropic soul into Nerull's home plane, where it hopes to disrupt some of the energy protecting the prison of Tharizdun. The party has a chance to stop it before it figures out how to free Tharizdun, or weaken the barriers keeping He of Eternal Darkness imprisoned.

If the Proxy detects any character in the room, it initiates combat. If the party casts spells with verbal components in the hallway, the Proxy has to beat a Listen check of DC 0 (with -1 to its check per 10 feet, per the rules). The Proxy desperately wants all the power it can have in order to transform it into a utensil of destruction. As a result, when given the opportunity, it attacks those who absorbed some of its essence by being **Chosen By Oblivion** from **VTF5-01 Bonds of Light and Darkness**. It is not stupid, and it will not expose itself too much. It

knows it can still reclaim the essence if it kills all of the party.

The Proxy of Tharizdun does not chase fleeing characters unless they have an essence of Tharizdun, in which case it chases as long as it has a chance to attack. If the party successfully flees, that gives the Proxy enough time to figure out the Maiden of Carceri, and it locks itself in, destroying some of the barriers of the prison of Tharizdun – a bad thing for Oerth in general but not immediately destructive.

Implacable

Those characters who played **VTF5-01 Bonds of Light and Darkness** immediately before this module were given the opportunity to be **Implacable** in their quest to stop Tharizdun. The benefits of being Implacable depend on how much they dedicate to the task, measured by the amount of real time passing between *VTF5-01 Bonds of Light and Darkness* and **VTF5-02 Reaping the Darkness**. Compare the AR date for **VTF5-01** to the date this module runs (if there are two different eligible dates—such as a slot 0 for a convention—use the date that benefits the players; this is a heroic moment):

Less than a week:

- +1 Luck bonus to attack and damage
- +1 bonus to the save DC for spells affecting the proxy
- +5 bonus to spell level for purposes of overcoming SR
- DR 5/- against attacks by the proxy
- Resistance to fire 5 against attacks by the proxy

Less than a month:

- +2 Luck bonus to attack and damage
- +2 bonus to the save DC for spells affecting the proxy
- +10 bonus to spell level for purposes of overcoming SR
- DR 5/- against attacks by the proxy
- Resistance to fire 10 against attacks by the proxy

A month or longer:

- +4 Luck bonus to attack and damage
- +3 bonus to the save DC for spells affecting the proxy
- +15 bonus to spell level for purposes of overcoming SR
- DR 10/- against attacks by the proxy
- Resistance to fire 10 against attacks by the proxy
- Gain the ability to score critical hits and sneak attack damage against the proxy

Due to the threat they pose, Implacable characters are high on the Proxy's list of priorities.

APL 10 (EL 14)

☛ **Proxy of Tharizdun:** hp 266, see Appendix 1.

APL 12 (EL 16)

☛ **Proxy of Tharizdun:** hp 342, see Appendix 1.

APL 14 (EL 18)

☛ **Proxy of Tharizdun:** hp 460, see Appendix 1.

APL 16 (EL 20)

☛ **Proxy of Tharizdun:** hp 600, see Appendix 1.

Encounter Twelve: Maiden Voyage

When the party is able to investigate the artifact at its leisure, read the following:

The power radiating from this device is palpable. It stands 9 feet high, able to encase a hill giant in its hollow center, though not comfortably. But then, the Maiden of Carceri is not designed for comfort. Mounted at various positions, dozens of screws, levers, and dials adorn this device. With the right modifications, the Maiden of Carceri can be just as equally painful and claustrophobic for a sprite.

The sight of barbs, blades, and spikes that can effortlessly be extended and retracted into a hapless victim would be enough to cause unease and discomfort in the average person. When augmented by the waves of evil coming from this contraption, the unease builds into fear. This device is what the Proxy of Tharizdun sought. If it had succeeded in using the Maiden of Carceri, it could have been simultaneously dead and alive, allowing its destructive nature to wreak havoc on Nerull's home plane--and the prison of Tharizdun.

In order to rid himself of the touch of Tharizdun, a character has to touch the plane of Carceri so that the essence of Tharizdun is released harmlessly into the death god's realm. In such small doses, this portion of Tharizdun is nearly imperceptible in Carceri. The problem is that the torture a person must go through kills him. Fortunately, the magic of the Maiden of Carceri is such that anyone within the torture device is protected from death. Before he can be released from the Maiden of Carceri, the character must be healed back from -20 to -9. If the doors are opened too early (and thanks to the many openings in the chamber, observers can make a Heal check of DC 10 to determine if someone is dead), the character dies, no longer protected by Nerull.

Anyone who enters the Maiden of Carceri is subjected to great pains as the spikes dig into his body. With the Maiden shut, another character can operate the levers and dials to extend and retract various blades and spikes. The device is designed to kill most anyone who enters, though the character is kept alive through the power of Nerull. Normally, the faithful of Nerull use this device for experimentation, surgery, communion, and punishment.

Based on what High Priest Xullithan said (or wrote), the party may know to push levers two and five and then turn the dial on the neck all the way. This kills the character but also extracts the essence of Tharizdun. The character is allowed to mark off **Chosen By Oblivion** from the AR of **VTF5-01 Bonds of Light and Darkness**. At this point, they are healed by the Iron Maiden up to 1 hp.

NOTE: If the characters perform this particular sequence properly, those within the Iron Maiden do not suffer the effects of death (as they are protected from it) and the attendant loss of level.

More enterprising characters may wish to see what the dozens of levers and dials do. Should a maverick character wish to toy with the device, give the other characters a chance to intervene, if they so wish. Without knowing the instructions for the Maiden of Carceri, odds

are likely the party randomly generates an unpleasant result. Should a character fiddle with the levers and dials in a manner not described by Xullithan, consult the following table to determine the victim's fate. A player may make a Use Magic Device check and add the total of the roll to the percentile check to see what happens (if the skill roll does not total DC 25, the character takes 2d6 points of damage for failing to activate a magic device blindly).

NOTE: Before revealing the result of the roll, ask the player inside the Maiden if he is willing to accept a spell cast on him or if he is going to resist (and thus force a Will save).

Anyone who is placed in the Iron Maiden of Carceri and they are dropped to below -9 with it (whether they are properly restored or not) is provided the AR Award "**Soul Bound**".

d% roll	Result
01-30	Body is consumed entirely by the plane of Carceri. Only <i>true resurrection</i> or <i>miracle</i> can return the victim to life.
31-90	Victim is killed by a death effect, even bypassing <i>death ward</i> .
91-98	Victim is the target of a <i>Mordenkainen's Disjunction</i> with a Will save (DC 40).
99-102	Victim is the target of a <i>heal spell</i> with a Will save (DC 37).
103+	Victim is subject to <i>break enchantment</i> and <i>dispel magic</i> , with a caster level of 30. This may remove some curses from previous ARs.

Conclusion

The Treasure is listed first to provide for all the various conclusions to obtain.

Treasure: (Only provided as access, no value)

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: *+1 animated large steel shield* (0 gp per character), *+2 ring of protection* (0 gp per character), *+2 vest of resistance* (0 gp per character).

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: *+1 moderate fortification full plate* (0 gp per character), *+3 ring of protection* (0 gp per character), *+3 vest of resistance* (0 gp per character).

APL 14: Loot: 0 gp; Coin: 0 gp; Magic: *+1 elemental bane sword* (any martial sword) (0 gp per character), *+4 ring of protection* (0 gp per character), *+4 vest of resistance* (0 gp per character).

APL 16: Loot: 0 gp; Coin: 0 gp; Magic: *ring of freedom of movement* (0 gp per character), *+5 ring of protection* (0 gp per character), *+5 vest of resistance* (0 gp per character).

If the Party Succeeds

Should anyone still have the AR item, **Chosen by Oblivion**, then also read the conclusion for that character. Read or paraphrase the following:

After spending time in the dark tunnels under the Temple of Nerull, the sunlight is blinding. As you exit the temple, you feel the eyes of hundreds of people watching you. It is as if the people in the Temple District are aware that you have wrought a great change in the universe. Walker Salidious and Hithradien greet you at the gates with beaming smiles.

Salidious says, "I can feel a great weight lifted as the evil of Tharizdun has returned to his prison on Carceri. My friends, you've done us all a great service. We need to find a safe place for this Maiden of Carceri, but it is at least out of the hands of the death cult. You are welcome to call on the Walkers any time."

As you look around, hope lies in the face of each person. The sounds of battle are distant; the petty civil war of Dyvers does not compare to the war you fought with the Mad God. In fact, all of the troubles along the Velverdyva Trade Route seem minor, from Ekbir through Tusmit to Ket into Veluna and past Verbobonc. For now, the threat of Eternal Darkness is held at bay.

Thanks of the Temple of Fharlanghn: The characters succeeded at their task and they are provided with the AR Award "**Thanks of Fharlanghn**" amidst the great thanks and celebration that takes place.

Anyone with the AR Award Chosen by Oblivion who had it removed in this module: The Walkers are especially grateful to you for all that you have done and they give you a benefit from their years of travel. The AR Awards **Shortcuts of Fharlanghn** is provided to the character(s).

If the characters betrayed the High Priest of Nerull after he assisted them: They gain the AR Award "**Betrayed by the Betrayer**".

If the characters have the AR Award "Implacable": Their success is deemed in part to come from their choice. They are provided with the AR Award "**Resolute**". The DM must circle a number, which corresponds to the number of items that can be chosen for the access, decided as follows:

- One item is chosen for anyone who had the Implacable Award for less than a month;
- One additional item is chosen for anyone who had the Implacable Award for one month or longer;
- Finally, if it is the estimation of the DM that the character role-played the Implacable aspect with great enthusiasm and spirit, an additional item may be chosen.
- If, at the discretion of the DM, there were characters at the table who did not have the Implacable Award but roleplayed with great enthusiasm and worked within the concept of the Award itself, they may be awarded a single item as well.
- There are a maximum of three items that can be chosen for the expanded access.

The Walkers also make available to the heroes supplies of magical equipment they have gathered from earlier losses during the efforts to stop the Elemental Cultists. There is no value in these items, it is merely an effort by the Temple to show their thanks to the characters. Provide access to all items in the treasure section of the conclusion.

The End

If the Party Fails

Those who still have the AR item, **Chosen by Oblivion**, also need the conclusion read for that character. Read the first paragraph of this conclusion if the party witnesses the Proxy of Tharizdun entering the Maiden of Carceri. Otherwise, skip to the second paragraph.

With unmasked glee crossing the amorphous face of the Proxy, it squeezes into the Maiden of Carceri and locks itself in. Squeezing through one of the many openings, a liquid arm reaches out and pulls various levers, driving spikes into the form of the Proxy. An ominous buzzing sounds from the Maiden, and flames shoot from every gap in the device. Finally, the Maiden and its inhabitant vanish, leaving a smoldering crater in the floor of the torture chamber.

Outside the temple, the sun is obscured by dark, rolling clouds. Refugees in the Temple District scramble to keep their makeshift shelters intact in the howling wind. The sounds of battle between House Pengallen and House Laerdyn have intensified.

As you prepare for the coming storm, Walker Salidious finds you and approaches with a grim look on his face. Over the blustery wind, he shouts, "Things are not all that bad. It seems that Tharizdun is still imprisoned. The Reaper was able to contain the energy, but the barriers between the prison plane and ours have weakened. I shudder to think what prisoners may have escaped during the attempt, but at least the Eternal Darkness is not on our plane."

After pondering for a moment, he continues, "The Proxy of Tharizdun is stronger now, but it is unable to attempt to free the Eternal Darkness for quite some time. We will keep vigil and watch for signs of its return. You did all you could; we cannot ask for anything more. Thank you for your attempt."

Anyone with the AR Award Chosen by Oblivion who had it removed in this module: The Walkers are especially grateful to you for all that you have done and they give you a benefit from their years of travel. The AR Awards **Shortcuts of Fharlanghn** is provided to the character(s).

If the characters betrayed the High Priest of Nerull after he assisted them: They gain the AR Award "Betrayed by the Betrayer".

The Walkers also make available to the heroes supplies of magical equipment they have gathered from earlier losses during the efforts to stop the Elemental Cultists, even if they have failed as in this case. There is no value in these items, it is merely an effort by the Temple to show their thanks to the characters. Provide access to all items in the treasure section of the conclusion – even in a losing cause, the Walkers are as gracious as they can be for the assistance (or lack thereof) provided by the heroes.

The End

Chosen by Oblivion

If any character is unable (or unwilling) to get rid of the **Chosen by Oblivion** entry from **VTF5-01 Bonds of Light and Darkness**, read or paraphrase the following:

With the Orb of Oblivion haunting your thoughts, you jump at the sight of a would-be assailant, only to realize it is just a piece of trash. A multitude of voices rise up in your mind into a violent cacophony until

you close your eyes and will the voices to shut up. By sacrificing your soul to keep a piece of Tharizdun inside of you, you risk being taken over by the very essence of the Mad God. You must be vigilant and ensure that you are in control. Until you can find a suitable manner to safely release this part of Tharizdun, you must endure its taunts and chaotic thoughts.

The character gains the AR Award "Retaining a Piece of Oblivion".

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 Two or Three

Defeating or bypassing the soldiers:

APL10 – 360 xp
APL12 – 360 xp
APL14 – 450 xp
APL16 – 450 xp

Encounter Five

Getting past the trigger trap:

APL10 – 240 xp
APL12 – 330 xp
APL14 – 390 xp
APL16 – 420 xp

Encounter Six

Getting past the trigger trap:

APL10 – 270 xp
APL12 – 330 xp
APL14 – 390 xp
APL16 – 420 xp

Encounter Seven

Getting past the trigger trap:

APL10 – 240 xp

APL12 – 270 xp

APL14 – 330 xp

APL16 – 360 xp

Encounter Eight

Defeating the entropic reaper:

APL10 – 360 xp

APL12 – 420 xp

APL14 – 480 xp

APL16 – 540 xp

Encounter Nine

Defeating the alchemical ooze:

APL10 – 270 xp

APL12 – 330 xp

APL14 – 390 xp

APL16 – 450 xp

Encounter Eleven

Defeating the Proxy of Tharizdun.

APL10 – 420 xp

APL12 – 480 xp

APL14 – 540 xp

APL16 – 600 xp

Story Award

Learning about the Maiden of Carceri.

APL10 – 270 xp

APL12 – 315 xp

APL14 – 360 xp

APL16 – 405 xp

Discretionary roleplaying award

APL10 – 270 xp

APL12 – 315 xp

APL14 – 360 xp

APL16 – 405 xp

Total possible experience:

APL10 – 2,700 xp

APL12 – 3,150 xp

APL14 – 3,600 xp

APL16 – 4,050 xp

Treasure Summary

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

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

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

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

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

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

Encounter Two or Three (Soldiers)

APL 10 – L: 169 gp, C: 0 gp, M: +2 *falchion* (698 gp per character), +2 *full plate* (471 gp per character), *brooch of shielding* (125 gp per character), *potion of cure light wounds* x2 (4 gp each per character), *potion of enlarge*

person (25 gp per character), *ring of protection +2* (667 gp per character).

APL 12 – L: 169 gp, C: 0 gp, M: +2 *falchion* (698 gp per character), +2 *full plate* (471 gp per character), *brooch of shielding* (125 gp per character), *potion of cure light wounds* x2 (4 gp each per character), *potion of enlarge person* (25 gp per character), *ring of protection +2* (667 gp per character).

APL 14 – L: 169 gp, C: 0 gp, M: +2 *falchion* (698 gp per character), +2 *full plate* (471 gp per character), *brooch of shielding* (125 gp per character), *potion of cure light wounds* x2 (4 gp each per character), *potion of enlarge person* (25 gp per character), *ring of protection +2* (667 gp per character).

APL 16 – L: 202 gp, C: 0 gp, M: +2 *falchion* (698 gp per character), +2 *full plate* (471 gp per character), *brooch of shielding* (125 gp per character), *potion of cure light wounds* x2 (4 gp each per character), *potion of enlarge person* (25 gp per character), *ring of protection +2* (667 gp per character).

Encounter Six (Storeroom)

APL 10 – L: 500 gp, C: 0 gp, M: 0 gp.

APL 12 – L: 1000 gp, C: 0 gp, M: 0 gp.

APL 14 – L: 2000 gp, C: 0 gp, M: 0 gp.

APL 16 – L: 4000 gp, C: 0 gp, M: 0 gp.

Encounter Eight (Vault)

APL 10 – L: 0 gp, C: 1000 gp, M: 0 gp.

APL 12 – L: 0 gp, C: 2000 gp, M: 0 gp.

APL 14 – L: 0 gp, C: 4000 gp, M: 0 gp.

APL 16 – L: 0 gp, C: 8000 gp, M: 0 gp.

Encounter Ten (High Priest)

APL 10 – L: 10000 gp, C: 0 gp, M: 0 gp.

APL 12 – L: 10000 gp, C: 0 gp, M: 0 gp.

APL 14 – L: 10000 gp, C: 0 gp, M: 0 gp.

APL 16 – L: 10000 gp, C: 0 gp, M: 0 gp.

Conclusion

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: +1 *animated large steel shield* (0 gp per character), +2 *ring of protection* (0 gp per character), +2 *vest of resistance* (0 gp per character).

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: +1 *moderate fortification full plate* (0 gp per character), +3 *ring of protection* (0 gp per character), +3 *vest of resistance* (0 gp per character).

APL 14: Loot: 0 gp; Coin: 0 gp; Magic: +1 *elemental bane sword* (any martial sword from the *PHB*) (0 gp per character), +4 *ring of protection* (0 gp per character), +4 *vest of resistance* (0 gp per character).

APL 16: Loot: 0 gp; Coin: 0 gp; Magic: *ring of freedom of movement* (0 gp per character), +5 *ring of protection* (0 gp per character), +5 *vest of resistance* (0 gp per character).

Total Possible Treasure

APL 10	4,600 gp
APL 12	6,600 gp
APL 14	13,200 gp
APL 16	19,800 gp

Appendix 1: NPC

APL 10

Encounter Two or Three

Sergeant: Human Ftr11; CR 11; Medium Humanoid (human); HD 11d10+22; hp 102; Init +1; Spd 20 ft; AC 23 (+10 armor, +1 dex, +2 deflection), touch 11, flat-footed 20; Base Atk +11; Grp +15; Atk +19 melee (2d4+10, 15-20/2, falchion) or +14 (1d8, light crossbow); Full Atk +19/+14/+9 melee (2d4+10, 15-20/2, falchion) or +12 (1d8, light crossbow); AL LE; SV Fort +9, Ref +6, Will +5; Str 18, Dex 13, Con 14, Int 10, Wis 10, Cha 12;

Skills and Feats: Handle Animal +15, Intimidate +15, Ride +18; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (Falchion), Improved Critical (Falchion), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Possessions: light crossbow, 20 bolts, dagger, captain's tabard, +2 falchion, +2 full plate, brooch of shielding, 2 potions of cure light wounds, potion of enlarge person, ring of protection +2.

Dyvers Free Army Soldiers (3): Human Ftr6; CR 6; Medium Humanoid (human); HD 6d10+18; hp 60; Init +5; Spd 20 ft; AC 17 (+6 armor, +1 dex), touch 11, flat-footed 16; Base Atk +6; Grp +9; Atk +11 melee (2d4+6, falchion) or +7 (1d8, light crossbow); Full Atk +11/+6 melee (2d4+6, falchion) or +7 (1d8, light crossbow); AL LE; SV Fort +10, Ref +5, Will +2; Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Handle Animal +8, Intimidate +8, Ride +12; Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Possessions: Banded mail, masterwork falchion, light crossbow, 10 bolts, dagger, *potion cure light wounds*.

Encounter 8

Entropic Reaper: CR 12; Medium undead (extraplanar, chaotic); HD 19d12+19; hp 142; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +9; Grp +18; Atk +18 melee (2d6+13 plus entropic blade, 19-20/x4, Large scythe); Full Atk

+18/+13 melee (2d6+13 plus entropic blade, 19-20/x4, Large scythe); SA entropic blade; SQ DR 10/cold iron and lawful, darkvision 60 ft., fast healing 10, master of the scythe, SR 22, undead traits; AL CE; SV Fort +17, Ref +8, Will +13; Str 29, Dex 14, Con —, Int 11, Wis 20, Cha 15.

Skills and Feats: Concentration +23, Knowledge (the planes) +23, Listen +26, Spot +26; Combat Reflexes, Improved Critical (scythe), Improved Toughness, Power Attack, Cleave, Improved Initiative, Whirlwind Attack.

Entropic Blade (Su): An entropic reaper confers the entropic blade ability on any weapon it wields, normally a Large scythe. Each time the reaper deals weapon damage, the victim must make a DC 21 Fortitude save or be overcome by pain as their form melts, flows, writhes and boils. While in this entropic state the victim cannot cast spells or use magic items. The victim attacks blindly each turn unable to distinguish friend from foe. Each such attack is at a -4 penalty and has a 50% miss chance. Each round spent in this state drains 1 point of Wisdom. A victim who reaches 0 Wisdom from this drain is destroyed and disincorporate into nothingness. Each round a victim may attempt a DC 21 Charisma check to stabilize their form, if successful they return to normal for one minute after which they must succeed in another DC 21 Charisma check or the entropic state returns. *Shapechange* or *stoneskin* will not cure the afflicted creature but will fix the entropic state for the duration of the spell. *Heal* and *greater restoration* will remove the affliction and wisdom drain. *Restoration* can remove the affliction, but a second *restoration* is required to restore any drained Wisdom.

Master of the Scythe (Ex): An entropic reaper can wield a scythe one size larger than normal without penalty, and any scythe wielded by an entropic reaper is treated as if it were a mighty cleaving weapon allowing a second cleave attempt each round.

Undead traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, and death effects; not subject to critical hits, non-lethal damage, ability drain or energy drain. Immune to STR, DEX and CON damage as well as fatigue and exhaustion. Not subject to death resulting from

massive damage. Immune to effects requiring Fortitude saves unless the effect is also harmless or works on objects; does not eat breath or sleep, destroyed at 0 hit points.

Encounter 9

Arcane Ooze: CR 9; Huge ooze; HD 15d10+120; hp 202; Init -5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +11; Grp +24; Atk +14 melee (2d6+7 plus 2d6 acid, slam); Full Atk +14 melee (2d6+7 plus 2d6 acid, slam); Space/Reach 15ft./10ft.; SA acid, constrict 2d6+7 plus 2d6 acid, improved grab, spell siphon; SQ Blindsight 60 ft., immunity to magic, ooze traits; AL N; SV Fort +13, Ref +0, Will +0; Str 20, Dex 1, Con 26, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +13 (may take 10 even if rushed or threatened)

Acid (Ex): An arcane ooze's acid dissolves only flesh.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can locate prey by scent and vibration within 60 feet.

Constrict (Ex): An arcane ooze deals slam damage (2d6+7 plus 2d6 acid) with a successful grapple check.

Improved Grab (Ex): An arcane ooze that hits with its slam attack can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check a hold is established and the ooze may constrict.

Spell Siphon (Su): Any time an arcane caster begins his turn within 60 feet of the arcane ooze he must make a DC 25 Fortitude save or lose a randomly selected spell of the highest level he has available. The arcane ooze gains 5 temporary hit points for each level of the arcane spell. These hit points are lost after one hour.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like effect that allows spell resistance. In addition, any magical attack that would deal electricity damage increases the ooze's speed as if affected by a *haste* spell for 3 rounds. A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half what the acid would normally deal.

Ooze traits: Mindless (immune to charms, compulsions, phantasms, patterns and morale effects,) Blind (immune to gaze attacks, visual effects, illusions and attack forms that rely on sight,)

immune to poison, sleep, paralysis, polymorph and stunning, not subject to critical hits or flanking.

Encounter 11

Proxy of Tharizdun: CR 14; Huge elemental (fire, earth, water, extraplanar); HD 28d8+140; hp 266; Init +12; Spd 30 ft.; AC 31, touch 16, flat-footed 25; Base Atk +21; Grp +39; Atk +29 melee (2d10+10+2d6 fire/19-20, slam); Full Atk +29/+29 melee (2d10+10+2d6 fire/19-20, 2 slams); Space/Reach 15ft./15ft.; SA earth and water mastery, inundate; SQ DR 10/implacable, darkvision 60ft., earth glide, fire immunity, resistance to cold 10 and acid 10, regenerate 10, SR 26, vulnerable to cold, elemental traits; AL CE; SV Fort +21, Ref +24, Will +11; Str 30, Dex 26, Con 21, Int 10, Wis 11, Cha 11.

Skills and Feats: Listen +31, Spot +31; Awesome Blow, Blind-Fight, Combat Reflexes, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack

Earth and Water Mastery (Ex): The proxy gets +1 to hit and damage if it and its target are touching either earth or water. The proxy takes -4 on attacks against airborne opponents.

Inundate (Ex): The proxy is a mass of black, boiling, sticky mud. A victim of its slam attack must succeed at a DC 29 Reflex save or be coated in mud. An inundated victim is entangled for 1d4 rounds and takes 2d6 fire damage each round it is covered with the steaming mud.

Regeneration (Su): Good, lawful, or electrical damage will do normal damage to the proxy, as will damage from implacable foes.

Earth Glide (Ex): The proxy can glide through earth, stone, and rock with out leaving a hole or sign of its passage.

Elemental traits: Immune to poison, sleep, paralysis and stunning, not subject to critical hits or flanking, does not eat, sleep or breathe.

APL 12

Encounter Two or Three

Sergeant: Human Ftr11; CR 11; Medium Humanoid (human); HD 11d10+22; hp 102; Init +1; Spd 20 ft; AC 23 (+10 armor, +1 dex, +2 deflection), touch 11, flat-footed 20; Base Atk +11; Grp +15; Atk +19 melee (2d4+10, 15-20/2, falchion) or +14 (1d8, light crossbow); Full Atk +19/+14/+9 melee (2d4+10, 15-20/2, falchion) or +12 (1d8, light crossbow); AL LE; SV Fort +9, Ref +6, Will +5; Str 18, Dex 13, Con 14, Int 10, Wis 10, Cha 12;

Skills and Feats: Handle Animal +15, Intimidate +15, Ride +18; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (Falchion), Improved Critical (Falchion), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Possessions: light crossbow, 20 bolts, dagger, captain's tabard, +2 falchion, +2 full plate, brooch of shielding, 2 potions of cure light wounds, potion of enlarge person, ring of protection +2.

Dyvers Free Army Soldiers (3): Human Ftr6; CR 6; Medium Humanoid (human); HD 6d10+18; hp 60; Init +5; Spd 20 ft; AC 17 (+6 armor, +1 dex), touch 11, flat-footed 16; Base Atk +6; Grp +9; Atk +11 melee (2d4+6, falchion) or +7 (1d8, light crossbow); Full Atk +11/+6 melee (2d4+6, falchion) or +7 (1d8, light crossbow); AL LE; SV Fort +10, Ref +5, Will +2; Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Handle Animal +8, Intimidate +8, Ride +12; Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Possessions: Banded mail, masterwork falchion, light crossbow, 10 bolts, dagger, *potion cure light wounds*.

Encounter 8 (EL 12)

Entropic Reaper: CR 14; Medium undead (extraplanar, chaotic); HD 27d12+27; hp 202; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +13; Grp +23; Atk +24 melee (2d6+15 plus entropic blade, 19-20/x4, Large scythe); Full Atk +24/+19/+14 melee (2d6+15 plus entropic blade, 19-20/x4, Large scythe); SA entropic blade; SQ DR 10/cold iron and lawful, darkvision 60 ft., fast healing 10, master of the scythe, SR 22, undead

traits; AL CE; SV Fort +20, Ref +11, Will +17; Str 30, Dex 14, Con —, Int 11, Wis 20, Cha 16.

Skills and Feats: Concentration +32, Knowledge (the planes) +31, Listen +34, Spot +34; Blind-Fight, Combat Reflexes, Hear the Unseen, Improved Critical (scythe), Improved Initiative, Improved Toughness, Power Attack, Cleave, Weapon Focus (scythe), Whirlwind Attack

Entropic Blade (Su): An entropic reaper confers the entropic blade ability on any weapon it wields, normally a Large scythe. Each time the reaper deals weapon damage, the victim must make a DC 26 Fortitude save or be overcome by pain as their form melts, flows, writhes and boils. While in this entropic state the victim cannot cast spells or use magic items. The victim attacks blindly each turn unable to distinguish friend from foe. Each such attack is at a -4 penalty and has a 50% miss chance. Each round spent in this state drains 1 point of Wisdom. A victim who reaches 0 Wisdom from this drain is destroyed and disincorporate into nothingness. Each round a victim may attempt a DC 21 Charisma check to stabilize their form, if successful they return to normal for one minute after which they must succeed in another DC 21 Charisma check or the entropic state returns. *Shapechange* or *stoneskin* will not cure the afflicted creature but will fix the entropic state for the duration of the spell. *Heal* and *greater restoration* will remove the affliction and wisdom drain. *Restoration* can remove the affliction, but a second *restoration* is required to restore any drained Wisdom.

Master of the Scythe (Ex): An entropic reaper can wield a scythe one size larger than normal without penalty, and any scythe wielded by an entropic reaper is treated as if it were a mighty cleaving weapon allowing a second cleave attempt each round.

Undead traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, and death effects; not subject to critical hits, non-lethal damage, ability drain or energy drain. Immune to STR, DEX and CON damage as well as fatigue and exhaustion. Not subject to death resulting from massive damage. Immune to effects requiring Fortitude saves unless the effect is also harmless or works on objects; does not eat breath or sleep, destroyed at 0 hit points.

Encounter 9

Arcane Ooze: CR 11; Huge ooze; HD 23d10+207; hp 310; Init -5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +17; Grp +31; Atk +21 melee (2d6+9 plus 2d6 acid, slam); Full Atk +21 melee (2d6+9 plus 2d6 acid, slam); Space/Reach 15ft./10ft.; SA acid, constrict 2d6+9 plus 2d6 acid, improved grab, spell siphon; SQ Blindsight 60 ft., immunity to magic, ooze traits; AL N; SV Fort +15, Ref +2, Will +2; Str 22, Dex 1, Con 26; Int —, Wis 1, Cha 1.

Skills and Feats: Climb +14 (may take 10 even if rushed or threatened)

Acid (Ex): An arcane ooze's acid dissolves only flesh.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can locate prey by scent and vibration within 60 feet.

Constrict (Ex): An arcane ooze deals slam damage (2d6+9 plus 2d6 acid) with a successful grapple check.

Improved Grab (Ex): An arcane ooze that hits with its slam attack can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check a hold is established and the ooze may constrict.

Spell Siphon (Su): Any time an arcane caster begins his turn within 60 feet of the arcane ooze he must make a DC 29 Fortitude save or lose a randomly selected spell of the highest level he has available. The arcane ooze gains 5 temporary hit points for each level of the arcane spell. These hit points are lost after one hour.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like effect that allows spell resistance. In addition, any magical attack that would deal electricity damage increases the ooze's speed as if affected by a *haste* spell for 3 rounds. A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half what the acid would normally deal.

Ooze traits: Mindless (immune to charms, compulsions, phantasms, patterns and morale effects,) Blind (immune to gaze attacks, visual effects, illusions and attack forms that rely on sight,) immune to poison, sleep, paralysis, polymorph and stunning, not subject to critical hits or flanking.

Encounter 11

Proxy of Tharizdun: CR 16; Huge elemental (fire, earth, water, extraplanar); HD 36d8+180; hp 342; Init +12; Spd 30 ft.; AC 31, touch 16, flat-footed 25; Base Atk +27; Grp +46; Atk +36 melee (2d10+11+2d6 fire/19-20, slam); Full Atk +36/+36 melee (2d10+11+2d6 fire/19-20, 2 slams); Space/Reach 15ft./15ft.; SA earth and water mastery, inundate; SQ damage reduction 10/implacable, darkvision 60ft., earth glide, fire immunity, resistance to cold 10 and acid 10, regenerate 10, SR 28, vulnerable to cold, elemental traits; AL CE; SV Fort +27, Ref +30, Will +14; Str 32, Dex 26, Con 21; Int 10, Wis 11, Cha 11.

Skills and Feats: Listen +41, Spot +41; Alertness, Awesome Blow, Blindfighting, Combat Reflexes, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Earth and Water Mastery (Ex): The proxy gets +1 to hit and damage if it and its target are touching either earth or water. The proxy takes -4 on attacks against airborne opponents.

Inundate (Ex): The proxy is a mass of black, boiling, sticky mud. A victim of its slam attack must succeed at a DC 31 Reflex save or be coated in mud. An inundated victim is entangled for 1d4 rounds and takes 2d6 fire damage each round it is covered with the steaming mud.

Regeneration (Su): Good, lawful, or electrical damage will do normal damage to the proxy, as will damage from implacable foes.

Earth Glide (Ex): The proxy can glide through earth, stone, and rock with out leaving a hole or sign of its passage.

Elemental traits: Immune to poison, sleep, paralysis and stunning, not subject to critical hits or flanking, does not eat, sleep or breathe.

APL 14

Encounter Two or Three

Sergeant: Human Ftr14; CR 14; Medium Humanoid (human); HD 13d10+26; hp 120; Init +1; Spd 20 ft; AC 23 (+10 armor, +1 dex, +2 deflection), touch 11, flat-footed 20; Base Atk +14; Grp +18; Atk +22 melee (2d4+12, 15-20/2, falchion) or +16 (1d8, light crossbow); Full Atk +22/+17/+12 melee (2d4+12, 15-20/2, falchion) or +16 (1d8, light crossbow); AL LE; SV Fort +11, Ref +8, Will +6; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 12;

Skills and Feats: Handle Animal +18, Intimidate +18, Ride +21; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (Falchion), Greater Weapon Specialization (Falchion), Improved Critical (Falchion), Iron Will, Lightning Reflexes, Power Attack, Power Critical (Falchion), Rapid Reload, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Possessions: light crossbow, 20 bolts, dagger, captain's tabard, +2 falchion, +2 full plate, brooch of shielding, 2 potions of cure light wounds, potion of enlarge person, ring of protection +2.

Divers Free Army Soldiers (4): Human Ftr8; CR 8; Medium Humanoid (human); HD 8d10+24; hp 77; Init +5; Spd 20 ft; AC 17 (+6 armor, +1 dex), touch 11, flat-footed 16; Base Atk +8; Grp +12; Atk +15 melee (2d4+8, 15-20/2, falchion) or +9 (1d8, light crossbow); Full Atk +15/+10 melee (2d4+8, 15-20/2, falchion) or +9 (1d8, light crossbow); AL LE; SV Fort +11, Ref +5, Will +2; Str 18, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Handle Animal +10, Intimidate +10, Ride +15; Blind-Fight, Cleave, Great Fortitude, Greater Weapon Focus (Falchion), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Possessions: Banded mail, masterwork falchion, light crossbow, 10 bolts, dagger, *potion cure light wounds*.

Encounter 8

Entropic Reaper: CR 16; Medium undead (extraplanar, chaotic); HD 35d12+35; hp 262; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +17; Grp +27; Atk +26 melee (3d6+15 plus entropic blade, 19-20/x4, Huge scythe); Full Atk +26/+21/+16 melee (3d6+15 plus entropic blade, 19-

20/x4, Huge scythe); SA entropic blade; SQ DR 10/cold iron and lawful, darkvision 60 ft., fast healing 10, master of the scythe, SR 22, undead traits; AL CE; SV Fort +22, Ref +13, Will +21; Str 30, Dex 16, Con —, Int 11, Wis 20, Cha 16.

Skills and Feats: Concentration +40, Knowledge (the planes) +39, Listen +42, Spot +42; Blind-Fight, Combat Reflexes, Hear the Unseen, Improved Critical (scythe), Improved Initiative, Improved Toughness, Monkey Grip, Power Attack, Cleave, Weapon Focus (scythe), Whirlwind Attack, Dodge

Entropic Blade (Su): An entropic reaper confers the entropic blade ability on any weapon it wields, normally a Large scythe. Each time the reaper deals weapon damage, the victim must make a DC 26 Fortitude save or be overcome by pain as their form melts, flows, writhes and boils. While in this entropic state the victim cannot cast spells or use magic items. The victim attacks blindly each turn unable to distinguish friend from foe. Each such attack is at a -4 penalty and has a 50% miss chance. Each round spent in this state drains 1 point of Wisdom. A victim who reaches 0 Wisdom from this drain is destroyed and disincorporate into nothingness. Each round a victim may attempt a DC 21 Charisma check to stabilize their form, if successful they return to normal for one minute after which they must succeed in another DC 21 Charisma check or the entropic state returns. *Shapechange* or *stoneskin* will not cure the afflicted creature but will fix the entropic state for the duration of the spell. *Heal* and *greater restoration* will remove the affliction and wisdom drain. *Restoration* can remove the affliction, but a second *restoration* is required to restore any drained Wisdom.

Master of the Scythe (Ex): An entropic reaper can wield a scythe one size larger than normal without penalty, and any scythe wielded by an entropic reaper is treated as if it were a mighty cleaving weapon allowing a second cleave attempt each round.

Undead traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, and death effects; not subject to critical hits, non-lethal damage, ability drain or energy drain. Immune to STR, DEX and CON damage as well as fatigue and exhaustion. Not subject to death resulting from massive damage. Immune to effects requiring Fortitude saves unless the effect is also harmless or works on objects; does not eat breath or sleep, destroyed at 0 hit points

Encounter 9

Arcane Ooze (1): CR 13; Huge ooze; HD 30d10+270; hp 435; Init -5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +22; Grp +36; Atk +26 melee (2d6+9 plus 2d6 acid, slam); Full Atk +26 melee (2d6+9 plus 2d6 acid, slam); Space/Reach 15ft./10ft.; SA acid, constrict 2d6+9 plus 2d6 acid, improved grab, spell siphon; SQ Blindsight 60 ft., immunity to magic, ooze traits; AL N; SV Fort +15, Ref +2, Will +2; Str 22, Dex 1, Con 28; Int —, Wis 1, Cha 1.

Skills and Feats: Climb +14 (may take 10 even if rushed or threatened)

Acid (Ex): An arcane ooze's acid dissolves only flesh.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can locate prey by scent and vibration within 60 feet.

Constrict (Ex): An arcane ooze deals slam damage (2d6+9 plus 2d6 acid) with a successful grapple check.

Improved Grab (Ex): An arcane ooze that hits with its slam attack can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check a hold is established and the ooze may constrict.

Spell Siphon (Su): Any time an arcane caster begins his turn within 60 feet of the arcane ooze he must make a DC 34 Fortitude save or lose a randomly selected spell of the highest level he has available. The arcane ooze gains 5 temporary hit points for each level of the arcane spell. These hit points are lost after one hour.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like effect that allows spell resistance. In addition, any magical attack that would deal electricity damage increases the ooze's speed as if affected by a *haste* spell for 3 rounds. A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half what the acid would normally deal.

Ooze traits: Mindless (immune to charms, compulsions, phantasms, patterns and morale effects,) Blind (immune to gaze attacks, visual effects, illusions and attack forms that rely on sight,) immune to poison, sleep, paralysis, polymorph and stunning, not subject to critical hits or flanking.

Encounter 11

Proxy of Tharizdun: CR 18; Gargantuan elemental (fire, earth, water, extraplanar); HD 40d8+280; hp 460; Init +12; Spd 30 ft.; AC 35, touch 15, flat-footed 28; Base Atk +30; Grp +57; Atk +41 melee (4d8+15+3d6 fire/19-20, slam); Full Atk +41/+41 melee (4d8+15+3d6 fire/19-20, 2 slams); Space/Reach 15ft./15ft.; SA earth and water mastery, inundate; SQ damage reduction 10/implacable, darkvision 60ft., earth glide, fire immunity, resistance to cold 10 and acid 10, regenerate 10, SR 30, vulnerable to cold, elemental traits; AL CE; SV Fort +31, Ref +33, Will +15; Str 40, Dex 28, Con 25; Int 10, Wis 11, Cha 11.

Skills and Feats: Listen +41, Spot +41; Alertness, Awesome Blow, Blindfighting, Combat Reflexes, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Improved Natural Armor

Earth and Water Mastery (Ex): The proxy gets +1 to hit and damage if it and its target are touching either earth or water. The proxy takes -4 on attacks against airborne opponents.

Inundate (Ex): The proxy is a mass of black, boiling, sticky mud. A victim of its slam attack must succeed at a DC 32 Reflex save or be coated in mud. An inundated victim is entangled for 1d4 rounds and takes 3d6 fire damage each round it is covered with the steaming mud.

Regeneration (Su): Good, lawful, or electrical damage will do normal damage to the proxy, as will damage from implacable foes.

Earth Glide (Ex): The proxy can glide through earth, stone, and rock with out leaving a hole or sign of its passage.

Elemental traits: Immune to poison, sleep, paralysis and stunning, not subject to critical hits or flanking, does not eat, sleep or breathe.

APL 16

Encounter Two or Three

Sergeant: Human Ftr14; CR 14; Medium Humanoid (human); HD 13d10+26; hp 120; Init +1; Spd 20 ft; AC 23 (+10 armor, +1 dex, +2 deflection), touch 11, flat-footed 20; Base Atk +14; Grp +18; Atk +22 melee (2d4+12, 15-20/2, falchion) or +16 (1d8, 19-20/2, light crossbow); Full Atk +22/+17/+12 melee (2d4+12, 15-20/2, falchion) or +16 (1d8, light crossbow); AL LE; SV Fort +11, Ref +8, Will +6; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 12;

Skills and Feats: Handle Animal +18, Intimidate +18, Ride +21; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (Falchion), Greater Weapon Specialization (Falchion), Improved Critical (Falchion), Iron Will, Lightning Reflexes, Power Attack, Power Critical (Falchion), Rapid Reload, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Possessions: light crossbow, 20 bolts, dagger, captain's tabard, +2 falchion, +2 full plate, brooch of shielding, 2 potions of cure light wounds, potion of enlarge person, ring of protection +2.

Divers Free Army Soldiers (4): Human Ftr8; CR 8; Medium Humanoid (human); HD 8d10+24; hp 77; Init +5; Spd 20 ft; AC 17 (+6 armor, +1 dex), touch 11, flat-footed 16; Base Atk +8; Grp +12; Atk +15 melee (2d4+8, 15-20/2, falchion) or +9 (1d8, 19-20/2, light crossbow); Full Atk +15/+10 melee (2d4+8, 15-20/2, falchion) or +9/+4 (1d8, 19-20/2, light crossbow); AL LE; SV Fort +11, Ref +5, Will +2; Str 18, Dex 12, Con 16, Int 10, Wis 10, Cha 8;

Skills and Feats: Handle Animal +10, Intimidate +10, Ride +15; Blind-Fight, Cleave, Great Fortitude, Greater Weapon Focus (Falchion), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Possessions: Banded mail, masterwork falchion, light crossbow, 10 bolts, dagger, *potion cure light wounds*.

Encounter 8

Entropic Reaper, Advanced (2): CR 18; Medium undead (extraplanar, chaotic); HD 35d12+35; hp 262, 259; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +17; Grp +27; Atk +26 melee (3d6+15 plus entropic blade, 19-20/x4, Huge scythe);

Full Atk +26/+21/+16 melee (3d6+15 plus entropic blade, 19-20/x4, Huge scythe); SA entropic blade; SQ DR 10/cold iron and lawful, darkvision 60 ft., fast healing 10, master of the scythe, SR 22, undead traits; AL CE; SV Fort +22, Ref +13, Will +21; Str 30, Dex 16, Con —, Int 11, Wis 20, Cha 16.

Skills and Feats: Concentration +40, Knowledge (the planes) +39, Listen +42, Spot +42; Blind-Fight, Combat Reflexes, Hear the Unseen, Improved Critical (scythe), Improved Initiative, Improved Toughness, Monkey Grip, Power Attack, Cleave, Weapon Focus (scythe), Whirlwind Attack, Dodge.

Entropic Blade (Su): An entropic reaper confers the entropic blade ability on any weapon it wields, normally a Large scythe. Each time the reaper deals weapon damage, the victim must make a DC 26 Fortitude save or be overcome by pain as their form melts, flows, writhes and boils. While in this entropic state the victim cannot cast spells or use magic items. The victim attacks blindly each turn unable to distinguish friend from foe. Each such attack is at a -4 penalty and has a 50% miss chance. Each round spent in this state drains 1 point of Wisdom. A victim who reaches 0 Wisdom from this drain is destroyed and disincorporate into nothingness. Each round a victim may attempt a DC 21 Charisma check to stabilize their form, if successful they return to normal for one minute after which they must succeed in another DC 21 Charisma check or the entropic state returns. *Shapechange* or *stoneskin* will not cure the afflicted creature but will fix the entropic state for the duration of the spell. *Heal* and *greater restoration* will remove the affliction and wisdom drain. *Restoration* can remove the affliction, but a second *restoration* is required to restore any drained Wisdom.

Master of the Scythe (Ex): An entropic reaper can wield a scythe one size larger than normal without penalty, and any scythe wielded by an entropic reaper is treated as if it were a mighty cleaving weapon allowing a second cleave attempt each round.

Undead traits: Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, and death effects; not subject to critical hits, non-lethal damage, ability drain or energy drain. Immune to STR, DEX and CON damage as well as fatigue and exhaustion. Not subject to death resulting from massive damage. Immune to effects requiring Fortitude saves unless the effect is also harmless or

works on objects; does not eat breath or sleep, destroyed at 0 hit points

Encounter 9

Arcane Ooze: CR 15; Gargantuan ooze; HD 36d10+372; hp 630; Init -5; Spd 20 ft., climb 20 ft.; AC 1, touch 1, flat-footed 1; Base Atk +27; Grp +49; Atk +33 melee (2d6+15 plus 2d6 acid, slam); Full Atk +33 melee (2d6+15 plus 2d6 acid, slam); Space/Reach 20ft./15ft.; SA acid, constrict 2d6+15 plus 2d6 acid, improved grab, spell siphon; SQ Blindsight 60 ft., immunity to magic, ooze traits; AL N; SV Fort +22, Ref +5, Will +5; Str 30, Dex 1, Con 34; Int —, Wis 1, Cha 1.

Skills and Feats: Climb +18 (may take 10 even if rushed or threatened)

Acid (Ex): An arcane ooze's acid dissolves only flesh.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can locate prey by scent and vibration within 60 feet.

Constrict (Ex): An arcane ooze deals slam damage (2d6+15 plus 2d6 acid) with a successful grapple check.

Improved Grab (Ex): An arcane ooze that hits with its slam attack can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check a hold is established and the ooze may constrict.

Spell Siphon (Su): Any time an arcane caster begins his turn within 60 feet of the arcane ooze he must make a DC 40 Fortitude save or lose a randomly selected spell of the highest level he has available. The arcane ooze gains 5 temporary hit points for each level of the arcane spell. These hit points are lost after one hour.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like effect that allows spell resistance. In addition, any magical attack that would deal electricity damage increases the ooze's speed as if affected by a *haste* spell for 3 rounds. A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half what the acid would normally deal.

Ooze traits: Mindless (immune to charms, compulsions, phantasms, patterns and morale effects,) Blind (immune to gaze attacks, visual effects, illusions and attack forms that rely on sight,) immune to poison, sleep, paralysis, polymorph and stunning, not subject to critical hits or flanking.

Encounter 11

Proxy of Tharizdun: CR 20; Gargantuan elemental (fire, earth, water, extraplanar); HD 48d8+384; hp 600; Init +12; Spd 30 ft.; AC 38, touch 15, flat-footed 31; Base Atk +36; Grp +63; Atk +47 melee (4d8+15+3d6 fire/19-20, slam); Full Atk +47/+47 melee (4d8+15+3d6 fire/19-20, 2 slams); Space/Reach 15ft./15ft.; SA earth and water mastery, inundate; SQ damage reduction 10/implacable, darkvision 60ft., earth glide, fire immunity, resistance to cold 10 and acid 10, regenerate 10, SR 32, vulnerable to cold, elemental traits; AL CE; SV Fort +36, Ref +37, Will +18; Str 40, Dex 28, Con 26; Int 10, Wis 12, Cha 11.

Skills and Feats: Listen +49, Spot +49; Alertness, Awesome Blow, Blindfighting, Combat Reflexes, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Improved Natural Armor (*4)

Earth and Water Mastery (Ex): The proxy gets +1 to hit and damage if it and its target are touching either earth or water. The proxy takes -4 on attacks against airborne opponents.

Inundate (Ex): The proxy is a mass of black, boiling, sticky mud. A victim of its slam attack must succeed at a DC 34 Reflex save or be coated in mud. An inundated victim is entangled for 1d4 rounds and takes 3d6 fire damage each round it is covered with the steaming mud.

Regeneration (Su): Good, lawful, or electrical damage will do normal damage to the proxy, as will damage from implacable foes.

Earth Glide (Ex): The proxy can glide through earth, stone, and rock with out leaving a hole or sign of its passage.

Elemental traits: Immune to poison, sleep, paralysis and stunning, not subject to critical hits or flanking, does not eat, sleep or breathe.

Appendix 2: New Rules Items

Close-Quarters Fighting [General] as presented in *Complete Warrior*

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Hear the Unseen [General] as presented in *Complete Adventurer*

Your sense of hearing is so acute that you can partially pinpoint an opponent's location by sound, allowing you to strike even if the opponent is concealed or displaced.

Prerequisites: Listen 5 ranks, Blind-Fight.

Benefit: As a move action that does not provoke attacks of opportunity, you can attempt a DC 25 Listen check. If successful, you can pinpoint the location of all foes within 30 feet, as long as you have line of effect to them. This benefit does not eliminate the normal miss chance for fighting foes with concealment, but it ensures that you can target the correct square with your attacks.

If you are deafened or within an area of *silence*, you can't use this feat. If an invisible or hidden opponent is attempting to move silently, your Listen check is opposed by your opponent's Move Silently check, but your opponent gains a +15 bonus on this check. This feat does not work against perfectly silent opponents, such as incorporeal creatures.

Monkey Grip [General] as presented in *Complete Warrior*

You are able to use a larger weapon than other people your size.

Prerequisite: Base attack bonus +1

Benefit: You can use melee weapons one size category larger than you are with a •2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change. For instance, a Large longsword (a one-handed weapon for a Large creature) is considered a two-handed weapon for a Medium creature that does not have this feat. For a Medium creature that has this feat, it is still considered a one-handed weapon. You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands. You cannot wield a larger weapon in your off hand, and you cannot use this feat with a double weapon.

Normal: You can use a melee weapon one size category larger than you are with a •2 penalty on the attack roll, and the amount of effort it takes to use the weapon increases. A larger light weapon is considered a one-handed weapon, a larger one-handed weapon is considered a two-handed weapon, and you cannot use a larger two-handed weapon at all.

Spells, as presented in *Complete Arcane*

Blackfire

Necromancy [Evil]

Level: Sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude negates and Reflex negates; see text

Spell Resistance: Yes

A ray of necromantic black energy springs from your hand, and on a successful ranged touch attack, a living target is engulfed in chill black flames that feed on the fuel of their victim's life force. A creature engulfed in *blackfire* must make a successful Fortitude save each round that the spell is in effect or take 1d4 points of Constitution damage and become nauseated. A creature that makes its save takes no damage for that round and is sickened instead. In addition to its effects on the target, *blackfire* can spread rapidly, and any living creature adjacent to a creature engulfed in *blackfire* must succeed on a Reflex save or become engulfed itself.

Any creature whose Constitution is reduced to 0 or lower by the spell is reduced to a pile of black ash, and can be returned to life only by *true resurrection* or *wish*, the caster of which must succeed on a DC 30 caster level check to restore the victim to life. If a creature succeeds on its Fortitude save in 3 consecutive rounds, the *blackfire* affecting it gutters out. The black flames cannot otherwise be extinguished by normal means (such as immersion in water or smothering), but an *antimagic field*, a successful *dispel magic*, a *remove curse*, or a *break enchantment* spell snuffs it out. As well, a creature protected by *death ward* has immunity to *blackfire's* effects.

Material Component: A pinch of dust from a vampire destroyed by sunlight.

Reference: *Complete Arcane*, page 99.

Player Handout #1

Journal of Xullithan, High Priest of Nerull

Every single page of this journal has been ripped out except for the freshly inked excerpt below.

Whatever it is, it comes soon. The guards fall quickly before it. Our master's prophecy comes true now.

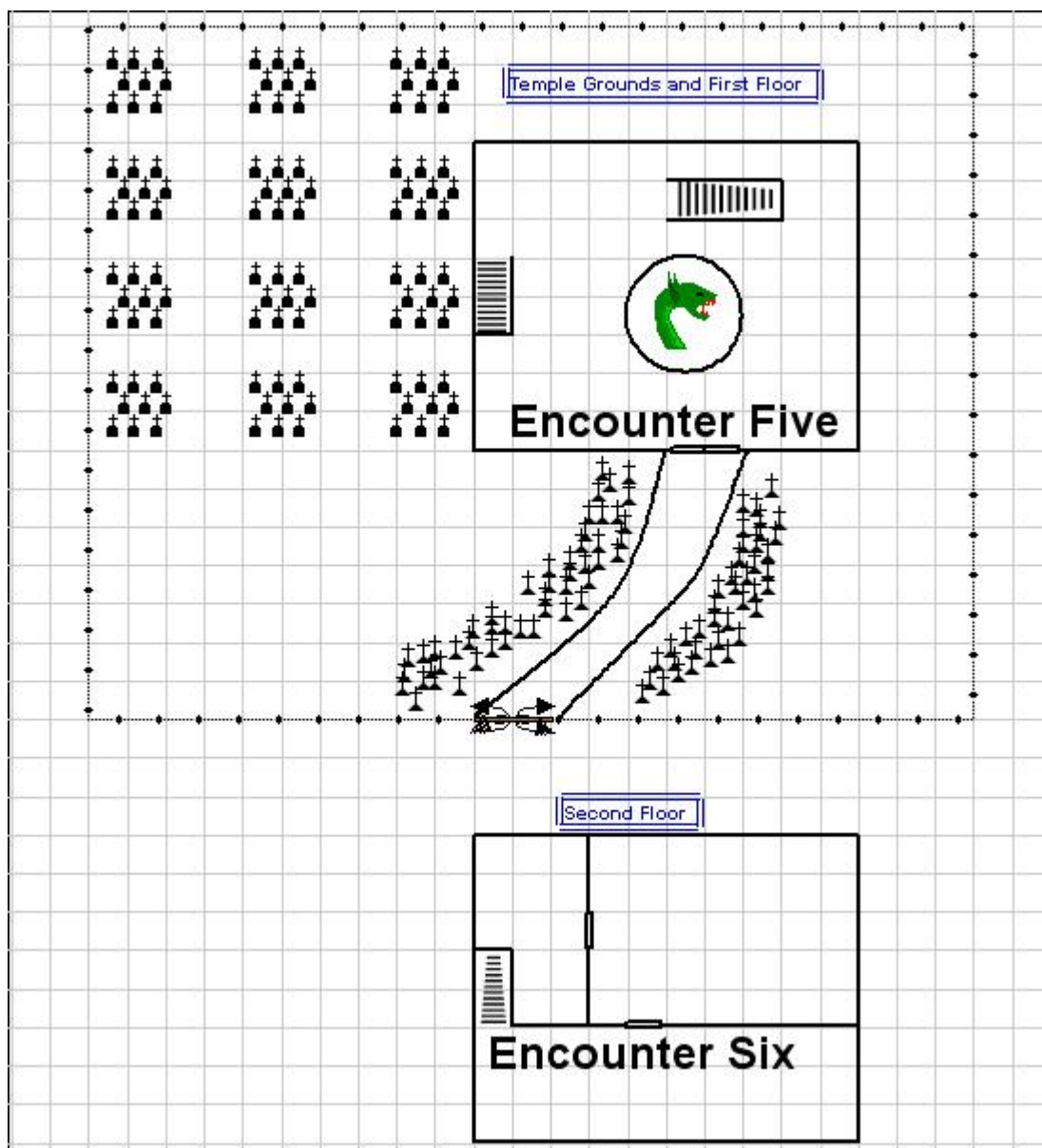
My place is to finally be with the Reaper, while those who likely oppose us come to stop our mutual enemy. I can only hope to slow it down. My life will not be taken at a small cost!

You, the intruder, are now the savior. May the Reaper overlook your wretched souls until after your task is complete. When I am confident that my time to join the Bringer of Darkness has come, I will destroy any information you would find useful other than that you must know.

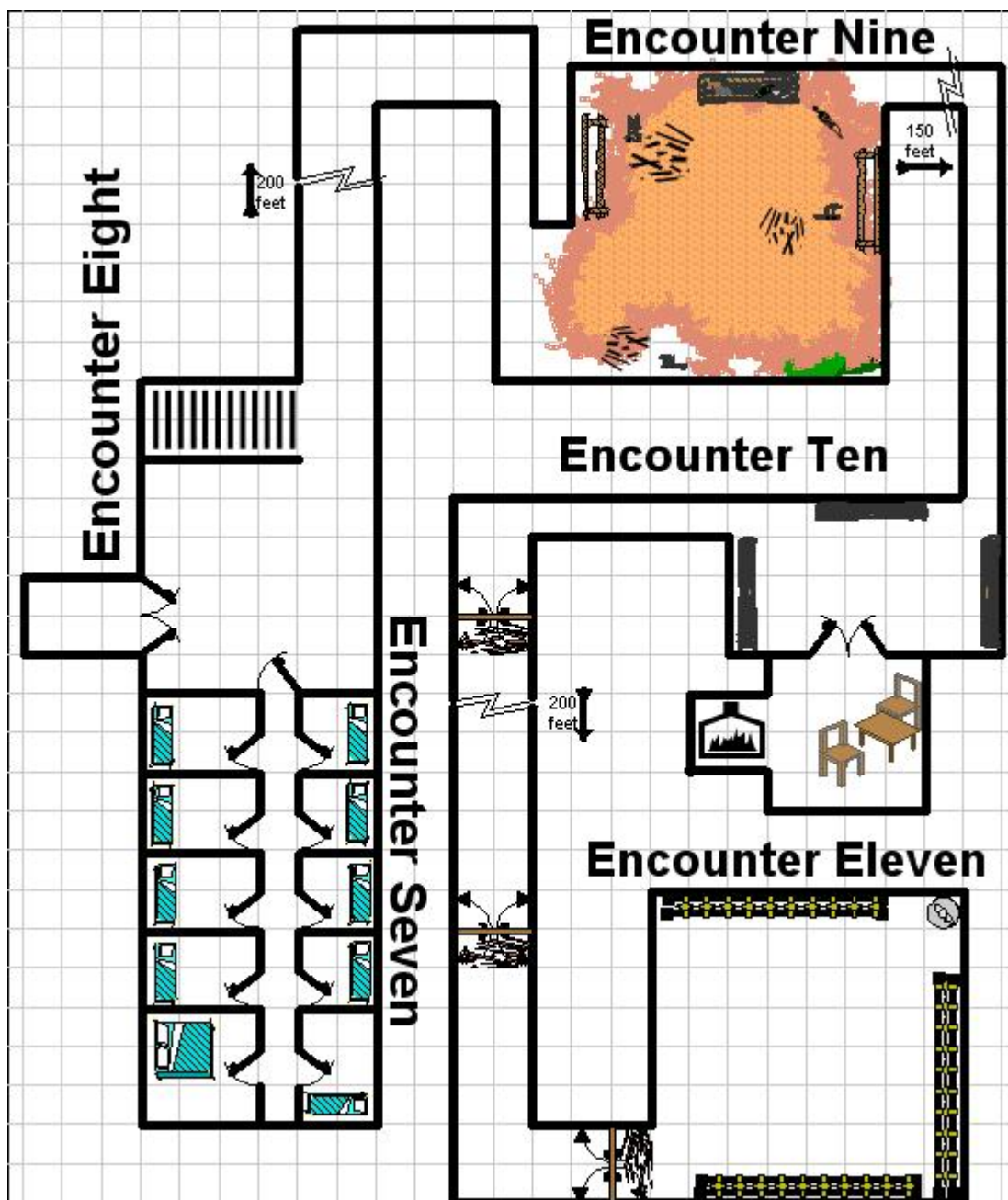
All you need to know about the Maiden of Carceri is that it connects our realm with that of Nerull's. This is what the Mad God wants. Once its servant enters the Maiden of Carceri, it will be linked to the Reaper, yet cannot die. It will unleash such power that it could break the Mad God's prison, and not even my master could prevent its escape.

Should you stop whatever ravages my temple, you must rid yourself of any taint you've gained from its influence. Step into the blessed Maiden of Carceri and reveal yourself to the home of the Reaper. Push levers two and five and turn the neck dial all the way. Your very being will be focused, allowing you to disperse that darkness. Your body will suffer, though the Maiden keeps your soul intact.

DM Aid #1: Map of the Temple Grounds



DM Aid #2: Map of Temple Basement



Critical Events Summary

- | | | |
|---|-----|----|
| • Did the PCs fight Pengallen's forces? | YES | NO |
| • Did the PCs fight Laerdyn's forces? | YES | NO |
| • Did Xullithan survive? | YES | NO |