

URD7-07

# Last Man Standing

## A Two-Round Dungeons & Dragons® Living Greyhawk™

### Regional Adventure set in the Duchy of Urnst

Version 1.1

by Travis Woodall

Circle Reviewers: Colleen Simpson

Reviewers: Bill Benham

Playtesters: Roy Thalman, John Kruger, Kevin Cox, Cornelius Gomez

A recent landslide has revealed what could be the entrance to an ancient shrine deep in the Abbor-Ahlz, and an intrepid band of explorers has been asked to investigate. With the leaders of the Duchy vying for control, the Duchy stands on the edge of ruin. When all begins to collapse, who will end up the Last Man Standing? A two-round adventure set in the Duchy of Urnst for characters between 9<sup>th</sup> and 15<sup>th</sup> level (APL 10-16)

Resources for the adventure include *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueite], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeonscape* [Jason Bulmahn, Rich Burlew], *Fiend Folio* [Richard Baker, Ed Bonny, Monte Cook, Andy Collins, Bruce Cordell, Gwendolyn F. M. Kestrel, Paul Leach, Sean K. Reynolds, Steve Winter], *Player's Handbook II* [David Noonan], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], URD 4-02 Breakfast of Champions [Jon Thompson] and URD 5-03 The Contenders [Jon Thompson]

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

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## RPGA® SANCTIONED PLAY

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

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

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

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Duchy of Urnst. Characters from the Duchy of Urnst pay 12 gp per round, while all other characters pay 24 gp per round for Adventurer's Standard Upkeep.

Rich and Luxury Upkeep costs 75 gp per round. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

## ADVENTURE BACKGROUND

- -423 CY: Urnst founded by the Maure Compact.
- -422 CY: The Twin Cataclysms: the mages of the Suel Imperium bring down the Invoked Devastation upon the Baklunish Empire, and the Empire retaliates with the Rain of Colorless Fire. The learning of the Suel Imperium is destroyed, and no Mages of Power escape the Rain of Colorless Fire.
- -408 CY: In the wake of the Twin Cataclysms, some Suel mages in Urnst put their effort into attempting to strike at the Baklunish people further, while others focus on establishing and strengthening the new Urnst state. Those who cannot let go of their hatred withdraw to a shrine in the Abbor-Alz, ostensibly dedicated to Wee Jas, the Goddess of Magic. There they study the remnants of information they retain from the Imperium and strive to recreate the great destructive magics of the Imperium. One of their experiments goes awry, and the inner sanctum is torn from the Prime Material plane into its own demiplane, where time runs much slower. There some of the old mages remain, sealed for nearly a thousand years undisturbed, trying to figure out a means to escape their trap and to wreak their vengeance. The survivors of the outer sanctum seal the site and move away, delving into other magics they deem less fraught with peril. Some of those go on to study the Far Realms ...
- 593 CY: The shrine's entrance is unearthed by a landslide. A group of adventurers happens upon the outer portions of the shrine while seeking shelter from a wyvern. They discover the outer portion of the shrine, and bring that information back to Pontyrel, where they entrust it to Uthor Meissel. Their accounts are strangely confused and their directions to the shrine are contradictory.
- Spring 594 CY (URD4-02 *Breakfast of Champions*): Parties of adventurers are sent by Uthor Meissel to seek the shrine. House Szabo interferes reflexively (and ineffectually). More seriously, a powerful priest of Syrul who goes by the name Sarnin has learned of the shrine and beaten the adventurers to the site. Relying on devils to keep adventurers at bay, he proceeds to loot what he can from the shrine and learn what he can of the strange barrier within the inner shrine. Adventurers attack the site, defeating his minions but not before Sarnin departs with what he can glean from the outer shrine. Lord Rochard Lorinar, following a map recovered from one of the other groups sent out into the Abbor-Alz, finds the site as the adventurers recover from their victory. He bids them keep the site secret in the interests of the state.
- Spring 595 CY (URD5-03 *The Contenders*): Like any secret in Urnst, word of the site has eventually trickled into the ears of those most interested in such things. Several mages have begun to seek information on this rumored shrine. Lord Rovisand U'morael sends a messenger to a party of adventurers whom he believes has knowledge of the shrine. His messenger arrives after other mages have already made several attempts to seize the

adventurers for questioning in Seltaren. The party journeys to Nellix (some are set upon by agents of Leanna Everbright, an elven mage known for her hatred of the Suel on the way; others battle demons enroute to Nellix; many encounter both). All the while, mages scry upon the party's movements. In Nellix, Daymaster Tylquiram Huillart of the Lydian Church attempts to probe the minds of the adventurers, and recompenses those who will accept it once he has the knowledge he needs. Lord Rovisand attempts a more businesslike transaction, attempting to get the party to voluntarily submit to his magics. Those that do receive his favor. While in Nellix, the adventurers are attacked by wererats and later by invisible stalkers sent by others who seek knowledge of the shrine.

- Late summer 595 CY (URD5-103 *Dead in the Water*): In the midst of preparations to assault a Nyronese fleet upon the Nesser, Duke Karll abruptly departs from the host at the behest of the elves of the Celadon. While none know what Karll discusses with the elves, he is away from the fleet during the day of battle, and blames himself for the heavy losses the Rhennee boatman take upon the water.
- Early fall 595 CY: Duke Karll begins gathering information and allies for a probe of the shrine, convinced that he must deal with whatever lies within personally. He obtains the assistance of Masseri, who gathers certain important clues from Karett Melior, a wizard of Seltaren who had also been one of the Contenders in URD5-03 (this is alluded to in URD6-08 *Food For Thought*). Once he has what he thinks he needs, Karll departs for the Celadon for a last consultation with an oracle of Ehlonna. Accompanying him is Oraugh Wolfheart, the Ducal Champion who was recovered from the swamps of the Gnatmarsh by adventurers in URD3-07 *Purloined Letters*; Masseri, the organizer of the Rogues of Seltaren; Juma Urlirel, a powerful cleric of Wee Jas; and Zerren Hile, a Flan wizard who lives in the Abbor-Alz. Joining Karll's party at the oracle is B'amsaxir Levin, a high priestess of Ehlonna. At the oracle, Oraugh is miraculously restored to his former level of skill and converts to following Ehlonna. The group departs for the Abbor-Alz, where they enter the shrine and penetrate to the demiplane. Karll is not aware that time moves at a different rate in the demiplane until too late. To outside appearance, the Duke has disappeared.
- Summer 596 CY: Karll's party fights the wizards in the demiplane. Most of the wizards and their supporters are killed, but some of the Duke's party are killed and injured. More importantly, the magic that tore the demiplane away is disturbed. The breach that Karll's party entered

through closes, and divinations as to the condition of the Duke start to fail (the divination failures are mentioned in the judge minimeission (URD6-103J *Looking on the Bright Side*).

- Fall 597 CY: Frustrated by delays, two factions at the College of Sages and Sorcery have agreed to ignore the prohibition on visiting the shrine made by Duke Karll, and arrange for adventurers to probe the shrine anyway. Meanwhile, guided by visions, a young Vetha and a Suel noble take steps they don't understand to bring about the Duke's return ...

## ADVENTURE SUMMARY

**Encounter 1:** The Vetha and her guardian locate the party wandering the streets of Nellix. The Vetha returns to her temporary domicile, asking the PCs to accompany her. Once there, she relays the contents of her vision, and their applicability to the PCs. Subaltern Kaste then refers the party to the College of Sages and Sorcery for more detailed information that is crucial to their success.

[Purpose – To establish personal involvement for the players and to introduce Rovisand into the fold. This encounter also provides the party with the Stone (if it wasn't possessed already).]

**Encounter 2:** At the college, they meet with Rovisand U'morael. He seeks to hire them to determine what has become of a shrine in the Abbor-Alz. If party members bring up that the site is under ducal protection, he says that he has heard rumors that the Regent has withdrawn that protection and if so, it is urgent to bring the site under the College's protection and investigation (this is a bluff). If the bluff is penetrated, he reveals that the College has ceased its internal squabbling over whose department shall head the investigation, but that the Regent refuses to even acknowledge their requests for rescinding the Ducal order sealing the site. If the party agrees, they are commissioned to journey to the site and investigate.

[Purpose - To provide information on getting to the site (which the Vetha does not have from her vision, and cannot give) and alternate motivations for PCs. Also, this ties in with a past favor of Rovisand U'morael, which now comes due (see Encounter 4).]

**Encounter 3:** The trip to the site is uneventful. Once inside, the party encounters a quarut (an extraplanar construct, one of the most powerful Inevitables). The quarut demands to know why the party trespasses upon the domain of The Stern Lady. The party must negotiate for passage to the shrine; the quarut demands the Stone in payment. It then uses the Stone to open a breach to the shrine's demiplane. The quarut can provide some

information on the demiplane – the makeup of the Duke's party, some limitations in the demiplane (no extradimensional travel or access to extradimensional spaces; the time differential). Up until the breach is made, no divinations can be made regarding the demiplane. Once the breach is opened, divinations can be made on the demiplane - so PCs who pause to prepare can gain some benefits from divinations. .

[Purposes – Getting into the Shrine]

**Encounter 4:** Crossing the breach to the plane is not easy. Travel in the breach is similar to travel in the Astral Plane, though only a limited distance needs to be traversed. Lurking in the breach are 'Living Spells' spawned by the terrible magic that created the demiplane – or rather, those which survived a thousand years of feuding amongst the Living Spells created.

[Purpose – Takes up an encounter slot without draining off treasure cap, allowing those funds to be used for equipping the human encounter in the module. Also, to the extent that it drains off long-term buffs, it will level the playing field between the PCs (who have had a chance to prepare) and the villains.]

**Encounter 5:** Exploring the demiplane. The demiplane contains the inner sanctum of the temple, surrounding workrooms and laboratories, and the quarters of the senior staff of the shrine. There are a considerable number of arcane references which would be considered invaluable at the College. While probing this area, those with Rovisand U'morael's favor are compelled to collect as much of this information as they possibly can – which given that they do not have access to dimensional spaces, will be nowhere near as much as they would like to take. This compulsion is a *programmed amnesia* that was implanted at the time of the affected PC's *mind probe* by Rovisand in URD5-03 *The Contenders*, and masked from detection by means of a device Rovisand possesses. Now that the compulsion has been activated, it can be detected (*detect magic*, *analyze dweomer*, *arcane sight* or the like can detect and in some cases identify it. Victims of the compulsion do not perceive anything as wrong. They regard recovering as much information as they can to be the most crucial thing to do. Obviously this will tend to make them waste time on exploring and looting the labs and living quarters in the demiplane. There are also some other oddities in the plane. Due to the nature of the accident, all walls in the shrine are floors – gravity depends on which wall you are standing on.

[Purposes – Reveal the nature of the research in the plane. Put PCs under encumbrance restraints. Soak off two encounter's worth of ELs in traps. Teach PCs who foolishly trusted Rovisand in the earlier module not to be so trusting of people probing their minds ...]

**Encounter 6:** Running into the surviving inhabitants – a pair of Suel Arcanamachs (the guardians of the Shrine)

and Thalanía, one of the experimenters. These people are trying to escape the demiplane and will, should the party fail to slay them. Since these people are directly responsible for the deaths of two of Karl's party and serious injury to Oraugh Wolfheart, the Duke won't be happy if the PCs allow these folks to get out.

[Purpose – An encounter with the kind of evil that founded the Urnst state (even the Suel nobility have reformed a lot from their early days; the empire that they came from was LE in alignment).]

**Encounter 7:** Rescuing the Duke: In the inner sanctum, the Duke's party will be found. The Duke, his champion Oraugh, B'amsaxir Levin, and Juma Urlirel are trapped in a forcecage. The Duke, B'amsaxir, and Juma are healthy, but Oraugh has had his lower right leg severed and this has not yet been treated – neither of the clerics had regeneration slotted in their spells today (for the record, their "today" has been nearly two years of Duchy time long; also, this is where the module gets its name – the Duke literally is the last man standing in his party, since Masseri, Oraugh, and Zerren no longer can). Lying outside the cage are the bodies of Masseri and Zerren Hile (both of whom were killed by the twins). The party will need to free the Duke and his party and make their escape from the dimension.

[Purpose – Rescue the Duke from, well, the kind of situation which could take him out of action for two years without killing him in the process.]

## PREPARATION FOR PLAY

The PCs must be able provide the quarut in Encounter 2 with Delcanti's Stone (URD 4-02) to gain entrance to the shrine. If none of the PCs at the table has played this module, then the Vetha in the Introduction provides it.

PCs with Rovisand U'morael (URD5-03 *The Contenders*) those with Rovisand U'morael's favor are compelled to collect as much information about the inner sanctum in Encounter 4 as they possibly can - this compulsion is a *programmed amnesia* that was implanted at the time of the affected PC's *mind probe*. Until this point, it had been masked from detection, but now that it is active it may be detected as normal.

## INTRODUCTION

The PCs are in Nellix for their own reasons. While traveling in the city they are stopped by an unusual pair: Subaltern Triffina Kaste (previously seen in one of the teasers for URD5-104 *An Empty Throne* and the young vetha Myrya. The young vetha has foreseen that the party will be the ones to save the Duke. If one of the party members has Delcanti's Stone, then the young vetha explains that only by undertaking the next journey will the curse be lifted. If no one has the Stone, then the

young vetha presents it to the party with instructions that they will need it where they are going.

[Purposes – Firstly, to ensure that someone in the party has the Stone so that access can be gained to the shrine. Secondly, to provide a rationale for lawful good characters (particularly paladins) to continue with the adventure should they recall or be tipped off to the Duke's order sealing the shrine (which was mentioned in URD5-03 The Contenders).]

## 1: THE YOUNG VETHA

*The noises of the bustling city of Nellix fill the air, and the activity of the marketplace is almost dizzying. Crowds of people jostle you and seem to almost steer you into the imposing figure that stands suddenly in front of you. As she sizes you up, a small figure steps out from behind her with long black hair and piercing blue eyes.*

*The woman, resplendent in a suit of fine plate armor rests a protective hand on the girl's shoulder and steps forward, a stoic gaze washing over her face. "Greetings, travelers, and welcome to Nellix. I am Triffina Kaste. Vetha Myrya would have a word with you all. Follow me, if you will." Turning, she enters a nearby inn, the small figure of Vetha Myrya following closely behind. Above the door a simple wooden placard depicting a crudely painted boat with a broken mast.*

*Following the curious pair, you enter the Splintered Mast, a low-rent inn and tavern in the Market District of Nellix. You catch a glimpse of Subaltern Kaste and Vetha Myrya heading up the lone set of stairs leading to the rooms above the street-level common area below. The rickety stairs end at a narrow hallway lined with doors. At the far end of the hallway, a single door lays open, Subaltern Kaste standing like a sentry at its threshold.*

*As you enter the small room, the heady scent of candles and incense assaults your senses. Curious trinkets clutter the room, making sitting space a priceless commodity. Sitting on the bed, her tiny legs dangling comically over their precipice, Vetha Myrya stares absent-mindedly out of the single-pane window and into the city below.*

*Whether you find room to sit or not, Subaltern Kaste shuts the door abruptly as soon as the last of you enters. Without tearing her gaze from the window, the Vetha begins to speak.*

*"Long ago, after the Suel fled the lands they ruined out of hatred, those who knew not how to live without it established a Shrine in the mountains. Dedicated to their goddess of magic and death, they secluded themselves from the budding Duchy and attempted to relearn the horrible knowledge that was lost and forgotten during the devastation that they invoked. That quest would later prove to be their folly.*

*"Uncontrolled magic rent the land asunder and threw their shrine to the winds of the cosmos. For eons it was lost to the world until a few seasons ago, when a landslide revealed the entrance of this shrine to the world."*

*She pauses for a moment, and then addresses you directly.*

*"Those who stumbled upon the entrance entrusted its location to House Meissel who sent agents to plunder the shrine for their own ends. House Szabo reactively did likewise, but both noble houses failed to enter, being held at bay by demons summoned by the Syrulian priest, Sarnin.*

*"Adventurers, not unlike yourselves, were sent to defeat the guardians of the Entrance, and drive the priest from the Shrine, and, upon their success, they were sworn to secrecy by House Lorinar. Of course, like any other location held in secret, word spread like wildfire and found their way into the ears of interested parties...very interested parties.*

*"Two seasons ago, word of this shrine wiggled its way into the ear of your Duke, and, he and a party of Ducal and Celadonian champions ventured to this shrine, where they have been neither seen nor heard of since. The Duchy stands precariously on the edge of ruin. The path that lay ahead of you will determine which way it falls, good or ill.*

*"I have foreseen your coming to Nellix, and I have foreseen your entrance into the Shrine. So while I could say that it is fortunate that you found yourself here and now, I would prefer to say that it is fortunate that I found you before you committed your services elsewhere. You will take with you the Stone of Delcanti. Only with it will you be able to enter the Shrine. I bid you farewell for now, friends. Triffina will provide you what additional information you might require."*

*With that, the young Vetha returns her gaze back to the window and the door to the room opens.*

Below are some responses the vetha might give to PC questions at this point

- How does the Stone allow us to enter the Shrine? *"Myra does not know exactly how, only that it will."*
- Is the Shrine guarded or trapped? *"I do not know, but my instinct tells me such a place would not go unguarded."*
- What must we do once we enter? *"Fulfill your destinies of course! You have among you the power to save our beloved Duchy. Have faith, you will know when you arrive."*
- What is the route to the Shrine? *"That I cannot tell you. You must go to Rovisand at the*

*College of Sages and Sorcery. He will know more about this Shrine."*

If noone in the party possess Delcanti's Stone, as the party gets up to leave, Vetha Myrya will give a small canvas wrapped bundle to a party member. Identifying the stone reveals nothing.

## 2: HIGHER LEARNING

*The College of Sages and Sorcery looms impressively overhead, its spires and peaked roofs standing in stark contrast to the morning sky.*

*Dropping the vetha's name seems to have a significant impact, and you are ushered into the chambers of Rovisand U'Morael.*

*"Welcome. It is seldom that I have individuals of an .... adventuring sort on my verge, especially those who were directed to me specifically by the young vetha. Tell me, what is it that I can do for you?"*

Rovisand gives no information up front, instead waiting to see if they know the right questions to ask of her. He answers significant questions with almost obnoxious enthusiasm; like the praising an owner of an obstinate puppy gives when the dog finally learns to sit upon command.

- Where is the Shrine? *"The Shrine is something that until recently couldn't be found. There is a cave in the Abbor-Alz, within which, the entrance to the shrine resides."*
- What is the Shrine doing there? *"Eons ago, survivors of the Twin Cataclysm fled to this land. Some of them wished to relearn the arcane ways of the ruined homeland they left behind. They created the Shrine to the Stern Lady, and within, experimented endlessly. Alas, one of their experiments went awry, tearing the Shrine's location from this plane, and shunting it to another."*
- Is the Shrine guarded or trapped? *"Undoubtedly. Would you expect it to be otherwise?"*
- How do we enter? *"Unfortunately, that I do not know."*
- Wait a minute, isn't this Shrine under Ducal Protection? *"I have heard rumors that the new Duke has withdrawn that protection and if so, it is urgent to bring the site under the College's protection and investigation."* (Bluff +10)

- Hey, you're lying, pal! What's \*really\* going on here?! *"Well, the College has ceased its internal squabbling over whose department shall head the investigation, but the new Duke refuses to acknowledge our requests for rescinding the Ducal order sealing the site. We, myself in particular, find this unacceptable, and we feel that what may be found inside will justify your expedition."*
- What exactly do you expect us to find? *"That you will have to see for yourself, unless you are the sort of people that read the ending of a book first. I certainly hope that isn't the case, as it would be a shame that I would have to be the one to break you of the habit."*

After question and answer time is over, Rovisand offers each of them the sum of 50 gp for their expedition to the Shrine in return for any information as to its occupants and contents. He will pay handsomely for any items of historical significance (i.e., books and the like). If asked how handsomely, he replies only with:

*"Enough to make it worth your while."*

## 3: NONE SHALL PASS

*Your journey is blessedly uneventful, and you are able to enjoy the scenery provided by the Abbor-Alz, though the cold makes your passage uncomfortable, if nothing else. The narrow trail winds like a snake through switchbacks, and you find that you occasionally need to stop to re-acquaint yourself with the trail as snow covers the tracks of what few travelers this region sees this time of year.*

*Ahead of you, the trail forks and, as can be expected, the most treacherous path leads to your destination.*

The forty-foot-long path is treacherous to say the least. A combination of ice, snow, and loose rocks require the PCs to succeed at a DC 16 Balance check. Failing by 4 or less means PC can't move for 1 round. Failure by 5 or more indicates that the PC falls a distance equal to his movement, inflicting 1d6 nonlethal damage per 10' fallen.

*As you finally reach the top of the path, the path terminates at a yawning fissure in the face of the cliff. A dim, green light can be seen emanating from an unseen source, around a bend in the path. The scent of saffron fills your nose as you step into the dry darkness of the cave's entrance...*

❖ **Tilimezit:** Quarut: 18 HD construct, LN

Quaruts are guardians of the time stream, and Tilimezit has been sent here to prevent the exploitation of the



shrine's condition. Only the stone will be considered as a sufficient "bribe" to convince the quarut to allow them to pass.

*A curious creature, almost clockwork in nature stands before you, complete with gears and pistons. Numerous hourglasses are integrated into its body, and clearly visible flowing from bulb to bulb. It wears an ornate, but clearly functional suit of half-plate armor and its head is composed of a large hourglass; its dim green light casting eerie shadows about the recess. It speaks bluntly and efficiently, its hollow, resounding voice wasting no words on idle chit chat.*

*"Welcome. I am called Tilimezit, and you will speak with me. I can smell old, old magic upon you. I know what you carry. (He points to the character holding the Delcanti's Stone) Why are you here? What is it you seek?"*

Give PCs time to respond to Tilimezit's request, then read, or paraphrase, the following:

*Tilimezit seems to listen attentively to your story, albeit in a disinterested manner.*

*"You wish to enter the Shrine of the Stern Lady, and I wish the Stone. Either we are both satisfied, or neither of us is. I alone can afford you entry. Do we have an accord?"*

If the PCs agree to the terms, Tilimezit uses the stone to open the breach. If not, he will not forcibly attempt to take the stone. However, if attacked, he will simply use his plane shift spell-like ability, and the PCs adventure is over.

- What is your purpose here? **"I maintain the most sacred of universal contracts, time. This place has violated that contract, and I am here to ensure that it isn't exploited."**
- Why don't you fix this yourself? **"I was not called upon to fix this problem, only to safeguard the area from further error. You possess the way and means to correct this error satisfactorily."**
- How do we correct this error? **"You cannot. But, if the Shrine is devoid of life, the demiplane that it resides in will slowly dissipate."**
- What can you tell us about the demiplane? **"Little. Time and space will no doubt function differently, so be cautious."**
- Can you tell us if the Duke is inside? **I cannot. I can tell you that there is a group of people from your world that is, however. They have**

**been inside for what may be two years of your own time. Six entered, but only four still live.**

Once the PCs agree to the terms, read the following:

*Tilimezit holds the stone before him and with what seems like no effort crushes it in his hand. Fine dust slides from between his fingers and onto the stone floor at his feet. From the entrance of the cave, a wind picks up, weak and mild at first, and building into a buffeting gale. The dust kicks up and flurries about the room, glowing green from the light cast by the Inevitable. The dust begins to collect on the wall of the cave, and within moments, a glowing green doorway thrums with power, beckoning you all to enter.*

*"Remember this, mortals; time is not linear as one would think it to be in this place. Time can ravage those mundane things not protected from it, the effects of which can be horrible indeed. So be cautious in what is removed from the demiplane. Perform this task quickly, or the consequences will be dire for your homeland."*

## 4: INTO THE BREACH

*The curious glow and the damp darkness of the cave are washed away by the ambient light of the Astral Plane. Although the plane seems to go on forever, a faintly glowing thread of silver light leads you forward guiding you through your surroundings.*

*In the distance, amorphous blue-black shapes dart slowly around the thread, almost as if waiting for something. As you draw inexorably nearer, some seem to sense your presence, and move to attack.*

This is not truly the Astral Plane, but has some of the planar traits that it does. While in the Breach, creatures are affected as if by a fly spell. Spells are not quickened as they are in the Astral Plane.

APL 10 (EL 12)

➤ Astral Leech: hp 75, Appendix 1

APL 12 (EL 14)

➤ Astral Leech (2): hp 75, Appendix 1

APL 14 (EL 16)

➤ Greater Astral Leech: hp 116, Appendix 1

APL 16 (EL 18)

➤ Greater Astral Leech (2): hp 116, Appendix 1

**Tactics:** Astral Leeches are mindless and attack the nearest target until it is killed before moving on to the next.



After defeating the astral leeches, the party continues for approximately 10 minutes before reaching the entrance to the shrine. Read the following:

*What appears to be a rift in the fabric of the Astral Plane opens before you, and the silver thread you've been following disappears inside. As you enter, you feel an uncomfortable tugging at your insides, and then all goes black.*

## 5: THE SHRINE

### Environmental Factors:

The Shrine's nature manifests in two major ways:

1) Time's flow has been severely warped by the accident that shunted the Shrine into the Astral Plane. Any effect that alters time (i.e. *haste*, *time stop*, etc) is effected randomly by the fabric of the demiplane. Roll a d10 and consult the following table:

- 1-4: Spell's duration is increased by 50%.
- 5-6: Spell's duration is unchanged.
- 7-10: Spell's duration is reduced by 50%.

2) Gravity is subjective, relying primarily on the viewer's perspective. Characters can alter their perception of 'down' as an swift action by making a DC 16 Wisdom check (think M.C. Escher). This check is also possible to attempt as a reaction to falling. For simplicity's sake, all of the rooms where combats occur have a ceiling that is 20 feet off the ground. Also, consider furniture to be oriented to a single, consistent "floor" to avoid unnecessary complexity.

Also, for those with the Favor of Rovisand U'Morael from URD5-03 *The Contenders*, entering the Shrine activates a *programmed amnesia*. This provides any character with the favor the inexplicable desire to collect as much information as possible about the Shrine and the secrets contained within. Any room with any historical or academically significant material in it (Rooms 1, 4, 5 and 6, specifically) is searched extensively for one hour or until the character is physically removed from the room. While those physically removed will resist, they will not do so violently, and will insist upon returning at the soonest opportunity to "finish up".

Because of the nature of the Shrine, extra dimensional spaces (*bags of holding*, *heward's handy haversacks*, *quivers of elhonna*, etc) and travel (*dimension door*, *teleport*, *blink*, etc) do not function within.

Lastly, any PC attempting to loot any non-magical treasure (i.e. *tapestries*, *coin*, *silverware*, etc) from within the Shrine will find that this 'treasure' crumbles to dust 2d10 minutes after leaving the demiplane.

### Room 1: The Entry Hall

*Your vision slowly returns as you accustom yourself to your new surroundings.*


*This entry hall is extravagant to say the least. The walls are formed of flawless black stone leading to floors of alabaster stone. Motes of dust dance in the faint light shed by tall, brass braziers set tastefully around the room. Although this hall is clearly ancient, the décor seems as if it were woven, carved and gilded only yesterday.*


*Ornately carved statues occupy niches on either side of the room, flanking rows of darkwood chairs and benches and a large marble reflecting pool. Its water is crystal clear and bouquets of flowers float on the surface. A handful of coins sparkle from the bottom, reflecting the light emanating from the braziers at each corner of the room.*

*Thick silk tapestries hang from golden rods and depict a series of caricatures of a race of beautiful, almost angelic people fleeing ruin and death to a green, lush land.*

*A single, darkwood door on the far side of the room is the only exit from this room.*

**Treasure:** There is nothing of value or interest to be found in this hall, save for the tapestries and the coin itself. The PCs can take the coins from the fountain and the tapestries from the walls.

 **Loot:** The tapestries (6) are worth about 5000gp each to a collector.

 **Coin:** 500gp in coins of various (albeit old) denominations.

### Room 2: The Meeting Hall

*Stepping into this room makes the extravagance of the Entry Hall seem quaint and plain. A huge carpeted table runs perpendicularly across the middle of the room, overseen by a large marble fireplace. The table is set with numerous place settings, each with fine, bone-china dishes and platinum silverware. Silver platters and serving accoutrement line the center of the table, although devoid of any food or drink. Tapestries similar to those in the entry hall, though far more detailed hang from the walls. There are two doors on either side of the facing wall. Even in the timeless halls of the shrine, it has been some time since this room saw any use.*

*Through the doors on the far side of the hall, is a large kitchen. Cupboards and tables line the north wall, and a large marble fireplace dominates the south. Pools of blood have collected on the floor beneath each cupboard. Opening them reveals a total of a dozen corpses of slain Suel humans. They appear to have been killed in a number of ways; arrows, piercing and slashing weapons, and by spell effects.*

The cupboards are enchanted to prevent the spoilage of food.

**Treasure:** There is nothing of value or interest to be found in this hall, save for the tapestries, the flatware and silverware, which crumble to dust 2d10 minutes after leaving the demiplane. The PCs can take the flatware from the table and the tapestries from the walls.

👑**Loot:** The tapestries (6) are worth about 5000gp each. The flatware and silverware are worth about 2000gp.

### Room 3: Sleeping Quarters

*These small rooms are little more than ten by ten foot cells. A single bed is in the corner, freshly made with clean linens. A small chest rests at the foot of the bed, and a small writing desk occupies the corner, holding a small candle.*

**Treasure** There is nothing of value in the room save for minor personal effects in chests/desks. This crumbles to dust 2d10 minutes after leaving the demiplane.

👑**Coin:** 1d10gp of various coins in each room.

### Room 4: Library

*This long narrow room is most definitely a library. Rows upon rows of bookcases stand perpendicularly from the walls and a scone at the end of each holds an everburning torch. A plush velvet reading chair rests against the wall between each bookcase, and looks particularly inviting. Thin slots run from floor to ceiling between each chair and bookcase, and appear to be some sort of large arrow-slit or perhaps a slot where a moveable partition could be stored.*

*At the far end of the room, a single door with a particularly expensive lock is the only other exit.*

The slots in the wall are where the trap's blades exit the wall. The furniture is arranged so as not to be damaged if the trap is sprung. If the trap is sprung, the map indicates the row of squares that contains the blade that carries the key to the exit.

Each row has a single blade that begins in a niche on one side of the room. Each row alternates which side of the room the blade begins in. Upon activating, each blade swings out, and ends its turn in the niche on the opposing side of the room. This enables smart players to erect various wall spells to safeguard some rows from attack. There is no space between the walls and the bookshelves, so erecting a wall spell to completely prevent the blades from emerging is impossible.

APL 10 (EL 10)

🔪**Razor Pendulums Trap:** CR 10, Appendix 2

APL 12 (EL 12)

🔪**Razor Pendulums Trap:** CR 12, Appendix 2

APL 14 (EL 14)

🔪**Razor Pendulums Trap:** CR 14, Appendix 2

APL 16 (EL 16)

🔪**Razor Pendulums Trap:** CR 16, Appendix 2

### Room 5:

(See Encounter 6: The Twin Cataclysms)

### Room 6: Temple

*This extravagant room couldn't be anything but a temple dedicated to The Dark Lady, Wee Jas. Numerous rows of darkwood pews are arranged symmetrically in the middle of the chamber facing a large statue approximately 10 feet in height which looks to be carved from a single ruby of epic proportions. It has been sculpted into the form of an attractive human woman replete in ceremonial robes, and wielding a dagger in one hand and a skull in the other. Lavish tapestries line the windowless walls, and in the middle of the ceiling, a leering stone skull about five feet across watches down at the place where those who venerate its mistress come to offer their praise and undying love. Directly beneath it, resting on a pedestal is a large tome.*

The door to this room is securely locked (DC 40 Open Lock). The key is carried by the twins in Room 5.

Those who approach to read the trap spring the trap. If they attempt to retrieve it afterwards, it contains numerous prayers to Wee Jas in Ancient Suloise.

While the Shrine's relocation has made the pit portion of this trap less deadly, it is still a significant, albeit more survivable, obstacle. A PC falling into the pit may make an immediate DC 16 Wisdom check to reorient their fall in a direction of their choosing. If they fall 'up' towards the ceiling, they instead suffer 2d6 falling damage.

**Treasure:** There is nothing of value or interest to be found in this hall, save for the statue and the tome, which crumble to dust 2d10 minutes after leaving the demiplane. The PCs can take the tome from the pedestal and the tapestries from the walls.

👑**Loot:** The tome is worth approximately 500gp. The ruby statue is, in a word, priceless, but carries with it extreme logistical issues in its removal. It weighs four (4) tons and, needless to say, trying to cram it into a bag would be a challenge in itself. Nevertheless, the statue, tome and tapestries crumble to dust upon leaving the Shrine.

APL 10 (EL 10)

🔪**Dispelling Pit Trap:** CR 10, Appendix 2

APL 12 (EL 12)

🔪**Dispelling Pit Trap:** CR 12, Appendix 2

APL 14 (EL 14)

🔪 **Dispelling Pit Trap:** CR 14, Appendix 2

APL 14 (EL 16)

🔪 **Dispelling Pit Trap:** CR 16, Appendix 2

## 6: THE TWIN CATAclysms

### Room 5: Laboratory

*This room reeks of an overwhelming mix of various components for magical and alchemical experiments. A large number of shelves and worktables line the far, extending from the floor to the ceiling. In the center of the southern end of the room, a large ritualistic circle has been crafted out of powdered iron. The circle is flanked by a pair of bookshelves similar to the others in the room.*

The bookshelves flanking the circle are permanent illusions, created by Thalanía (Encounter 6). Behind them are small niches where the Twins are currently laying in wait. Those individuals detecting magic detect auras of transmutation around all the bookshelves save for these two, which detect as strong illusion. In the niche behind the bookshelf to the left of the door is a locked, secret door (DC 35 Search, DC 40 Open Lock) that leads to Thalanía's chambers. Thalanía alone carries the key to this door.

APL 10 (EL 13)

🔪 **Male Human Suel Arcanamach (2):** hp 111, Appendix 1

APL 12 (EL 15)

🔪 **Male Human Suel Arcanamach (2):** hp 128, Appendix 1

APL 14 (EL 17)

🔪 **Male Human Suel Arcanamach (2):** hp 144, Appendix 1

APL 16 (EL 19)

🔪 **Male Human Suel Arcanamach (2):** hp 160, Appendix 1

**Tactics** The twins are alerted to the party's arrival from the trap in room 5. They have prepared by hiding behind the permanent images (Will DC 20) and casting *fist of stone*, *dolorous blow* and *mirror image* (or greater versions at higher APLs). They wait until the entire party has entered this room before attacking, and strike simultaneously at the same target. They attack unarmored targets first, and activate the *fleshgrinding* ability of their heavy poleaxes, then use *Quick Draw* to draw their other as a free action. If their surprise attack misses, they continue in the next round (unless the target has moved out of range) before giving up and attacking anyone in range. They use the *fleshgrinding* ability of their poleaxes as soon as the

opportunity presents itself. As opportunities present themselves, they cast other buff spells (i.e., *haste*, *greater invisibility*, etc) upon themselves and each other and *slow* upon the party. Once the duration of their poleaxes' *fleshgrinding* ability expires and the weapon returns, they cast *swift expeditious retreat* (if necessary) and repeat the process (tumbling as needed), on the same targets as before (if they are still alive) else on the closest unarmored opponent available. The twins are adept at jumping, and exploit the subjective gravity of the demiplane to reach characters who attempt to take refuge on ceilings, walls, etc by jumping and changing their up/down orientation mid-jump. Their *rings of featherfall* negate any falling damage that they would otherwise suffer.

**Development:** Open on the table in the center of the room is a copy of the *Grimoire Arcanamacha*. It radiates moderate transmutation magic. Each of the twins carries a key to the Temple (Room 6) on their person.

## 7: LAST MAN STANDING

### Room 7: The Last Stand

*This appears to be a large, personal study. A finely carved darkwood table is in the northern part of the room, draped by fine, red velvet. Bookshelves and cupboards, laden with books and alchemical supplies crowd the room, but most curious of all is the glowing cage dominating the eastern half of the room.*

*The cage is easily twenty feet across on a side and just as high. On the floor beside the cage are two lifeless figures, lying in pools of their own gore. Both appear to have been killed by slashing weapons. Inside the cage are four figures: a female elf, wearing robes of green and brown; an immense half-orc, sitting on the floor, his bloodied right leg severed just above the knee; a human, wearing the vestments of a priestess of Wee Jas; and a male human, his bearded face turned towards you, grinning joyously ear to ear.*

*"Ho, there! Let's hope the ruckus we heard was you slaying those blasphemous twins. They killed them," he motions sadly to the two figures lying outside the forcecage, "and, were it not for the help of their sister, the pair would have died by my own hands." His smile vanishes and is replaced by a scowl of anger. "I don't know who you are, but we best be getting out of here before she returns. My companion is in a poor state, and our healer hasn't prepared regeneration today, so we can't do a whole lot to help him. Quickly, get us out of here. Our weapons are..."*

*The air is split by a woman's scream of fury, and the bearded man's head whips around to look past you.*

*"Damn! It looks like we're running short on time. Chances are she's found your handy-work.*

*Ready yourself, friends, it doesn't take a flying witch long to get here from the lab."*

It takes Thalanía three rounds to get to her study from the laboratory (neither the PCs nor the Duke's party know exactly how long). The PCs and the Duke's party (init +0, roll each separately) enter initiative and have this long to prepare. Duke Karll and his companions do not waste time answering questions that do not pertain to the upcoming fight. They answer any questions not related to the fight with "In time, son (girl), in time." or "There is no time!" as appropriate.

While the Duke and his allies cannot directly assist the PCs from the confines of the *forcecage*, they provide indirect assistance in the form of buff spells and/or healing. In the three rounds of preparation time, Duke Karll's party performs the following:

**Karll and Oraugh:**

- Give advice on how to defeat Thalanía. This emulates an *inspire courage* effect of an 8<sup>th</sup> level bard (+2 on attack and damage). This effect lasts for as long as they shout encouragement, and for an additional five (5) rounds if the pair is silenced.

**B'amsaxir (CL 13 – each effect once only):**

- Casts *haste* (Celerity 4);
- Casts *magic vestment* (CL 16) on a single melee-oriented PC;
- Casts *divine protection*;

**Juma (CL 14 – each effect once only):**

- Casts *cure moderate wounds* (2d8+10) on any PC requiring healing.

After these spells, each priestess is limited to three (3) castings of *cure light wounds* (1d8+5), and one (1) casting of *cure moderate wounds* (2d8+10). They cast these spells on any PC within range that requires healing without being instructed to. On the fourth round, read the following:

*A secret door in the rear of the chamber flies open violently and the screaming that you heard earlier, begins anew, although you can't see where it is coming from. The soldiers emerging from the doorway are silent. It is not until she casts her first spell that you see her – a tall, sinewy Suel woman dressed in black and red velvet robes bursts into the room, her graying black hair flying wildly.*

Thalanía's group enters the room via the secret door on the northern wall three rounds after the PCs enter. Her bodyguards enter the room first, with an *invisible* Thalanía following behind. She gives her bodyguards time to create a defensive line before attacking.

Thalanía does not have a full compliment of spells available after her battle with the Duke's party earlier that day. While the Twins did the bulk of the work in that

battle, she has expended a number of her wizard spells to finish the fight. She uses her enchantment spells when she has the opportunity. She targets healers primarily, so any PCs casting a healing spell soon find themselves her main target. If she is reduced to half her hit points, she casts *greater invisibility* and uses her *eldritch blast* ability to destroy her desk and any cupboards near PCs in the room, spilling alchemical materials and causing a random effect determined on the table below. If the cupboards are in the area of any destructive spells the PCs cast, they explode in a similar manner. The results of a cupboard exploding are determined as follows:

**Roll 1d8**

1: Creatures within 20' of cupboard effected as if by *slow* effect. (Will DC 15 negates).

2: *Stinking cloud* with 20' radius. (Fort DC 15 negates)

3: 20' radius filled with multi-colored butterflies. Acts as *obscuring mist*.

4: *Fireball* (5<sup>th</sup> level caster) centered on cupboard (Ref DC 15 half).

5: Small plants grow in a 20' radius centered on cupboard. This area is eligible terrain for *entangle*.

6: Chemicals mix and harden into 1d4x10 gems worth 1gp each. 20' radius around cupboard **treated as difficult terrain until they're cleared**.

7: Creatures within 20' of cupboard affected by *cure light wounds* (1d8+3).

8: 20' radius *silence* effect centered on cupboard.

Thalanía's bodyguards space themselves, making maximum effectiveness of their spiked chains' reach and cover provided by cupboards. They do not pursue fleeing PCs, instead using the opportunity to position themselves for a counter attack. If attacked at range, they take cover behind cupboards, the desk, or the *forcecage*. If any PCs manage to get within melee reach of Thalanía, they disengage from the current target (tumbling as necessary) and focus their attacks on that PC.

**APL 10 (EL 10)**

☛Thalanía: hp 77, Appendix 1

☛Human Bodyguard (2): 84 hp ea, Appendix 1

**APL 12 (EL 12)**

☛Thalanía: hp 89, Appendix 1

☛Human Bodyguard (2): 112 hp ea, Appendix 1

**APL 14 (EL 14)**

☛Thalanía: hp 101, Appendix 1

☛Human Bodyguard (2): 134 hp ea, Appendix 1

**APL 16 (EL 16)**

☛Thalanía: hp 113, Appendix 1

☛Human Bodyguard (2): 156 hp ea, Appendix 1

*After you defeat Thalanía, the forcecage imprisoning the bearded man and his companions fades away into nothingness.*

The entrance to Thalanía's quarters is concealed by a secret door (which stands open after she enters the room). Once they enter her chambers, read the PCs the following:

*This small chamber contains only a small bed, a simple chest and a writing desk. Scattered about the room are numerous empty vials labeled simply "healing".*

**Treasure** There is nothing of value in the room save for minor personal effects in chests/desks. These crumble to dust 2d10 minutes after leaving the demiplane. However, Thalanía's personal journal lies open on the desk. Inside are various notes and journal entries detailing what transpired here and the events leading up to it. Rovisand will no doubt pay handsomely for this book. This journal has been enchanted to prevent aging and accidental damage, thus will not crumble to dust upon leaving the Shrine.

👁️**Coin:** 1d10gp of various coins.

## CONCLUSION

### CONCLUSION A (COMPLETE SUCCESS!):

The twins and Thalanía are slain, and the Duke (and party) rescued. The Duke thanks the PCs for their aid, and asks that they accompany him and his companions to Leukish. He will adamantly refuse to leave the bodies of Masseri and Zerren in the Shrine. He possesses a type III bag of holding, but it does not function within the Shrine, so they must haul the bodies out the old fashioned way if they wish to use to transport them.

*As you exit the breach you find yourself back in the cave. Tilimezit fades into view a few moments later. He looks over each of you for a moment and speaks.*

*"You have done well, mortals. The forces holding the shrine together have been weakened. What was rent shall soon mend. Two years of your own time have passed since you departed. Yours is now a world of fear, pain and tyranny. Nevertheless, I shall afford you an opportunity that I seldom grant. I will permit you to return to your own time. Go, and prevent these events from transpiring."*

*Tilimezit waves a hand, and everything stands still for a moment and from your vantage point inside the cave, you can see the world outside begin to move rapidly in reverse. Seasons pass, plants grow, wither and die; only to bloom once again. Animals come and go as the clouds, sun and moon pass by in the blink of an eye. Soon, everything grows still once more, and Tilimezit is gone.*

*After a few days' travel, you arrive in Leukish, in the court of Duke Karll. He thanks you each personally, saying:*

*"I thank you, my friends, not only for rescuing my party and I, but also for preventing that which might have happened if I had remained away from the Duchy for much longer. Sadly, much has happened in my absence, and I've only myself to blame. But knowing what may have come to pass will enable us to prevent it. The people of Urnst and I owe you a debt of gratitude. On their behalf, I thank you."*

*As you leave, Duke Karll tosses each of you a small bag, heavy with gold and adds with a chuckle:*

*"Here! While it cannot begin to properly compensate you for what you have done, perhaps it will allow you to find a nice tavern and drink away the memories of that awful place"*

The PCs earn the following adventure record items:

- Hero of the Duchy
- Favor of the College of Sages and Sorcery
- Time's Guardian
- Temporal Entropy (if warranted)
- Thalanía's Spellbook

### CONCLUSION B (MODERATE SUCCESS):

The party flees from the twins or Thalanía and but manages to rescue the Duke (and party).

*As you exit the breach you find yourself back in the cave. Tilimezit fades into view a few moments later. He looks over each of you for a moment and speaks.*

*"You have failed mortals. While you have rescued your Duke, the forces holding the shrine together still hold strong. Two years of your own time has passed since you departed. Yours is now a world of fear, pain and tyranny. Nevertheless, I shall afford you an opportunity that I seldom grant. I will permit you to return to your own time. Go, and prevent these events from transpiring."*

*Tilimezit waves a hand, and everything stands still for a moment and from your vantage point inside the cave, you can see the world outside begin to move rapidly in reverse. Seasons pass, plants grow, wither and die; only to bloom once again. Animals come and go as the clouds, sun and moon pass by in the blink of an eye. Soon, everything grows still once more, and Tilimezit is gone.*

*After a few days' travel, you arrive in Leukish, in the court of Duke Karll. He grimly thanks you each personally, saying:*

*"I thank you, my friends, not only for rescuing my party and I, but also for preventing that which might have happened if I had remained away from the Duchy for much longer. Sadly, much has happened in my absence, and I've only myself to blame. But knowing what may have come to pass will enable us to prevent it. I owe you a debt of gratitude that I cannot begin to repay. We can only pray that those who still remain in the Shrine do not*

*find a way to extend their influence beyond its boundaries."*

*As you leave, Duke Karll tosses each of you a small bag, heavy with gold and adds with a chuckle:*

*"Here! While it cannot begin to properly compensate you for what you have done, perhaps it will allow you to find a nice tavern and drink away the memories of that awful place"*

The party receives the following adventure record items:

- Hero of the Duchy
- Favor of the College of Sages and Sorcery
- Temporal Entropy (if warranted)
- Thalanias's Spellbook (if Thalanias was killed)

#### **CONCLUSION C (ABJECT FAILURE):**

The PCs not only fail to slay the twins and Thalanias, but were not able to rescue the Duke.

*As you exit the Breach you find yourself back in the cave. Tilimezit fades into view a few moments later. He looks over each of you for a moment and speaks.*

*"You have failed me, mortals. The forces holding the shrine together still hold strong. A year of your own time has passed since you departed. Yours is now a world of fear, pain and tyranny. Nevertheless, I shall afford you an opportunity that I seldom grant. I will permit you to return to your own time. Go, and prevent these events from transpiring."*

*Tilimezit waves a hand, and everything stands still for a moment and from your vantage point inside the cave, you can see the world outside begin to move rapidly in reverse. Seasons pass, plants grow, wither and die; only to bloom once again. Animals come and go as the clouds, sun and moon pass by in the blink of an eye. Soon, everything grows still once more, and Tilimezit is gone.*

**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.

### 4. Through the Breach

Defeated the astral leach(es)

APL 10	1000 XP
APL 12	1200 XP
APL 14	1400 XP
APL 16	1600 XP

### 5. The Shrine

a. Survived/disable the trap in Library.

APL 10	500 XP
APL 12	600 XP
APL 14	700 XP
APL 16	800 XP

b. Survived/disabled the trap in Temple.

APL 10	1000 XP
APL 12	1200 XP
APL 14	1400 XP
APL 16	1600 XP

### 6. The Twin Cataclysms

Defeated the Twins

APL 10	1500 XP
APL 12	1800 XP
APL 14	2100 XP
APL 16	2400 XP

### 7. The Last Man Standing

Defeated Thalanis

APL 10	500 XP
APL 12	600 XP
APL 14	700 XP
APL 16	800 XP

### Story Award

a. Negotiated passage into the Shrine

APL 10	50 XP
APL 12	50 XP
APL 14	50 XP
APL 16	50 XP

b. Investigated Shrine

APL 10	50 XP
APL 12	50 XP
APL 14	50 XP
APL 16	50 XP

c. Freed the Duke

APL 10	200 XP
APL 12	200 XP

APL 14	200 XP
APL 16	200 XP

### Discretionary roleplaying award

APL 10	300 XP
APL 12	300 XP
APL 14	300 XP
APL 16	300 XP

### Total Possible Experience

APL 10	2750 XP
APL 12	3150 XP
APL 14	3600 XP
APL 16	4050 XP

## TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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



### 1: The Young Vetha

APL 10: None  
APL 12: None  
APL 14: None  
APL 16: None

### 2: Higher Learning

APL 10 Coin: 500 gp.  
APL 12 Coin: 300 gp.  
APL 14 Coin: 3500 gp.  
APL 16 Coin: 5000 gp.

### 3: None Shall Pass

APL 10: None  
APL 12: None  
APL 14: None  
APL 16: None

### 4: Into the Breach

APL 10: None  
APL 12: None  
APL 14: None  
APL 16: None

### 5: The Shrine

APL 10: None (See Encounter 5)  
APL 12: None (See Encounter 5)  
APL 14: None (See Encounter 5)  
APL 16: None (See Encounter 5)

### 6: The Twin Cataclysms

APL 10: Loot: 2.5 gp; Coin 50gp; Magic: 5056gp – 2 *potion of cure moderate wounds* (25gp ea), 2 +1 *fleshgrinding heavy poleaxe* (1527gp ea), 2 +1 *heavy poleaxe* (193gp ea), 2 *ring of protection +1* (167gp ea), 2 *ring of featherfall* (183gp ea), 2 +1 *mithral breastplate* (433gp ea)

APL 12: Loot: 2.5 gp; Coin 50gp; Magic: 5722gp – 2 *potion of cure moderate wounds* (25gp ea), 2 +1 *fleshgrinding heavy poleaxe* (1527gp ea), 2 +1 *heavy poleaxe* (193gp ea), 2 *ring of protection +1* (167gp ea), 2 *ring of featherfall* (183gp ea), 2 +1 *mithral breastplate* (433gp ea), 2 *cloak of charisma +2* (333gp ea)

APL 14: Loot: 2.5 gp; Coin 50gp; Magic: 5722gp – 2 *potion of cure moderate wounds* (25gp ea), 2 +1 *fleshgrinding heavy poleaxe* (1527gp ea), 2 +1 *heavy poleaxe* (193gp ea), 2 *ring of protection +1* (167gp ea), 2 *ring of featherfall* (183gp ea), 2 +1 *mithral breastplate* (433gp ea), 2 *cloak of charisma +2* (333gp ea)

APL 16: Loot: 2.5 gp; Coin 50gp; Magic: 5722gp – 2 *potion of cure moderate wounds* (25gp ea), 2 +1 *fleshgrinding heavy poleaxe* (1527gp ea), 2 +1 *heavy poleaxe* (193gp ea), 2 *ring of protection +1* (167gp ea), 2 *ring of featherfall* (183gp ea), 2 +1 *mithral breastplate* (433gp ea), 2 *cloak of charisma +2* (333gp ea)

### 7: The Last Man Standing

APL 10: Loot: 28.25 gp; Coin 75gp; Magic: 5404gp – 3 *potion of cure moderate wounds* (25gp ea), *headband of intellect +2* (333gp ea), *cloak of charisma +2* (333gp ea), *ring*

*of protection +1* (167gp ea), 2 +1 *mithral full plate* (958gp ea), 2 +1 *animated heavy steel shield* (764gp ea), 2 +1 *spiked chain* (193gp ea), 2 *gauntlets of ogre power* (333gp ea)

APL 12: Loot: 28.25 gp; Coin 75gp; Magic: 5711gp – 3 *potion of cure moderate wounds* (25gp ea), *headband of intellect +2* (333gp ea), *cloak of charisma +2* (333gp ea), *ring of protection +1* (167gp ea), 2 +2 *mithral full plate* (1208gp ea), 2 +1 *animated heavy steel shield* (764gp ea), 2 +1 *spiked chain* (193gp ea), 2 *gauntlets of ogre power* (333gp ea)

APL 14: Loot: 26.25 gp; Coin 75gp; Magic: 7070gp – 3 *potion of cure moderate wounds* (25gp ea), *headband of intellect +2* (333gp ea), *cloak of charisma +2* (333gp ea), *ring of protection +1* (167gp ea), 2 +2 *mithral full plate* (1208gp ea), 2 +1 *animated heavy steel shield* (1347gp ea), 2 +1 *spiked chain* (193gp ea), 2 *gauntlets of ogre power* (333gp ea)

APL 16: Loot: 26.25 gp; Coin 2075gp; Magic: 7904gp – 3 *potion of cure moderate wounds* (25gp ea), *headband of intellect +2* (333gp ea), *cloak of charisma +2* (333gp ea), *ring of protection +1* (167gp ea), 2 +3 *mithral full plate* (1625gp ea), 2 +1 *animated heavy steel shield* (1347gp ea), 2 +1 *spiked chain* (193gp ea), 2 *gauntlets of ogre power* (333gp ea)

### Conclusion:

APL 10: Coin: 500gp  
APL 12: Coin: 2,000gp  
APL 14: Coin: 4,000gp  
APL 16: Coin: 6,000gp

## TOTAL POSSIBLE TREASURE

APL 10: Loot: 30.75 gp; Coin 1125gp; Magic: 10460gp; Total: 11615.75 (cap: 4600, overcap: 7015.75) gp

APL 12: Loot: 30.75 gp; Coin 2425gp; Magic: 11433gp; Total: 13888.75 (cap: 6600, overcap: 7288.75) gp

APL 14: Loot: 30.75 gp; Coin 7625gp; Magic: 12972gp; Total: 20627.75 (cap: 13200, overcap: 7427.75) gp

APL 16: Loot: 30.75 gp; Coin 13125gp; Magic: 13626gp; Total: 26871.75 (cap: 19800, overcap: 6981.75) gp

## ADVENTURE RECORD ITEMS

☛ **Hero of the Duchy:** You have performed an invaluable service to not only Duke Karll, but to the entire population of the Duchy. As a reward for your valor and service, you receive free Luxury upkeep in any adventure set in the Duchy of Urnst, two (2) Ducal Favors, and one of the following (tick selection):

☐ Duke Karll extends to you an invitation to join the Ducal Guard at the rank of Subaltern and regardless of your heritage, waiving any racial, affiliation, or racial background requirement. He also waives any racial requirement for advancement within the Guard.

☐ Duke Karll allows you access to the Ducal Armory, providing you regional access to the following armor and weapon enhancements from the MIC: *variable*, *bane blind* (*orc*, *undead*), *quick loading* and *whirling*.

☛ **Favor of the College of Sages and Sorcery:** In return for your 'service' to Rovisand U'morael, she provides access to the libraries of the College of Sages and Sorcery

granting regional access to the following spells: *mass snake's swiftness*, *force missiles*, *wingbind*, *ball lightning*, *explosive cascade*, *greater dimension door*, *lucent lance*

☛ **Time's Guardian:** For your services, Tilimezit grants you the ability to manipulate the flow of time around yourself or others for a short period of time. Once per round of adventure, as a swift action, you are able to replicate the effects of either *haste* (yourself only) or *slow* (one target only) for three rounds as a spell-like ability. The save DC for the *slow* effect is equal to 13 plus your charisma modifier.

👑 **Grimoire Arcanamacha:** This ancient tome is filled with various methods of combining martial training with arcane power, as well as a long and detailed account of the Twin Cataclysms. Reading this tome and applying its theory provides access to the *Suel Arcanamach* prestige class from CAR.

👑 **Thalania's Spellbook:** This heavy tome is bound in scarlet leather and gilded in platinum. It contains the following spells: 0 – all (PHB only); 1<sup>st</sup> – *charm person*, *magic missile*, *shield*, *mage armor*, *identify*, *expeditious retreat*, *swift expeditious retreat*, *enlarge person*; 2<sup>nd</sup> – *invisibility*, *mirror image*, *Tasha's hideous laughter*; 3<sup>rd</sup> – *fireball*, *lightning bolt*, *haste*, *slow*, *ray of dizziness*, *hold person*; 4<sup>th</sup> – *Vecna's malevolent whisper*, *sword of deception*, *cone of cold*; 5<sup>th</sup> – *dominate person*; 6<sup>th</sup> – *ray of entropy*; 7<sup>th</sup> – *power word: blind*; 8<sup>th</sup> – *horrid wilting* (7,000gp)

## ITEM ACCESS

### All APLs:

- +1 *fleshgrinding* Heavy Poleaxe (Regional; CL 11<sup>th</sup>, MIC, 9,320 gp)
- Thalania's Spellbook (Adventure, 7,000gp)
- *ring of featherfall* (Any, DMG, 2,200gp)

### APL 10:

- +1 *mithral full plate* (Regional, DMG, 11,500gp)
- +1 *animated heavy steel shield* (Regional, DMG 9170gp)

### APL 12 (APL 10 plus the following):

- +2 *mithral full plate* (Regional, DMG, 14500gp)
- +1 *animated heavy steel shield* (Regional, DMG, 9170gp)

### APL 14 (APLs 10-12 plus the following):

- +2 *mithral full plate* (Regional, DMG, 14500gp)
- +2 *animated heavy steel shield* (Regional, DMG, 16170gp)

### APL 16 (APLs 10-14 plus the following):

- +3 *mithral full plate* (Regional, DMG, 19500gp)
- +2 *animated heavy steel shield* (Regional, DMG, 16170gp)

## APPENDIX 1: APL 10

### 4: CROSSING THE BREACH

**ASTRAL LEECH** CR 12

N Large Ooze

**Init** +0; **Senses** Blindsight 60ft

**AC** 13, touch 13, flat-footed 13  
(-1 size, +4 deflection)

**HP** 75 (10 HD); **DR** 10/magic

**SR** 20

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

**Speed** 20 ft. (4 squares)

**Melee** Slam +8 (1d6+3 + Spell Effects)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +13

**Special Actions:**

**Spell Effects (su):** A creature hit by a living spell's slam attack is subjected to the normal effect of the spell or spells making up the creature, as if it were within the area of effect of the spell itself. Saves apply as normal for the spell; the DC is (CL 10 Dispel Check +16).

**Engulf (ex):** An Astral Leech can flow around a medium or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Astral Leech, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 16 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of a Dispelling Screen, Ray of Enfeeblement, a Ray of Clumsiness and a Ray of Weakness each round on the Astral Leech's turn, and are considered grappled.

**Abilities:** Str 14, Dex 11, Con 14, Int -, Wis 11, Cha 14

**SQ** Ooze traits

*A wispy blob oozes slowly towards you, its sickly green and purple body streaked with brilliant motes of blue eldritch light. The only other thing of note on an otherwise featureless body is a large lamprey-like maw, lined with miniscule black teeth.*

**Dispelling Screen (su):** A creature hit by an Astral Leech's slam attack or engulfed by it is effected as if by a targeted dispel magic (CL 10).

**Ray of Enfeeblement (su):** A creature hit by an Astral Leech's slam attack or engulfed by it is effected as if by a Ray of Enfeeblement (1d6+5 Str).

**Ray of Clumsiness (su):** A creature hit by an Astral Leech's slam attack or engulfed by it is effected as if by a Ray of Clumsiness (1d6+5 Dex).

**Ray of Weakness (su):** A creature hit by an astral leech's slam attack or engulfed by it is affected as if by a Ray of Weakness.

### 5A: THE SHRINE (ROOM 4: LIBRARY)

**RAZOR PENDULUMS TRAP** CR 10

**Description** The chamber is 60 feet long and 20 feet wide. Along each wall, twelve large slots run from floor to ceiling, one every 5 feet. The trap is activated when the PCs reach the center of the room. Razor sharp blades attached to 12 pendulums in the ceiling swing across the room, attacking every square. Anyone in the room can attempt a DC 20 spot check to notice the slots sliding open and act in the surprise round. If an individual pendulum is destroyed the entire 20 foot row is made safe. The far door is securely locked (DC 40 Open Lock). Attached to one of the pendulums is a key that opens the door. Noticing the key is a DC 25 Spot check. Grabbing the key requires a DC 25 Dexterity check or Sleight of Hand check. Anyone who fails a check to grab the key takes damage from the pendulum, but only once per round. If the pendulum with the key is destroyed, the key is easily recovered.

**Search** DC 25; **Type** Mechanical

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

**Affect** 12 pendulum blades (Atk +10 melee, 7d6 slashing); each blade attacks all creatures in one 5-foot-by-20-foot row.

**Duration** 13 rounds

**Destruction** AC 20; hp 20 (each pendulum)

**Disarm** DC 25 Disable Device (each pendulum, but only at the ceiling, 20 feet above the floor)

### 5B: THE SHRINE (ROOM 6: TEMPLE)

**DISPELLING PIT TRAP** CR 12

**Description** The room is 40 feet wide and 60 feet across. A 40 foot square pit sits in the center of the room, leaving a 10-foot wide ledge on either side. The pit is 60 feet deep and the walls are very smooth (DC 25 Climb check to scale). The exit sits on the opposite side of the room, across the pit. Mounted on the ceiling is a brooding stone skull. Anyone entering the space of the pit, whether climbing, flying or jumping, triggers the trap and is subjected to a greater dispel magic cast from the stone face. If the stone face is targeted by a spell it uses the same greater dispel magic to counter the spell (CL 13th).

**Search** DC 27; **Type** Magical

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

**Effect** *Greater Dispel Magic* (cast at each target in the area of the pit, CL 13<sup>th</sup>); anyone falling in the pit takes 6d6 points of falling damage

**Duration** 15 rounds

**Destruction** AC 28; hp 54, hardness 8 (stone skull)

**Disarm** Disable Device DC 31 (stone skull)

**Dispel** DC 24 (stone skull)

## 6: THE TWIN CATAclysms

### THE TWINS

CR 11

Male Fighter 8/Suel Arcanamach 3

LE Medium Human

Init +0; Senses Listen -1, Spot -1

Languages Common, Ancient Suloise

AC 17, touch 11, flat-footed 17

(+6 armor, +1 deflection)

HP 111 (11 HD)

Fort +9, Ref +6, Will +6

Speed 30 ft. (6 squares)

Melee +1 Fleshgrinding Heavy Poleaxe +20 (2d6+14 + Fleshgrinding, 19-20/x3), or +1 Heavy Poleaxe +20 (2d6+14, 19-20/x3), or +1 Fleshgrinding Heavy Poleaxe +20/+15 (2d6+14 + Fleshgrinding, 19-20/x3), or +1 Heavy Poleaxe +20/+15 (2d6+14, 19-20/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +10; Grp +16

Combat Gear Potion of Cure Critical Wounds, Potion of Bear's Endurance (used)

Atk Options Dispelling Strike 1/day, Power Attack, Quick Draw

Suel Arcanamach Spells Known (CL 3<sup>rd</sup>)

1<sup>st</sup> (3/day) *swift expeditious retreat*, *fist of stone*\*

2nd (2/day) *mirror image*\*, *veil of shadow*

\* already cast

Abilities: Str 22, Dex 10, Con 18, Int 12, Wis 8, Cha 14

SQ Extended Spellstrength, Tenacious Spells, Ignore Spell Failure 5%

Feats Combat Casting, Iron Will, Quick Draw, Exotic Weapon Proficiency (heavy poleaxe), Weapon Focus (heavy poleaxe), Improved Critical (heavy poleaxe), Weapon Specialization (heavy poleaxe), Melee Weapon Mastery (piercing), Power Attack, Blind-Fight

Skills Concentration +14 (+18 defensively), Intimidate +7, Jump +16 (+28 with *expeditious retreat*), Spellcraft +6, +14 Tumble

Special Actions:

Dispelling Strike (su) 1/day you can make a dispelling strike as a normal melee attack. If you hit, you deal normal damage, and your opponent is subject to a targeted greater dispel magic. Your dispel check is d20+9.

Possessions +1 Fleshgrinding Heavy Poleaxe, +1 Heavy Poleaxe, Ring of Protection +1, Mithral Breastplate +1, Ring of Featherfall

*These two suel human twins move with the grace and ease that could only come from years of rigorous training. Their skin is ghastly pale, almost grey in color. Their hair is just as light; thin and whipping fluidly with their deft movements. Watery pink eyes stare from beneath shocks of hair and a cruel grin crosses their thin, white lips.*

## 7: THE LAST STAND

Thalania

CR 12

Female Wizard 3/Warlock 3/Eldritch Theurge 6

LE Medium Human

Init +1; Senses Listen +0, Spot +0

Languages Common, Ancient Suloise, Draconic

AC 19, touch 19, flat-footed 18

(+6 armor, +1 deflection)

HP 77 (12 HD); DR 2/cold iron

Fort +7, Ref +5, Will +11

Speed 30 ft. (6 squares)

Melee +8 masterwork quarterstaff or +8/+3 masterwork quarterstaff

Ranged *eldritch blast* +10 *eldritch blast* (5d6, 20/x2)

Space 5 ft.; Reach 5 ft.

Base Atk +8; Grp +7

Combat Gear Potion of *cure moderate wounds*, Potion of *bear's endurance* (used), Scroll of Forcecage (used), potion of *fly* (used)

Atk Options Eldritch Blast, Spellblast

Special Actions Eldritch Spellweave 7/day. detect magic at will, Fiendish Resilience (1) 1/day

Wizard Spells Prepared (CL 9<sup>th</sup>)

5<sup>th</sup> – *dominate person* (Will DC 21)

4<sup>th</sup> – *greater invisibility*, *sword of deception*

3<sup>rd</sup> – *ray of dizziness* (+9 ranged touch), *hold person* (Will DC 19), *fireball* (Will DC 18)

2<sup>nd</sup> – *mirror image*, *tasha's hideous laughter* (Will DC 18)

1<sup>st</sup> – *mage armor*\*, *shield*\*, *magic missile*

0 – *detect magic*, *resistance*, *daze* (Will DC 16)

Invocations (CL 9<sup>th</sup>)

Least – *earthen grasp*, *see the unseen*, *entropic warding*

Lesser – *walk unseen*\*, *curse of despair* (Will DC 18)

\*already cast

Abilities: Str 8, Dex 13, Con 16, Int 18, Wis 10, Cha 18

Feats Point Blank Shot, Precise Shot, Weapon Focus (ranged spell), Spell Focus (enchantment), Greater Spell Focus (enchantment), Combat Casting

Skills Concentration +17 (+21 defensively), Knowledge (arcane) +18, Knowledge (religion) +18, Knowledge (the planes) +18, Spellcraft +19

Possessions masterwork quarterstaff, ring of protection +1, +2 headband of intellect, +2 cloak of charisma

Special Qualities:

Fiendish Resilience: Once per day, as a free action, you can enter an elevated physical state that lasts for 2 minutes. While in this state, you gain fast healing 1.

Special Actions:

Eldritch Blast (sp): An *eldritch blast* is a ray with a range of 60 feet. It is a ranged tough attack that affects a single target, allowing no saving throw. An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with a minimum spell level of 1<sup>st</sup> and a maximum of 9<sup>th</sup> when a warlock reaches 18<sup>th</sup> level or higher.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to

objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2.

**Spellblast (sp):** This invocation allows you to place an arcane spell that affects an area upon your *eldritch blast*. If the *eldritch blast* hits its target, the spell's area is centered on any corner of the target's space, even if the spell could normally be centered on the caster. If the *eldritch blast* misses its target, the spell is lost with no effect.

It takes a full-round action to cast the spell and fire the *eldritch blast*. Only an area spell with a casting time no greater than 1 standard action can be placed upon your *eldritch blast*.

Only the first target of your *eldritch blast* is affected by the spell. If your *eldritch blast* doesn't specify a target, you can't apply this invocation to the blast.

Treat *Spellblast* as a spell whose level is equal to the area spell placed upon the *eldritch blast* (minimum 4<sup>th</sup> level).

**Eldritch Spellweave:** You can apply an *eldritch essence* invocation you know (other than *greatreach blast* or *spellblast*) to any arcane spell that affects a target or that requires a melee or ranged touch attack. The spell's level must be at least as high as the level of the *eldritch essence*. If the *essence* requires a saving throw, use the normal save DC for that *essence*. If an *eldritch essence* invocation changes the damage of the spell, it can be applied only to a spell that deals damage (you can't add *brimstone blast* to *charm monster*).

Using this ability increases the spell's casting time to 1 full-round action. A spell that has a normal casting time of 1 full round or longer takes an extra full-round action to cast.

If the spell has more than one target or allows more than one attack, you choose one target to be affected by the invocation; all other targets take only the normal effect of the spell.

#### THE BODYGUARDS

CR 8

Male Knight 7/Exotic Weapon Master 1  
LE Medium Human

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

**Languages** Common, Ancient Suloise

**AC** 24, touch 11, flat-footed 23  
(+9 armor, +4 shield, +1 dexterity)

**HP** 84 (8 HD)

**Fort** +7, **Ref** +3, **Will** +6

**Speed** 30 ft. (6 squares)

**Melee** +1 Spiked Chain +11 (2d4+2, 19-20/x2), +1  
Spiked Chain +11/+6 (2d4+2, 19-20/x2), or +1  
Spiked Chain +9/+9/+4 (2d4+2, 19-20/x2)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +8; **Grp** +9

**Combat Gear** Potion of Cure Serious Wounds

**Atk Options** Flurry of Blows, Knight's Challenge  
5/day, Fighting Challenge, Test of Mettle, Shield  
Block, Shield Ally

**Abilities:** Str 12, Dex 12, Con 17, Int 13, Wis 8, Cha 14

**SQ** Knight's Code, Bulwark of Defense, Armor  
Mastery (medium), Vigilant Defender,

**Feats** Exotic Weapon Proficiency (spiked chain),  
Weapon Focus (spiked chain), Combat Reflexes,  
Iron Will, Mounted Combat, Shield Specialization  
(heavy)

**Skills** Intimidate +13, Jump +4, Sense Motive +4,  
Tumble +4

#### Special Actions:

**Knight's Challenge:** As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +2 morale bonus on Will saves and a +2 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for 7 rounds.

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

**Test of Mettle (ex):** You can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat. Any target of this ability must have a language of some sort and an Intelligence of 5 or higher. Creatures that do not meet these requirements are immune to the test of mettle. You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one use of your knight's challenge ability to cause all your enemies within 100 feet with a CR greater than or equal to your character level minus 2 to make Will saves (DC 15). Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available target. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner is not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him. In such a case, he can use ranged attacks against you or attack any opponents he threatens as normal. If

anyone other than you attacks the target, the effect of the test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for that day.

The effect of a test of mettle lasts for 7 rounds.

Whether a creature fails or succeeds on its save against your test of mettle, it can only be targeted by this effect once per day.

**Shield Block (ex):** You excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that for increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling blow into a near miss.

**Bulwark of Defense (ex):** An opponent that begins its turn in your threatened area treats all squares that you threaten as difficult terrain. Your strict vigilance and active defensive maneuvers force your opponents to move with care.

**Armor Mastery (ex):** You are able to wear your armor like a second skin and ignore the standard speed penalty for wearing medium armor.

**Vigilant Defender (ex):** You stand your ground against all enemies, warding the spot where you make your stand to prevent foes from slipping past and attacking those you protect. If an opponent attempts to use the Tumble skill to move through your threatened area or your space without provoking attacks of opportunity, the Tumble check DC to avoid your attacks of opportunity increases by 7.

**Shield Ally (ex):** As an immediate action, you can opt to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before your next turn, you can take half this damage on yourself. The target takes the other half as normal. You can only absorb damage from physical melee and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects.

**Flurry of Strikes (ex):** When wielding an exotic double weapon or spiked chain in both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

**Possessions** +1 mithral full plate, +1 *animated* Heavy Steel Shield, +1 spiked chain, *Gauntlets of Ogre Power*

## 4: CROSSING THE BREACH

## GREATER ASTRAL LEECH CR 14

N Huge Ooze

Init +2; Senses Blindsight 60ft

AC 17, touch 17, flat-footed 17  
(-2 size, +2 Dex, +7 deflection)

HP 116 (14 HD); DR 10/magic

SR 24

Fort +14, Ref +13, Will +13

Speed 20 ft.

Melee Slam +10 (1d8+4 + Spell Effects)

Space 15 ft.; Reach 10 ft.

Base Atk +9; Grp +20

## Special Actions:

**Spell Effects (su):** A creature hit by a Greater Astral Leech's slam attack is subjected to the normal effect of the spell or spells making up the creature, as if it were within the area of effect of the spell itself. Saves apply as normal for the spell; the DC is 20.

**Engulf (ex):** A Greater Astral Leech can flow around a medium or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The Greater Astral Leech merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Greater Astral Leech, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 20 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of a Dispelling Screen, Ray of Enfeeblement, a Ray of Clumsiness and a Ray of Weakness each round on the Greater Astral Leech's turn, and are considered grappled.

Abilities: Str 17, Dex 14, Con 17, Int -, Wis 14, Cha 17

SQ Ooze traits

*An enormous, wispy blob oozes slowly towards you, its sickly green and purple body streaked with brilliant motes of blue eldritch light. The only other thing of note on an otherwise featureless body is a large lamprey-like maw, lined with jagged, black teeth.*

**Greater Dispelling Screen (su):** A creature hit by a Greater Astral Leech's slam attack or engulfed by it is effected as if by a targeted greater dispel magic (CL 14).

**Ray of Enfeeblement (su):** A creature hit by a Greater Leech's slam attack or engulfed by it is effected as if by a Ray of Enfeeblement (1d6+5 Str).

**Ray of Clumsiness (su):** A creature hit by a Greater Leech's slam attack or engulfed by it is effected as if by a Ray of Clumsiness (1d6+5 Dex).

**Ray of Weakness (su):** A creature hit by a Greater Leech's slam attack or engulfed by it is effected as if by a Ray of Weakness.

## 5A: THE SHRINE (ROOM 4: LIBRARY)

## RAZOR PENDULUMS TRAP CR 12

**Description** The chamber is 60 feet long and 20 feet wide. Along each wall, twelve large slots run from floor to ceiling, one every 5 feet. The trap is activated when the PCs reach the center of the room. Razor sharp blades attached to 12 pendulums in the ceiling swing across the room, attacking every square. Anyone in the room can attempt a DC 20 spot check to notice the slots sliding open and act in the surprise round. If an individual pendulum is destroyed the entire 20 foot row is made safe. The far door is securely locked (DC 40 Open Lock). Attached to one of the pendulums is a key that opens the door. Noticing the key is a DC 25 Spot check. Grabbing the key requires a DC 25 Dexterity check or Sleight of Hand check. Anyone who fails a check to grab the key takes damage from the pendulum, but only once per round. If the pendulum with the key is destroyed, the key is easily recovered.

Search DC 25; Type Mechanical

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

**Affect** 12 pendulum blades (Atk +12 melee, 7d6 slashing); each blade attacks all creatures in one 5-foot-by-20-foot row.

Duration 13 rounds

Destruction AC 20; hp 20 (each pendulum)

**Disarm** DC 25 Disable Device (each pendulum, but only at the ceiling, 20 feet above the floor)

## 5B: THE SHRINE (ROOM 6: TEMPLE)

## DISPELLING PIT TRAP CR 14

**Description** The room is 40 feet wide and 60 feet across. A 40 foot square pit sits in the center of the room, leaving a 10-foot wide ledge on either side. The pit is 60 feet deep and the walls are very smooth (DC 25 Climb check to scale). The exit sits on the opposite side of the room, across the pit. Mounted on the ceiling is a brooding stone face. Anyone entering the space of the pit, whether climbing, flying or jumping, triggers the trap and is subjected to a greater dispel magic cast from the stone face. If the stone face is targeted by a spell it uses the same greater dispel magic to counter the spell (CL 15<sup>th</sup>).

Search DC 27; Type Magical

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

**Effect** *Greater Dispel Magic* (cast at each target in the area of the pit, CL 15<sup>th</sup>); anyone falling in the pit takes 6d6 points of falling damage

Duration 15 rounds

Destruction AC 28; hp 54, hardness 8 (stone face)

Disarm Disable Device DC 31 (stone face)

Dispel DC 24 (stone face)



## 6: THE TWIN CATAclysms

### THE TWINS

CR 13

Male Fighter 8/Suel Arcanamach 4/Eldritch Knight 1  
LE Medium Human

Init +0; **Senses** Listen -1, Spot -1

**Languages** Common, Ancient Suloise

**AC** 17, touch 11, flat-footed 17

(+6 armor, +1 deflection)

**HP** 128 (13 HD)

**Fort** +13, **Ref** +6, **Will** +7

**Speed** 30 ft. (6 squares)

**Melee** +1 Fleshgrinding Heavy Poleaxe +22 (2d6+14 + Fleshgrinding, 19-20/x3), or +1 Heavy Poleaxe +22 (2d6+14, 19-20/x3), or +1 Fleshgrinding Heavy Poleaxe +22/+17/+12 (2d6+14 + Fleshgrinding, 19-20/x3), or +1 Heavy Poleaxe +22/+17/+12 (2d6+14, 19-20/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +12; **Grp** +18

**Combat Gear** Potion of Cure Critical Wounds, Potion of Bear's Endurance (used)

**Atk Options** Dispelling Strike 1/day, Power Attack, Quick Draw, Short Haft, Lunging Strike

**Suel Arcanamach Spells Known (CL 4<sup>th</sup>)**

1<sup>st</sup> (3/day) *swift expeditious retreat*, *fist of stone*\*

2<sup>nd</sup> (3/day) *mirror image*\*, *veil of shadow*

3<sup>rd</sup> (1/day) *haste/slow* (DC 16)

\* already cast

**Abilities:** Str 23, Dex 10, Con 18, Int 12, Wis 8, Cha 16

**SQ** Extended Spellstrength, Tenacious Spells, Ignore Spell Failure 10%

**Feats** Combat Casting, Iron Will, Quick Draw, Exotic Weapon Proficiency (heavy Poleaxe), Weapon Focus (heavy Poleaxe), Improved Critical (heavy Poleaxe), Weapon Specialization (heavy Poleaxe), Melee Weapon Mastery (piercing), Power Attack, Blind-Fight, Short Haft, Lunging Strike

**Skills** Concentration +15 (+19 defensively), Intimidate +11, Jump +18 (+30 with *expeditious retreat*), Spellcraft +6, +17 Tumble

**Special Actions:**

**Dispelling Strike (su)** 1/day you can make a dispelling strike as a normal melee attack. If you hit, you deal normal damage, and your opponent is subject to a targeted greater dispel magic. Your dispel check is d20+10.

**Possessions** +1 Fleshgrinding Heavy Poleaxe, +1 Heavy Poleaxe, Ring of Protection +1, Mithral Breastplate +1, Cloak of Charisma +2, Ring of Featherfall

*These two suel human twins move with the grace and ease that could only come from years of rigorous training. Their skin is ghastly pale, almost grey in color. Their hair is just as light; thin and whipping fluidly with their deft movements. Watery pink eyes stare from beneath shocks of hair and a cruel grin crosses their thin, white lips.*

## 7: THE LAST STAND

### THALANIA

CR 14

Female Wizard 3/Warlock 3/Eldritch Theurge 8

LE Medium Human

Init +1; **Senses** Listen +0, Spot +0

**Languages** Common, Ancient Suloise, Draconic

**AC** 19, touch 19, flat-footed 18

(+6 armor, +1 deflection)

**HP** 89 (14 HD); DR 3/cold iron

**Fort** +7, **Ref** +5, **Will** +12

**Speed** 30 ft. (6 squares)

**Melee** +9 masterwork quarterstaff or +9/+4 masterwork quarterstaff

**Ranged** *eldritch blast* +11 *eldritch blast* (6d6, 20/x2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +8

**Combat Gear** Potion of *cure moderate wounds*, Potion of *bear's endurance* (used), Scroll of Forcecage (used), potion of *fly* (used)

**Atk Options** Eldritch Blast, Spellblast

**Special Actions** Eldritch Spellweave 7/day, detect magic at will, Fiendish Resilience (1) 1/day

**Wizard Spells Prepared (CL 11<sup>th</sup>)**

6<sup>th</sup> – *ray of entropy* (+11 ranged)

5<sup>th</sup> – *dominate person* (Will DC 21)

4<sup>th</sup> – *greater invisibility*, *sword of deception*

3<sup>rd</sup> – *ray of dizziness* (+11 ranged touch), *hold person* (Will DC 19), *fireball* (Ref DC 17)

2<sup>nd</sup> – *mirror image*, *tasha's hideous laughter* (Will DC 18)

1<sup>st</sup> – *mage armor*\*, *shield*\*

0 – *detect magic*, *resistance*, *daze* (Will DC 16)

**Invocations (CL 11<sup>th</sup>)**

Greater – *repelling blast* (Ref DC 20)

Least – *earthen grasp*, *see the unseen*, *entropic warding*

Lesser – *walk unseen*\*, *curse of despair* (Will DC 18)

\*already cast

**Abilities:** Str 8, Dex 13, Con 16, Int 18, Wis 10, Cha 18

**Feats** Point Blank Shot, Precise Shot, Weapon Focus (ranged spell), Spell Focus (enchantment), Greater Spell Focus (enchantment), Combat Casting

**Skills** Concentration +19 (+25 defensively), Knowledge (arcane) +20, Knowledge (religion) +20, Knowledge (the planes) +20, Spellcraft +21

**Possessions** masterwork quarterstaff, ring of protection +1, +2 headband of intellect, +2 cloak of charisma

**Special Qualities:**

**Fiendish Resilience:** Once per day, as a free action, you can enter an elevated physical state that lasts for 2 minutes. While in this state, you gain fast healing 1.

**Special Actions:**

**Eldritch Blast (sp):** An *eldritch blast* is a ray with a range of 60 feet. It is a ranged tough attack that affects a single target, allowing no saving throw. An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with a minimum spell level of 1<sup>st</sup> and a maximum of 9<sup>th</sup> when a warlock reaches 18<sup>th</sup> level or higher.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2.

**Spellblast (sp):** This invocation allows you to place an arcane spell that affects an area upon your *eldritch blast*. If the *eldritch blast* hits its target, the spell's area is centered on any corner of the target's space, even if the spell could normally be centered on the caster. If the *eldritch blast* misses its target, the spell is lost with no effect.

It takes a full-round action to cast the spell and fire the *eldritch blast*. Only an area spell with a casting time no greater than 1 standard action can be placed upon your *eldritch blast*.

Only the first target of your *eldritch blast* is affected by the spell. If your *eldritch blast* doesn't specify a target, you can't apply this invocation to the blast.

Treat *Spellblast* as a spell whose level is equal to the area spell placed upon the *eldritch blast* (minimum 4<sup>th</sup> level).

**Eldritch Spellweave:** You can apply an *eldritch essence* invocation you know (other than *greatareach blast* or *spellblast*) to any arcane spell that affects a target or that requires a melee or ranged touch attack. The spell's level must be at least as high as the level of the *eldritch essence*. If the *essence* requires a saving throw, use the normal save DC for that *essence*. If an *eldritch essence* invocation changes the damage of the spell, it can be applied only to a spell that deals damage (you can't add *brimstone blast* to *charm monster*).

Using this ability increases the spell's casting time to 1 full-round action. A spell that has a normal casting time of 1 full round or longer takes an extra full-round action to cast.

If the spell has more than one target or allows more than one attack, you choose one target to be affected by the invocation; all other targets take only the normal effect of the spell.

#### THE BODYGUARDS

CR 10

Male Knight 7/Exotic Weapon Master 3  
LE Medium Human

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

**Languages** Common, Ancient Suloise

**AC** 25, touch 11, flat-footed 23

(+10 armor, +4 shield, +1 dexterity)

**HP** 112 (10 HD)

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

**Speed** 30 ft. (6 squares)

**Melee** +1 Spiked Chain +13 (2d4+2, 19-20/x2), +1 Spiked Chain +13/+8 (2d4+2, 19-20/x2), or +1 Spiked Chain +11/+11/+9 (2d4+2, 19-20/x2)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +10; **Grp** +11

**Combat Gear** Potion of Cure Serious Wounds

**Atk Options** Flurry of Blows, Show Off, Knight's Challenge 5/day, Fighting Challenge, Test of Mettle, Shield Block, Shield Ally, Combat Expertise

**Abilities:** Str 12, Dex 12, Con 17, Int 13, Wis 8, Cha 14

**SQ** Knight's Code, Bulwark of Defense, Armor Mastery (medium), Vigilant Defender, Exotic Reach

**Feats** Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain), Combat Reflexes, Iron Will, Mounted Combat, Shield Specialization (heavy), Combat Expertise

**Skills** Intimidate +13, Jump +5, Sense Motive +5, Tumble +5

#### Special Actions:

**Knight's Challenge:** As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +2 morale bonus on Will saves and a +2 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen for reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for 7 rounds.

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen for is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

**Test of Mettle (ex):** You can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat. Any target of this ability must have a language of some sort and an Intelligence of 5 or higher. Creatures that do not meet these requirements are immune to the test of mettle. You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one use of your knight's challenge ability to cause all your enemies within 100 feet with a CR greater than or equal to your character level minus 2 to make Will saves (DC 15). Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available target. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner is not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him. In such a case, he can use ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of the test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for that day.

The effect of a test of mettle lasts for 7 rounds.

Whether a creature fails or succeeds on its save against your test of mettle, it can only be targeted by this effect once per day.

**Shield Block (ex):** You excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling blow into a near miss.

**Bulwark of Defense (ex):** An opponent that begins its turn in your threatened area treats all squares that you threaten as difficult terrain. Your strict vigilance and active defensive maneuvers force your opponents to move with care.

**Armor Mastery (ex):** You are able to wear your armor like a second skin and ignore the standard speed penalty for wearing medium armor.

**Vigilant Defender (ex):** You stand your ground against all enemies, warding the spot where you make your stand to prevent foes from slipping past and attacking those you protect. If an opponent attempts to use the Tumble skill to move through your threatened area or your space without provoking attacks of opportunity, the Tumble check DC to avoid your attacks of opportunity increases by 7.

**Shield Ally (ex):** As an immediate action, you can opt to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before your next turn, you can take half this damage on yourself. The target takes the other half as normal. You can only absorb damage from physical melee and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects.

**Flurry of Strikes (ex):** When wielding an exotic double weapon or spiked chain in both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

**Show Off:** As a standard action, you can display your mastery with an exotic weapon and confound your opponent. The character may make an intimidate check against a single opponent within

30 feet that can see him, adding his base attack bonus to the result. If the result exceeds the opponent's modified level check (see the skill description on page 76 of the *Player's Handbook*), the opponent becomes shaken for 7 rounds.

**Exotic Reach:** When wielding an exotic weapon with reach, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

**Possessions** +2 mithral full plate, +1 *animated* Heavy Steel Shield, +1 spiked chain, *Gauntlets of Ogre Power*

## 4: CROSSING THE BREACH

### GREATER ASTRAL LEECH CR 14

N Huge Ooze

**Init** +2; **Senses** Blindsight 60ft

**AC** 17, touch 17, flat-footed 17

(-2 size, +2 Dex, +7 deflection)

**HP** 116 (14 HD); **DR** 10/magic

**SR** 24

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

**Speed** 20 ft.

**Melee** Slam +10 (1d8+4 + Spell Effects)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +9; **Grp** +20

**Special Actions:**

**Spell Effects (su):** A creature hit by a Greater Astral Leech's slam attack is subjected to the normal effect of the spell or spells making up the creature, as if it were within the area of effect of the spell itself. Saves apply as normal for the spell; the DC is 20.

**Engulf (ex):** A Greater Astral Leech can flow around a medium or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The Greater Astral Leech merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Greater Astral Leech, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 20 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of a Dispelling Screen, Ray of Enfeeblement, a Ray of Clumsiness and a Ray of Weakness each round on the Greater Astral Leech's turn, and are considered grappled.

**Abilities:** Str 17, Dex 14, Con 17, Int -, Wis 14, Cha 17

**SQ** Ooze traits

*An enormous, wispy blob oozes slowly towards you, its sickly green and purple body streaked with brilliant motes of blue eldritch light. The only other thing of note on an otherwise featureless body is a large lamprey-like maw, lined with jagged, black teeth.*

**Greater Dispelling Screen (su):** A creature hit by a Greater Astral Leech's slam attack or engulfed by it is effected as if by a targeted greater dispel magic (CL 14).

**Ray of Enfeeblement (su):** A creature hit by a Greater Leech's slam attack or engulfed by it is effected as if by a Ray of Enfeeblement (1d6+5 Str).

**Ray of Clumsiness (su):** A creature hit by a Greater Leech's slam attack or engulfed by it is effected as if by a Ray of Clumsiness (1d6+5 Dex).

**Ray of Weakness (su):** A creature hit by a Greater Leech's slam attack or engulfed by it is effected as if by a Ray of Weakness (Appendix 2).

## 5A: THE SHRINE (ROOM 4: LIBRARY)

### RAZOR PENDULUMS TRAP CR 14

**Description** The chamber is 60 feet long and 20 feet wide. Along each wall, twelve large slots run from floor to ceiling, one every 5 feet. The trap is activated when the PCs reach the center of the room. Razor sharp blades attached to 12 pendulums in the ceiling swing across the room, attacking every square. Anyone in the room can attempt a DC 20 spot check to notice the slots sliding open and act in the surprise round. If an individual pendulum is destroyed the entire 20 foot row is made safe. The far door is securely locked (DC 40 Open Lock). Attached to one of the pendulums is a key that opens the door. Noticing the key is a DC 25 Spot check. Grabbing the key requires a DC 25 Dexterity check or Sleight of Hand check. Anyone who fails a check to grab the key takes damage from the pendulum, but only once per round. If the pendulum with the key is destroyed, the key is easily recovered.

**Search** DC 25; **Type** Mechanical

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

**Affect** 12 pendulum blades (Atk +14 melee, 7d6 slashing); each blade attacks all creatures in one 5-foot-by-20-foot row.

**Duration** 13 rounds

**Destruction** AC 20; hp 20 (each pendulum)

**Disarm** DC 25 Disable Device (each pendulum, but only at the ceiling, 20 feet above the floor)

## 5B: THE SHRINE (ROOM 6: TEMPLE)

### DISPELLING PIT TRAP CR 16

**Description** The room is 40 feet wide and 60 feet across. A 40 foot square pit sits in the center of the room, leaving a 10-foot wide ledge on either side. The pit is 60 feet deep and the walls are very smooth (DC 25 Climb check to scale). The exit sits on the opposite side of the room, across the pit. Mounted on the ceiling is a brooding stone face. Anyone entering the space of the pit, whether climbing, flying or jumping, triggers the trap and is subjected to a greater dispel magic cast from the stone face. If the stone face is targeted by a spell it uses the same greater dispel magic to counter the spell (CL 17<sup>th</sup>).

**Search** DC 27; **Type** Magical

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

**Effect** *Greater Dispel Magic* (cast at each target in the area of the pit, CL 17<sup>th</sup>); anyone falling in the pit takes 6d6 points of falling damage

**Duration** 15 rounds

**Destruction** AC 28; hp 54, hardness 8 (stone face)

**Disarm** Disable Device DC 31 (stone face)

**Dispel** DC 24 (stone face)

## 6: THE TWIN CATAclysms

### THE TWINS

CR 15

Male Fighter 8/Suel Arcanamach 4/Eldritch Knight 2  
LE Medium Human

**Init** +0; **Senses** Listen -1, Spot -1

**Languages** Common, Ancient Suloise

**AC** 17, touch 11, flat-footed 17

(+6 armor, +1 deflection)

**HP** 144 (15 HD)

**Fort** +14, **Ref** +7, **Will** +8

**Speed** 30 ft. (6 squares)

**Melee** +1 Fleshgrinding Heavy Poleaxe +24 (2d6+14 + Fleshgrinding, 19-20/x3), or +1 Heavy Poleaxe +24 (2d6+14, 19-20/x3), or +1 Fleshgrinding Heavy Poleaxe +24/+19/+14 (2d6+14 + Fleshgrinding, 19-20/x3), or +1 Heavy Poleaxe +24/+19/+14 (2d6+14, 19-20/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +14; **Grp** +20

**Combat Gear** Potion of Cure Critical Wounds, Potion of Bear's Endurance (used)

**Atk Options** Dispelling Strike 1/day, Power Attack, Quick Draw, Short Haft, Lunging Strike, Driving Attack

**Suel Arcanamach Spells Known (CL 6<sup>th</sup>)**

1<sup>st</sup> (4/day) *swift expeditious retreat*, *fist of stone*\*, *true strike*

2<sup>nd</sup> (4/day) *mirror image*\*, *veil of shadow*, *see invisibility*

3<sup>rd</sup> (3/day) *dolorous blow*\*, *haste/slow* (DC 16)

4<sup>th</sup> (1/day) *greater invisibility*

\* already cast

**Abilities:** Str 23, Dex 10, Con 18, Int 12, Wis 8, Cha 16

**SQ** Extended Spellstrength, Tenacious Spells, Ignore Spell Failure 10%

**Feats** Combat Casting, Iron Will, Quick Draw, Exotic Weapon Proficiency (heavy Poleaxe), Weapon Focus (heavy Poleaxe), Improved Critical (heavy Poleaxe), Weapon Specialization (heavy Poleaxe), Melee Weapon Mastery (piercing), Power Attack, Blind-Fight, Short Haft, Lunging Strike, Driving Strike

**Skills** Concentration +17 (+19 defensively), Intimidate +11, Jump +18 (+30 with *expeditious retreat*), Spellcraft +8, +19 Tumble

**Special Actions:**

**Dispelling Strike (su)** 1/day you can make a dispelling strike as a normal melee attack. If you hit, you deal normal damage, and your opponent is subject to a targeted greater dispel magic. Your dispel check is d20+10.

**Possessions** +1 Fleshgrinding Heavy Poleaxe, +1 Heavy Poleaxe, Ring of Protection +1, Mithral Breastplate +1, Cloak of Charisma +2, Ring of Featherfall

*These two suel human twins move with the grace and ease that could only come from years of rigorous training. Their skin is ghastly pale, almost grey in color. Their hair is just as light; thin and whipping*

*fluidly with their deft movements. Watery pink eyes stare from beneath shocks of hair and a cruel grin crosses their thin, white lips.*

## 7: THE LAST STAND

### THALANIA

CR 16

Female Wizard 3/Warlock 3/Eldritch Theurge 10

LE Medium Human

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Common, Ancient Suloise, Draconic

**AC** 19, touch 19, flat-footed 18

(+6 armor, +1 deflection)

**HP** 101 (16 HD); DR 4/cold iron

**Fort** +7, **Ref** +5, **Will** +12

**Speed** 30 ft. (6 squares)

**Melee** +9 masterwork quarterstaff or +9/+4 masterwork quarterstaff

**Ranged** *eldritch blast* +13 *eldritch blast* (6d6+2, 20/x2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +10; **Grp** +9

**Combat Gear** Potion of *cure moderate wounds*, Potion of *bear's endurance* (used), Scroll of Forcecage (used), potion of *fly* (used)

**Atk Options** Eldritch Blast, Spellblast, Greatreach Blast

**Special Actions** Eldritch Spellweave 7/day, detect magic at will, Fiendish Resilience (2) 1/day

**Wizard Spells Prepared (CL 13<sup>th</sup>)**

6<sup>th</sup> – *ray of entropy* (+13 ranged)

5<sup>th</sup> – *dominate person* (Will DC 22)

4<sup>th</sup> – *greater invisibility*\*, *sword of deception*

3<sup>rd</sup> – *ray of dizziness* (+13 ranged touch), *hold person* (Will DC 20), *slow* (Will DC 19)

2<sup>nd</sup> – *mirror image*, *tasha's hideous laughter* (Will DC 19)

1<sup>st</sup> – *mage armor*\*, *shield*\*, *magic missile*

0 – *detect magic*, *resistance*, *daze* (Will DC 17)

**Invocations (CL 11<sup>th</sup>)**

Greater – *repelling blast* (Ref DC 21), *eldritch cone*  
Least – *earthen grasp*, *see the unseen*, *entropic warding*

Lesser – *walk unseen*, *curse of despair* (Will DC 19)

\*already cast

**Abilities:** Str 8, Dex 13, Con 16, Int 18, Wis 10, Cha 18

**Feats** Point Blank Shot, Precise Shot, Weapon Focus (ranged spell), Spell Focus (enchantment), Greater Spell Focus (enchantment), Combat Casting, Ranged Spell Specialization

**Skills** Concentration +19 (+25 defensively), Knowledge (arcane) +20, Knowledge (religion) +20, Knowledge (the planes) +20, Spellcraft +21

**Possessions** masterwork quarterstaff, ring of protection +1, +4 headband of intellect, +4 cloak of charisma

**Special Qualities:**

**Fiendish Resilience:** Once per day, as a free action, you can enter an elevated physical state that lasts for 2 minutes. While in this state, you gain fast healing 2.

### Special Actions:

**Eldritch Blast (sp):** An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with a minimum spell level of 1<sup>st</sup> and a maximum of 9<sup>th</sup> when a warlock reaches 18<sup>th</sup> level or higher.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2.

**Spellblast (sp):** This invocation allows you to place an arcane spell that affects an area upon your *eldritch blast*. If the *eldritch blast* hits its target, the spell's area is centered on any corner of the target's space, even if the spell could normally be centered on the caster. If the *eldritch blast* misses its target, the spell is lost with no effect.

It takes a full-round action to cast the spell and fire the *eldritch blast*. Only an area spell with a casting time no greater than 1 standard action can be placed upon your *eldritch blast*.

Only the first target of your *eldritch blast* is affected by the spell. If your *eldritch blast* doesn't specify a target, you can't apply this invocation to the blast.

Treat *Spellblast* as a spell whose level is equal to the area spell placed upon the *eldritch blast* (minimum 4<sup>th</sup> level).

**Eldritch Spellweave:** You can apply an *eldritch essence* invocation you know (other than *greatreach blast* or *spellblast*) to any arcane spell that affects a target or that requires a melee or ranged touch attack. The spell's level must be at least as high as the level of the *eldritch essence*. If the *essence* requires a saving throw, use the normal save DC for that *essence*. If an *eldritch essence* invocation changes the damage of the spell, it can be applied only to a spell that deals damage (you can't add *brimstone blast* to *charm monster*).

Using this ability increases the spell's casting time to 1 full-round action. A spell that has a normal casting time of 1 full round or longer takes an extra full-round action to cast.

If the spell has more than one target or allows more than one attack, you choose one target to be affected by the invocation; all other targets take only the normal effect of the spell.

**Greatreach Blast:** This invocation allows you to place an arcane spell with a range of touch upon your *eldritch blast*. If the *eldritch blast* hits its target, the spell takes effect on that target as if you had

touched it. If the *eldritch blast* misses its target, the spell is lost with no effect.

It takes a full-round action to cast the spell and fire the *eldritch blast*. Only an touch spell with a casting time no greater than 1 standard action can be placed upon your *eldritch blast*.

Only the first target of your *eldritch blast* is affected by the spell. If your *eldritch blast* doesn't specify a target, you can't apply this invocation to the blast.

Treat *greatreach blast* as a spell whose level is equal to the touch spell placed upon the *eldritch blast* (minimum 5<sup>th</sup> level).

### THE BODYGUARDS

CR 12

Male Knight 9/Exotic Weapon Master 3

LE Medium Human

Init +1; Senses Listen -1, Spot -1

Languages Common, Ancient Suloise

AC 26, touch 16, flat-footed 25

(+10 armor, +5 shield, +1 dexterity)

HP 134 (12 HD)

Fort +10, Ref +5, Will +8

Speed 30 ft. (6 squares)

Melee +1 Spiked Chain +15 (2d4+2, 19-20/x2), +1

Spiked Chain +15/+10/+5 (2d4+2, 19-20/x2), or +1

Spiked Chain +13/+13/+8/+3 (2d4+2, 19-20/x2)

Space 5 ft.; Reach 10 ft.

Base Atk +12; Grp +13

Combat Gear Potion of Cure Critical Wounds

Atk Options Flurry of Blows, Show Off, Knight's

Challenge 5/day, Fighting Challenge, Test of

Mettle, Shield Block, Shield Ally, Combat

Expertise, Call to Battle

Abilities: Str 12, Dex 12, Con 18, Int 13, Wis 8, Cha 14

SQ Knight's Code, Bulwark of Defense, Armor Mastery (medium), Vigilant Defender, Exotic Reach, Shield Ward

Feats Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain), Combat Reflexes, Iron Will, Mounted Combat, Shield Specialization (heavy), Combat Expertise, Shield Ward

Skills Intimidate +17, Jump +7, Sense Motive +6, Tumble +6

### Special Actions:

**Knight's Challenge:** As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +2 morale bonus on Will saves and a +2 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen for reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day

because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for 9 rounds.

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

**Test of Mettle (ex):** You can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat. Any target of this ability must have a language of some sort and an Intelligence of 5 or higher. Creatures that do not meet these requirements are immune to the test of mettle. You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one use of your knight's challenge ability to cause all your enemies within 100 feet with a CR greater than or equal to your character level minus 2 to make Will saves (DC 15). Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available targets. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner is not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him. In such a case, he can use ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of the test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for that day.

The effect of a test of mettle lasts for 9 rounds.

Whether a creature fails or succeeds on its save against your test of mettle, it can only be targeted by this effect once per day.

**Shield Block (ex):** You excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling blow into a near miss. [Note: Due to Shield Ward Feat, this also applies to touch AC]

**Bulwark of Defense (ex):** An opponent that begins its turn in your threatened area treats all squares that you threaten as difficult terrain. Your strict vigilance and active defensive maneuvers force your opponents to move with care.

**Armor Mastery (ex):** You are able to wear your armor like a second skin and ignore the standard speed penalty for wearing medium armor.

**Vigilant Defender (ex):** You stand your ground against all enemies, warding the spot where you make your stand to prevent foes from slipping past and attacking those you protect. If an opponent attempts to use the Tumble skill to move through your threatened area or your space without provoking attacks of opportunity, the Tumble check DC to avoid your attacks of opportunity increases by 9.

**Shield Ally (ex):** As an immediate action, you can opt to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before your next turn, you can take half this damage on yourself. The target takes the other half as normal. You can only absorb damage from physical melee and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects.

**Flurry of Strikes (ex):** When wielding an exotic double weapon or spiked chain in both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

**Show Off:** As a standard action, you can display your mastery with an exotic weapon and confound your opponent. The character may make an intimidate check against a single opponent within 30 feet that can see him, adding his base attack bonus to the result. If the result exceeds the opponent's modified level check (see the skill description on page 76 of the *Player's Handbook*), the opponent becomes shaken for 3 rounds.

**Exotic Reach:** When wielding an exotic weapon with reach, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

**Possessions** +2 mithral full plate, +2 *animated* Heavy Steel Shield, +1 spiked chain, *Gauntlets of Ogre Power*



#### 4: CROSSING THE BREACH

##### GREATER ASTRAL LEECH CR 14

N Huge Ooze

**Init** +2; **Senses** Blindsight 60ft

**AC** 17, touch 17, flat-footed 17  
(-2 size, +2 Dex, +7 deflection)

**HP** 116 (14 HD); **DR** 10/magic

**SR** 24

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

**Speed** 20 ft.

**Melee** Slam +10 (1d8+4 + Spell Effects)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +9; **Grp** +20

**Special Actions:**

**Spell Effects (su):** A creature hit by a Greater Astral Leech's slam attack is subjected to the normal effect of the spell or spells making up the creature, as if it were within the area of effect of the spell itself. Saves apply as normal for the spell; the DC is 20.

**Engulf (ex):** A Greater Astral Leech can flow around a medium or smaller creature as a standard action. It cannot make a slam attack during a round in which it engulfs. The Greater Astral Leech merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Greater Astral Leech, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 20 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of a Dispelling Screen, Ray of Enfeeblement, a Ray of Clumsiness and a Ray of Weakness each round on the Greater Astral Leech's turn, and are considered grappled.

**Abilities:** Str 17, Dex 14, Con 17, Int -, Wis 14, Cha 17

**SQ** Ooze traits

*An enormous, wispy blob oozes slowly towards you, it's sickly green and purple body streaked with brilliant motes of blue eldritch light. The only other thing of note on an otherwise featureless body is a large lamprey-like maw, lined with jagged, black teeth.*

**Greater Dispelling Screen (su):** A creature hit by a Greater Astral Leech's slam attack or engulfed by it is effected as if by a targeted greater dispel magic (CL 14).

**Ray of Enfeeblement (su):** A creature hit by a Greater Leech's slam attack or engulfed by it is effected as if by a Ray of Enfeeblement (1d6+5 Str).

**Ray of Clumsiness (su):** A creature hit by a Greater Leech's slam attack or engulfed by it is effected as if by a Ray of Clumsiness (1d6+5 Dex).

**Ray of Weakness (su):** A creature hit by a Greater Leech's slam attack or engulfed by it is effected as if by a Ray of Weakness.

#### 5A: THE SHRINE (ROOM 4: LIBRARY)

##### RAZOR PENDULUMS TRAP CR 16

**Description** The chamber is 60 feet long and 20 feet wide. Along each wall, twelve large slots run from floor to ceiling, one every 5 feet. The trap is activated when the PCs reach the center of the room. Razor sharp blades attached to 12 pendulums in the ceiling swing across the room, attacking every square. Anyone in the room can attempt a DC 20 spot check to notice the slots sliding open and act in the surprise round. If an individual pendulum is destroyed the entire 20 foot row is made safe. The far door is securely locked (DC 40 Open Lock). Attached to one of the pendulums is a key that opens the door. Noticing the key is a DC 25 Spot check. Grabbing the key requires a DC 25 Dexterity check or Sleight of Hand check. Anyone who fails a check to grab the key takes damage from the pendulum, but only once per round. If the pendulum with the key is destroyed, the key is easily recovered.

**Search** DC 25; **Type** Mechanical

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

**Effect** 12 pendulum blades (Atk +16 melee, 7d6 slashing); each blade attacks all creatures in one 5-foot-by-20-foot row.

**Duration** 13 rounds

**Destruction** AC 20; hp 20 (each pendulum)

**Disarm** DC 25 Disable Device (each pendulum, but only at the ceiling, 20 feet above the floor)

#### 5B: THE SHRINE (ROOM 6: TEMPLE)

##### DISPELLING PIT TRAP CR 18

**Description** The room is 40 feet wide and 60 feet across. A 40 foot square pit sits in the center of the room, leaving a 10-foot wide ledge on either side. The pit is 60 feet deep and the walls are very smooth (DC 25 Climb check to scale). The exit sits on the opposite side of the room, across the pit. Mounted on the ceiling is a brooding stone face. Anyone entering the space of the pit, whether climbing, flying or jumping, triggers the trap and is subjected to a greater dispel magic cast from the stone face. If the stone face is targeted by a spell it uses the same greater dispel magic to counter the spell (CL 17<sup>th</sup>).

**Search** DC 27; **Type** Magical

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

**Effect** *Greater Dispel Magic* (cast at each target in the area of the pit, CL 17<sup>th</sup>); anyone falling in the pit takes 6d6 points of falling damage

**Duration** 15 rounds

**Destruction** AC 28; hp 54, hardness 8 (stone face)

**Disarm** Disable Device DC 31 (stone face)

**Dispel** DC 24 (stone face)

## 6: THE TWIN CATAclysms

### THE TWINS

CR 17

Male Fighter 8/Suel Arcanamach 4/Eldritch Knight 5

LE Medium Human

Init +0; **Senses** Listen -1, Spot -1

**Languages** Common, Ancient Suloise

**AC** 17, touch 11, flat-footed 17

(+6 armor, +1 deflection)

**HP** 160 (17 HD)

**Fort** +14, **Ref** +7, **Will** +8

**Speed** 30 ft. (6 squares)

**Melee** +1 Fleshgrinding Heavy Poleaxe +27 (2d6+15 + Fleshgrinding, 19-20/x3), or +1 Heavy Poleaxe +27 (2d6+15, 19-20/x3), or +1 Fleshgrinding Heavy Poleaxe +27/+22/+17/+12 (2d6+15 + Fleshgrinding, 19-20/x3), or +1 Heavy Poleaxe +27/+22/+17/+12 (2d6+15, 19-20/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +16; **Grp** +23

**Combat Gear** Potion of Cure Critical Wounds, Potion of Bear's Endurance (used)

**Atk Options** Dispelling Strike 1/day, Power Attack, Quick Draw, Short Haft, Lunging Strike, Driving Attack

**Suel Arcanamach Spells Known (CL 8<sup>th</sup>)**

1<sup>st</sup> (5/day) *swift expeditious retreat*, *fist of stone*\*, *true strike*, *blade of blood*

2<sup>nd</sup> (4/day) *blinding color surge* (Will DC 15), *veil of shadow*, *see invisibility*

3<sup>rd</sup> (4/day) *dolorous blow*\*, *halt*, *haste/slow* (Will DC 16)

4<sup>th</sup> (3/day) *greater invisibility*, *greater mirror image*\*

5<sup>th</sup> (1/day) *lightning leap*

\* already cast

**Abilities:** Str 24, Dex 10, Con 18, Int 12, Wis 8, Cha 16

**SQ** Extended Spellstrength, Tenacious Spells, Ignore Spell Failure 10%

**Feats** Combat Casting, Iron Will, Quick Draw, Exotic Weapon Proficiency (heavy poleaxe), Weapon Focus (heavy poleaxe), Improved Critical (heavy poleaxe), Weapon Specialization (heavy poleaxe), Melee Weapon Mastery (piercing), Power Attack, Blind-Fight, Short Haft, Lunging Strike, Driving Strike

**Skills** Concentration +19 (+23 defensively), Intimidate +11, Jump +18 (+30 with *expeditious retreat*), Spellcraft +10, +19 Tumble

**Special Actions:**

**Dispelling Strike (su)** 1/day you can make a dispelling strike as a normal melee attack. If you hit, you deal normal damage, and your opponent is subject to a targeted greater dispel magic. Your dispel check is d20+10.

**Possessions** +1 Fleshgrinding Heavy Poleaxe, +1 Heavy Poleaxe, Ring of Protection +1, Mithral Breastplate +1, Cloak of Charisma +2, Ring of Featherfall

*These two Suel human twins move with the grace and ease that could only come from years of rigorous*

*training. Their skin is ghastly pale, almost grey in color. Their hair is just as light; thin and whipping fluidly with their deft movements. Watery pink eyes stare from beneath shocks of hair and a cruel grin crosses their thin, white lips.*

## 7: THE LAST STAND

### THALANIA

CR 16

Female Wizard 3/Warlock 5/Eldritch Theurge 10

LE Medium Human

Init +1; **Senses** Listen +0, Spot +0

**Languages** Common, Ancient Suloise, Draconic

**AC** 19, touch 19, flat-footed 18

(+6 armor, +1 deflection)

**HP** 101 (16 HD); DR 4/cold iron

**Fort** +8, **Ref** +5, **Will** +14

**Speed** 30 ft. (6 squares)

**Melee** +9 masterwork quarterstaff or +9/+4 masterwork quarterstaff

**Ranged** *eldritch blast* +14 *eldritch blast* (7d6+2, 20/x2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +10; **Grp** +9

**Combat Gear** Potion of *cure moderate wounds*, Potion of *bear's endurance* (used), Scroll of Forcecage (used), potion of *fly* (used)

**Atk Options** Eldritch Blast, Spellblast, Greatreach Blast

**Special Actions** Eldritch Spellweave 7/day, detect magic at will, Fiendish Resilience (2) 1/day, Maximized Eldritch Blast (3/day)

**Wizard Spells Prepared (CL 13<sup>th</sup>)**

6<sup>th</sup> – *ray of entropy* (+13 ranged)

5<sup>th</sup> – *dominate person* (Will DC 22)

4<sup>th</sup> – *greater invisibility*\*, *sword of deception*

3<sup>rd</sup> – *ray of dizziness* (+13 ranged touch), *hold person* (Will DC 20), *slow* (Will DC 19)

2<sup>nd</sup> – *mirror image*, *tasha's hideous laughter* (Will DC 19)

1<sup>st</sup> – *mage armor*\*, *shield*\*, *magic missile*

0 – *detect magic*, *resistance*, *daze* (Will DC 17)

**Invocations (CL 15<sup>th</sup>)**

Greater – *repelling blast* (Ref DC 21), *eldritch cone*

Least – *earthen grasp*, *see the unseen*, *entropic warding*

Lesser – *walk unseen*, *curse of despair* (Will DC 19)

\*already cast

**Abilities:** Str 8, Dex 14, Con 16, Int 20, Wis 10, Cha 20

**Feats** Point Blank Shot, Precise Shot, Weapon Focus (ranged spell), Spell Focus (enchantment), Greater Spell Focus (enchantment), Combat Casting, Ranged Spell Specialization, Maximize Spell-Like Ability (eldritch blast)

**Skills** Concentration +21 (+26 defensively), Knowledge (arcane) +22, Knowledge (religion) +22, Knowledge (the planes) +22, Spellcraft +22

**Possessions** masterwork quarterstaff, ring of protection +1, +4 headband of intellect, +4 cloak of charisma

**Special Qualities:**

**Fiendish Resilience:** Once per day, as a free action, you can enter an elevated physical state that lasts for 2 minutes. While in this state, you gain fast healing 2.

**Special Actions:**

**Eldritch Blast (sp):** An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with a minimum spell level of 1<sup>st</sup> and a maximum of 9<sup>th</sup> when a warlock reaches 18<sup>th</sup> level or higher.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2.

**Spellblast (sp):** This invocation allows you to place an arcane spell that affects an area upon your *eldritch blast*. If the *eldritch blast* hits its target, the spell's area is centered on any corner of the target's space, even if the spell could normally be centered on the caster. If the *eldritch blast* misses its target, the spell is lost with no effect.

It takes a full-round action to cast the spell and fire the *eldritch blast*. Only an area spell with a casting time no greater than 1 standard action can be placed upon your *eldritch blast*.

Only the first target of your *eldritch blast* is affected by the spell. If your *eldritch blast* doesn't specify a target, you can't apply this invocation to the blast.

Treat *Spellblast* as a spell whose level is equal to the area spell placed upon the *eldritch blast* (minimum 4<sup>th</sup> level).

**Eldritch Spellweave:** You can apply an *eldritch essence* invocation you know (other than *greatreach blast* or *spellblast*) to any arcane spell that affects a target or that requires a melee or ranged touch attack. The spell's level must be at least as high as the level of the *eldritch essence*. If the *essence* requires a saving throw, use the normal save DC for that *essence*. If an *eldritch essence* invocation changes the damage of the spell, it can be applied only to a spell that deals damage (you can't add *brimstone blast* to *charm monster*).

Using this ability increases the spell's casting time to 1 full-round action. A spell that has a normal casting time of 1 full round or longer takes an extra full-round action to cast.

If the spell has more than one target or allows more than one attack, you choose one target to be affected by the invocation; all other targets take only the normal effect of the spell.

**Greatreach Blast:** This invocation allows you to place an arcane spell with a range of touch upon your *eldritch blast*. If the *eldritch blast* hits its target, the spell takes effect on that target as if you had touched it. If the *eldritch blast* misses its target, the spell is lost with no effect.

It takes a full-round action to cast the spell and fire the *eldritch blast*. Only an touch spell with a casting time no greater than 1 standard action can be placed upon your *eldritch blast*.

Only the first target of your *eldritch blast* is affected by the spell. If your *eldritch blast* doesn't specify a target, you can't apply this invocation to the blast.

Treat *greatreach blast* as a spell whose level is equal to the touch spell placed upon the *eldritch blast* (minimum 5<sup>th</sup> level).

**THE BODYGUARDS**

**CR 14**

Male Knight 11/Exotic Weapon Master 3

LE Medium Human

Init +1; Senses Listen -1, Spot -1

Languages Common, Ancient Suloise

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AC 28, touch 17, flat-footed 27

(+11 armor, +6 shield, +1 dexterity)

HP 156 (14 HD)

Fort +12, Ref +5, Will +9

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Speed 30 ft. (6 squares)

Melee +1 Spiked Chain +17 (2d4+2, 19-20/x2), +1

Spiked Chain +17/+12/+7 (2d4+2, 19-20/x2), or +1

Spiked Chain +15/+15/+10/+5 (2d4+2, 19-20/x2)

Space 5 ft.; Reach 10 ft.

Base Atk +14; Grp +14

Combat Gear Potion of Cure Critical Wounds

Atk Options Flurry of Blows, Show Off, Knight's Challenge 5/day, Fighting Challenge, Test of Mettle, Shield Block, Shield Ally, Combat Expertise, Call to Battle

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Abilities: Str 12, Dex 12, Con 18, Int 13, Wis 8, Cha 14

SQ Knight's Code, Bulwark of Defense, Armor Mastery (medium), Vigilant Defender, Exotic Reach, Shield Ward

Feats Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain), Combat Reflexes, Iron Will, Mounted Combat, Shield Specialization (heavy), Combat Expertise, Shield Ward, Great Fortitude

Skills Intimidate +19, Jump +9, Sense Motive +7, Tumble +7

**Special Actions:**

**Knight's Challenge:** As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +2 morale bonus on Will saves and a +2 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with

renewed vigor and energy by placing your honor and reputation on the line. If your chosen for reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for 11 rounds.

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen for is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

**Test of Mettle (ex):** You can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat. Any target of this ability must have a language of some sort and an Intelligence of 5 or higher. Creatures that do not meet these requirements are immune to the test of mettle. You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one use of your knight's challenge ability to cause all your enemies within 100 feet with a CR greater than or equal to your character level minus 2 to make Will saves (DC 15). Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available target. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner is not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him. In such a case, he can use ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of the test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for that day.

The effect of a test of mettle lasts for 11 rounds.

Whether a creature fails or succeeds on its save against your test of mettle, it can only be targeted by this effect once per day.

**Shield Block (ex):** You excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 2, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling blow into a near miss. [Note: Due to Shield Ward Feat, this also applies to touch AC]

**Bulwark of Defense (ex):** An opponent that begins its turn in your threatened area treats all squares that you threaten as difficult terrain. Your strict

vigilance and active defensive maneuvers force your opponents to move with care.

**Armor Mastery (ex):** You are able to wear your armor like a second skin and ignore the standard speed penalty for wearing heavy armor.

**Vigilant Defender (ex):** You stand your ground against all enemies, warding the spot where you make your stand to prevent foes from slipping past and attacking those you protect. If an opponent attempts to use the Tumble skill to move through your threatened area or your space without provoking attacks of opportunity, the Tumble check DC to avoid your attacks of opportunity increases by 11.

**Shield Ally (ex):** As an immediate action, you can opt to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before your next turn, you can take half this damage on yourself. The target takes the other half as normal. You can only absorb damage from physical melee and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects.

**Flurry of Strikes (ex):** When wielding an exotic double weapon or spiked chain in both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

**Show Off:** As a standard action, you can display your mastery with an exotic weapon and confound your opponent. The character may make an intimidate check against a single opponent within 30 feet that can see him, adding his base attack bonus to the result. If the result exceeds the opponent's modified level check (see the skill description on page 76 of the *Player's Handbook*), the opponent becomes shaken for 3 rounds.

**Exotic Reach:** When wielding an exotic weapon with reach, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

**Possessions** +3 mithral full plate, +2 *animated heavy steel shield*, +1 spiked chain, *gauntlets of ogre power*

## APPENDIX 2: NEW RULES

### NEW FEATS

#### Driving Strike [General]

When you strike an opponent with a piercing weapon, the brutal impact of your strike sends him sprawling.

**Prerequisites:** Proficiency with selected piercing weapon, Weapon Focus with selected piercing weapon, Melee Weapon Mastery (piercing), Weapon Specialization with selected piercing weapon, base attack bonus +14.

**Benefit:** If you use a full-round action to make a single melee attack with any piercing weapon and succeed in hitting, you can initiate a special bull rush attempt against the target. This bull rush uses your total bonus on damage in place of your strength modifier. You do not provoke an attack of opportunity with this bull rush, and you cannot move forward with your opponent.

If you succeed in pushing an opponent back 10 feet or more, you can reduce the distance you push him by 10 feet. In return, your foe falls prone in the square where he ends his movement. Note that by reducing the distance you push your opponent, you can have him fall prone in his current space.

**Source:** *Player's Handbook II*, 78

#### Lunging Strike [General]

You make a single attack against a foe who stands just beyond your reach.

**Prerequisites:** Base attack bonus +6.

**Benefit:** As a full-round action, you can make a single strike with a 5-foot bonus to your attack's reach. This benefit applies to both armed and unarmed attacks, including touch attacks made to deliver spells.

**Source:** *Player's Handbook II*, 80

#### Maximize Spell-Like Ability [Metamagic]

You can use a spell-like ability at its maximum effect.

**Prerequisite:** Spell-like ability at caster level 6<sup>th</sup> or higher.

**Benefit:** Choose one of your spell-like abilities (subject to the restrictions below) to use a maximum effectiveness up to three times per day (or the ability's normal use limit, whichever is less). All variable, numeric effects of the spell-like ability are maximized, dealing maximum damage, curing the maximum number of hit points, affecting the maximum number of targets, and so on. For example, a 10<sup>th</sup>-level warlock's maximized eldritch blast deals 36 points of damage three times per day. Saving throws and opposed checks (such as the one you make when you cast *dispel magic*) are not affected, nor are spell-like abilities without random variables.

**Special:** This feat can be taken multiple times. Each time, you apply it to a different one of your spell-like abilities.

**Source:** *Complete Arcane*, Page 81

#### Melee Weapon Mastery [General]

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

**Benefit:** When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

**Special:** You can select this feat more than once. Each time you can select a new damage type.

A fighter can choose melee Weapon Mastery as one of his fighter bonus feats.

**Source:** *Player's Handbook II*, 81

#### Ranged Spell Specialization [General]

You deal more damage with ranged touch attack spells.

**Prerequisites:** Weapon Focus (ranged spell), caster level 4<sup>th</sup>.

**Benefits:** Damage-dealing spells that require a ranged touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that create multiple rays or missiles, or the first round of damage for spells that deal damage over multiple rounds on a single successful attack (such as *Melf's Acid Arrow*). Because you must be able to strike precisely, the extra damage applies only to targets within 30 feet. Only spells that deal hit point damage can be affected by this feat.

**Source:** *Complete Arcane*, Page 82

#### Shield Specialization

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

**Prerequisites:** Proficiency with shields.

**Benefit:** Choose one type of shield from the following list: buckler, heavy or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

**Source:** *Player's Handbook II*, 82

#### Shield Ward

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

**Prerequisites:** Proficiency with shields, Shield Specialization

**Benefit:** You apply your shield bonus to your touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

**Source:** *Player's Handbook II*, 82

#### Short Haft [General]

You have trained in polearm fighting alongside your comrades in arms, sometimes reaching past them while they shield you, and sometimes shielding them while they attack from behind you.

**Prerequisites:** Proficiency with a reach weapon, Weapon Focus with a reach weapon, base attack Bonus +3.

**Benefit:** As a swift action, you can choose to lose the benefit of wielding any reach weapon other than a spiked chain or a whip. In return, you can use that weapon to threaten and attack spaces adjacent to you. With another swift action, you can give up this feat's benefit in order to regain the use of your weapon's superior reach.

## INVOCATIONS

### Curse of Despair

Lesser; 4<sup>th</sup>

You can use this invocation to bestow a curse upon a touched opponent (as *bestow curse*). Even if the save against this ability succeeds, the creature takes a -1 penalty on attack rolls for 1 minute.

### Earthen Grasp

Least; 2<sup>nd</sup>

You can use *earthen grasp* as the spell.

### Earthen Grasp

Spell Compendium

Transmutation [Earth]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Animated earthen arm

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes

You bring forth from the ground an arm made of dense, compacted earth or soil that can grapple your foes. You can cause the arm to rise only out of earth, mud, grass, or sand, and the spell fails if you attempt to cast it in an area with the wrong materials (including stone).

Treat the arm as a Medium creature, with a base attack bonus equal to your caster level and a Strength of 14+2 per three caster levels (16 at 3<sup>rd</sup>, 18 at 6<sup>th</sup> level and so on). The arm doesn't move from the square it appears in, but can make one grapple attempt per round against any creature in its square or any adjacent square. Doing so does not provoke attacks of opportunity. If the arm can target multiple creatures, you choose one. If you are unable to choose a target, the arm attacks a random creature within reach (possibly including your allies). Each round when it successfully pins a target, the hand deals lethal damage equal to 1d6+ its Str modifier.

The earthen arm has an AC 15, hardness 4, and 3 hit points per caster level. If reduced to 0 or fewer hit points, it crumbles to dust.

*Material Component:* A miniature hand sculpted from clay.

### Eldritch Cone

Greater; 5<sup>th</sup>; Blast Shape

This blast shape invocation allows you to invoke your *eldritch blast* a 30ft cone. The *eldritch cone* deals the normal *eldritch blast* damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the area of the cone can attempt a Reflex save for half damage.

### Entropic Warding

Least; 2<sup>nd</sup>

When this invocation is activated, chaotic energies swirl about you, deflecting incoming arrows, rays, and other ranged attacks (as *entropic shield*). You leave no trail (as *pass without trace*) and cannot be tracked by scent. (You can still be detected by scent, just not tracked).

### Repelling Blast

Greater; 6<sup>th</sup>; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *repelling blast*. Any Medium or smaller creature struck by a *repelling blast* must make a Reflex save or be hurled 1d6x5ft (1d6 squares) directly away from you and knocked prone by the energy of the attack. If the creature strikes a solid object, it stops prematurely, taking 1d6 points of damage per 10ft hurled, and it is still knocked prone. Movement from this blast does not provoke attacks of opportunity.

### Walk Unseen

Lesser; 2<sup>nd</sup>

You gain the ability to fade from view. You can use *invisibility* (self only), except the duration is 24 hours.

## MAGIC ITEMS

### Fleshgrinding

Price: +2 bonus

Property: Piercing or slashing melee weapon

Caster Level: 11<sup>th</sup>

Aura: Moderate; (DC 20) transmutation

Activation: Free (command)

You can activate a fleshgrinding weapon any time you deal damage with it to a living creature in melee. When this occurs, you let go of the weapon and it magically animates, grinding itself into the foe's flesh. In each round at the start of your turn, it automatically damages that creature as if you had scored a normal hit with it (including damage from the weapon's enhancement bonus, other weapon properties, and your normal bonus from Strength, but not extra damage from feats such as Power Attack).

The grinding continues for 5 rounds or until you or someone else pulls the fleshgrinding weapon free; doing this requires a standard action and (for anyone other than you) a successful DC 20 Strength check. After the duration expires, a fleshgrinding weapon returns to your hand (as the returning weapon property). It will not return to your hand if the target has pulled the weapon free and still holds it.

## MUNDANE ITEMS

**Heavy Poleaxe:** A heavy poleaxe has reach; you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. Normally, you strike with the heavy poleaxe's axe head, but the spike on the end is useful against charging opponents. If you use a ready action to set a heavy poleaxe against a charge, you deal double damage if you score a hit against a charging creature.

## SPELLS

### Blade of Blood

Player's Handbook II

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: touch

Targets: Weapon touched

Duration: 1 round per level or until discharged

Saving Throw: none

Spell Resistance: No

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if the wielder drops it or otherwise loses contact with it.

### Blinding Color Surge

*Player's Handbook II*

Illusion (Glamer)

**Level:** Beguiler 2, sorcerer/wizard 2

**Components:** V,S,F

**Casting Time:** 1 standard action

**Range:** medium (100ft + 10ft/level)

**Targets:** you and one creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You strip the color from your body and gear, turn it in to a lance of energy, and hurl it at a target. When you cast this spell, you target a creature with the colors stripped your form. The target must make a Will save or be blinded for 1 round.

You also gain the benefit of *invisibility*, for the duration of this spell, even if the target creature succeeds on its save or if its spell resistance protects it.

*Focus:* A small prism.

### Dispelling Screen

*Spell Compendium*

Abjuration

**Level:** Sorcerer/wizard 4

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Energy wall whose area is up to 1 ten foot square/level, or a sphere or hemisphere with a radius of up to 1ft/level.

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted *dispel magic* (PH 223) at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of *dispel magic*—attended items are essentially not targeted by the screen. Make a caster level check (1d20+1/caster level, maximum +10) to dispel spell effects (DC 11+caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating not operating on objects or creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* removes *dispelling screen*, while *antimagic field* suppresses it.

*Material component:* A sheet of fine lead crystal.

### Dolorous Blow

*Spell Compendium*

Transmutation

**Level:** Bard 3, sorcerer/wizard 3

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** touch

**Targets:** weapon touched

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

For the duration of the spell, the weapon's threat range is doubled, and its critical threats automatically confirm, so every threat is a critical hit. The latter effect does not apply to any weapon that already has a magical effect related to critical hits.

Multiple effects that increase a weapon's threat range (such as this spell, and the Improved Critical feat) don't stack. You can't cast the spell on a natural weapon, such as a claw.

### Expeditious Retreat, Swift

*Spell Compendium*

Transmutation

**Level:** Bard 1, sorcerer/wizard 1

**Components:** V

**Casting Time:** 1 swift action

**Duration:** 1 round

This spell functions like *expeditious retreat* (PH 228), except as noted above.

### Fist of Stone

*Spell Compendium*

Transmutation [earth]

**Level:** Sorcerer/wizard 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Targets:** You

**Duration:** 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to strength for the purposes of attack rolls, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack, dealing 1d6 points of damage plus your new strength bonus (or 1 to 1 1/2 times your strength bonus if you make no other attacks in that round). You can make the slam attack as a natural secondary attack with a normal -5 penalty or a -2 penalty if you have the multiattack feat (MM 304), as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher). Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

*Material component:* A pebble inscribed with a stylized fist design.

### Lightning Leap

*Complete Mage*

Transmutation [electricity]

**Level:** Sorcerer/wizard 5

**Components:** V

**Casting Time:** 1 standard action

**Range:** Personal and 60ft

**Target/area:** You/10-60ft line

**Duration:** Instantaneous

**Saving Throw:** None and Reflex half

**Spell Resistance:** No and yes

You transform yourself in to a line of lightening, similar to that created by the *lightning bolt* spell. This line can be of any length from 10ft to 60ft, measured in 5ft increments. You reappear in any square adjacent to the last square entered by the line, along with any gear worn or carried (up to a maximum of your heavy load limit). You can't bring along other creatures except for your familiar.

The line deals 1d6 points of electricity damage per caster level (maximum 15d6) to anything in its area. A successful Reflex save halves this damage, and spell resistance applies.

### Ray of Clumsiness

*Spell Compendium*

Transmutation

**Level:** Sorcerer/wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joint, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6 + 1 per two caster levels (maximum penalty 1d6 + 5, minimum Dexterity 1).

### Ray of Entropy

*Spell Compendium*

Necromancy

**Level:** Sorcerer/wizard 6

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes

When you cast this spell, you unleash a ray of negative energy that consumes the life energy of the subject. You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful against a living creature, the ray makes the subject weaker, slower, and less healthy. The subject takes a -4 penalty to Strength, Constitution and Dexterity for the duration of the spell.

### Ray of Weakness

*Spell Compendium*

Necromancy

**Level:** Sorcerer/wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes

You must succeed on a ranged touch attack with the ray to strike a target. The target of this ray feels weaker and takes a -2 penalty on attack rolls. Its speed is reduced by 10 ft.

### Sword of Deception

*Spell Compendium*

Evocation [Force]

**Level:** Sorcerer/wizard 4

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Effect:** Pale green blade of force

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You cause a blade of pale green force to appear and strike the opponent you designate, starting with one attack in the round when the spell is cast and continuing each round thereafter. Though it makes regular melee attacks, the sword strikes as a spell, not a weapon (and so can strike incorporeal creatures). A *sword of deception* always strikes from your direction, and so it can't be used to flank with your attacks, but it could flank with your allies.

The blade attacks with a base attack bonus equal to your caster level, dealing 1d8 points of damage per hit and threatening a critical hit on a roll of 19-20. In addition, each successful hit provides a -2 penalty on the target's next saving throw roll (-4 on a successful critical hit). This penalty is cumulative (to a maximum of -5 on a single creature) and lasts until the creature is forced to make a saving throw in a dangerous situation or receives the benefit of a *remove curse* spell.

Each round, a *sword of deception* continues to attack the previous round's target unless you use a standard action to switch it to a new target within range. In any round when the weapon switches targets, it gets one attack as a standard action (as it does in the round when the spell is cast). The weapon can make multiple attack rolls against a single target with a full attack action if its base attack bonus permits. A *sword of deception* cannot be attacked or damaged (though it can be dispelled as any other spell).

If an attacked creature has spell resistance, make a caster level check the first time the sword attacks. If the check is successful, the sword can attack that creature with normal effect for the duration of the spell. If not, the *sword of deception* is dispelled. If the target goes beyond the spell range or out of your site, the *sword of deception* returns to you and hovers.

**Focus:** A miniature replica of a sword and a set of loaded dice.

### Vecna's Malevolent Whisper

*Complete Mage*

Enchantment (Compulsion) [Death, Mind-Affecting]

**Level:** Sorcerer/wizard 4

**Components:** V

**Casting Time:** 1 standard action

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

**Target:** One living creature that has 10 hit points or fewer

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A weaker (and perhaps older) variant of the *power word* spells, this horrible malediction was supposedly created by the Whispered One himself, long before his ascension to



godhood. The subject of the spell is reduced to -9 hit points (no roll to check for becoming stable is necessary).

### **Veil of Shadow**

*Spell Compendium*

Evocation [D]

**Level:** Assassin 2, blackguard 2, cleric 2, sorcerer/wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Duration:** 1 minute/level

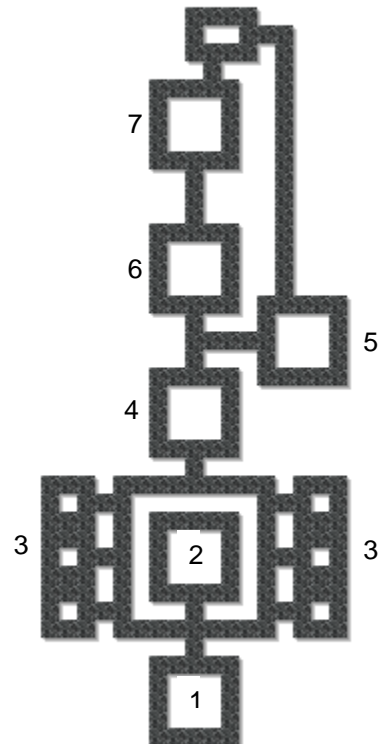
**Target:** You

Swirling wisps of darkness obscure your form, granting you concealment. The 20% mischance is in effect even if the attacker has darkvision.

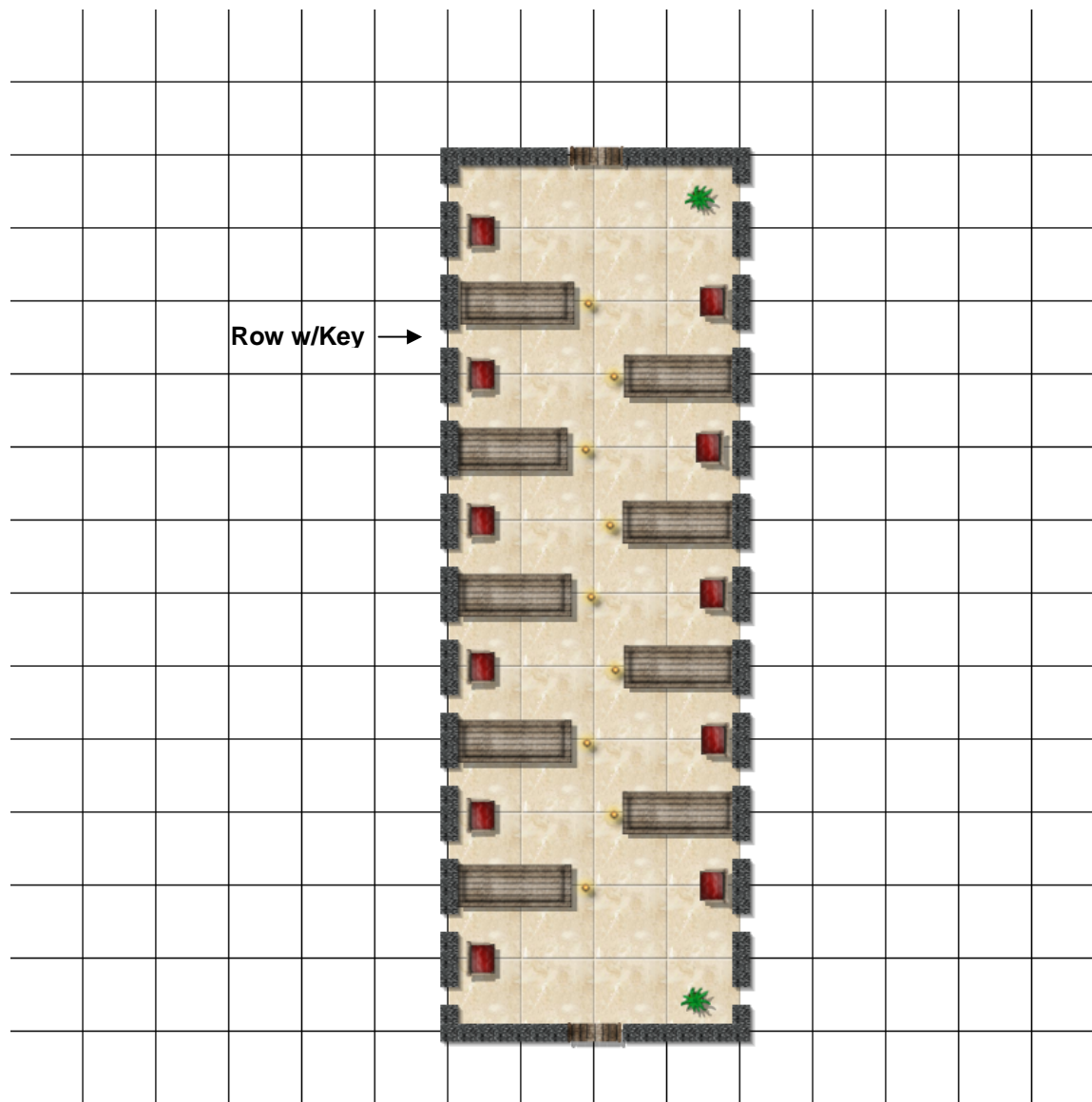
This spell is dispelled in daylight or in the area of a light spell of 3<sup>rd</sup> level or higher.

*See invisibility* does not counter a *veil of shadow's* concealment effect, but a *true seeing* spell does.

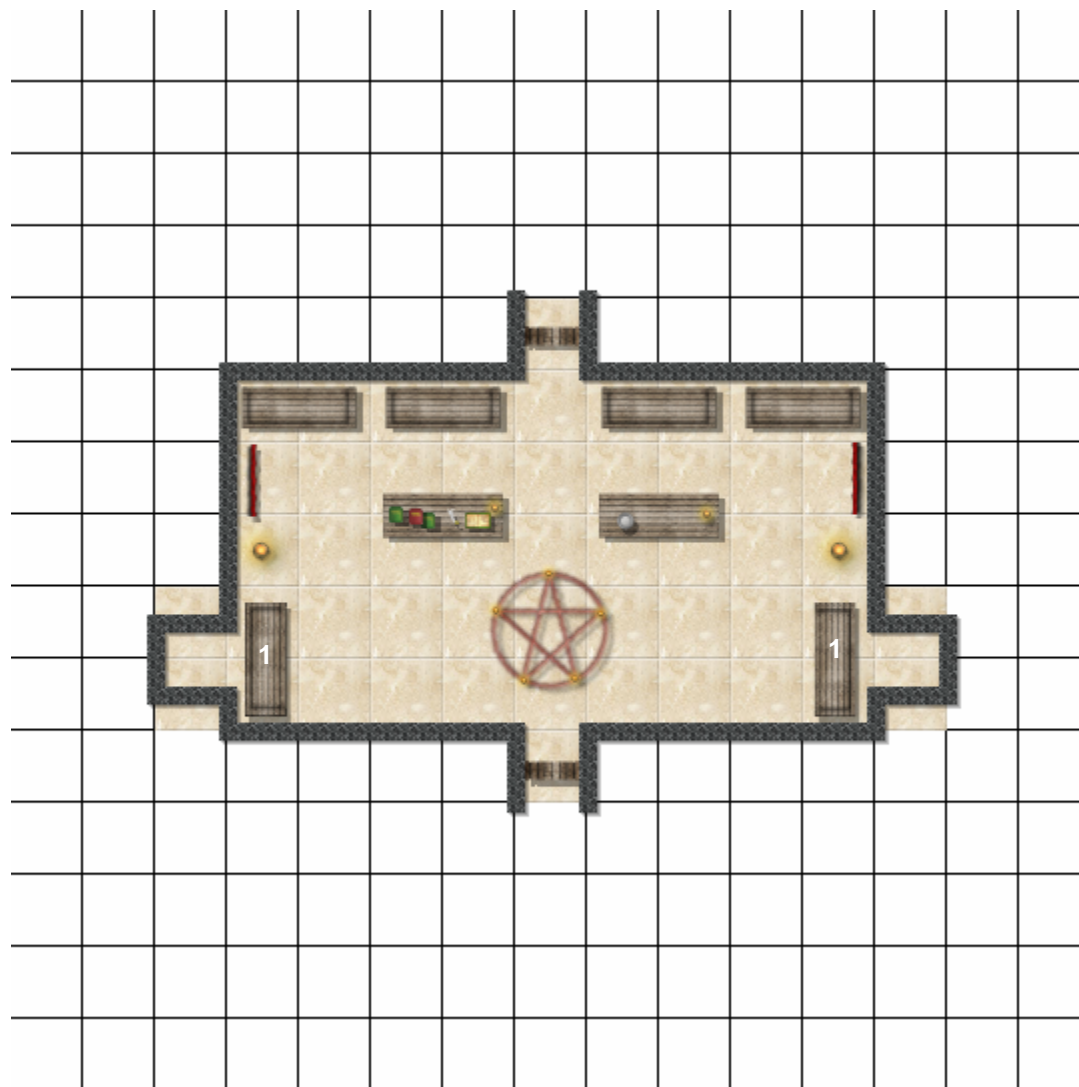
Shrine Layout Map



## Room 4: The Library

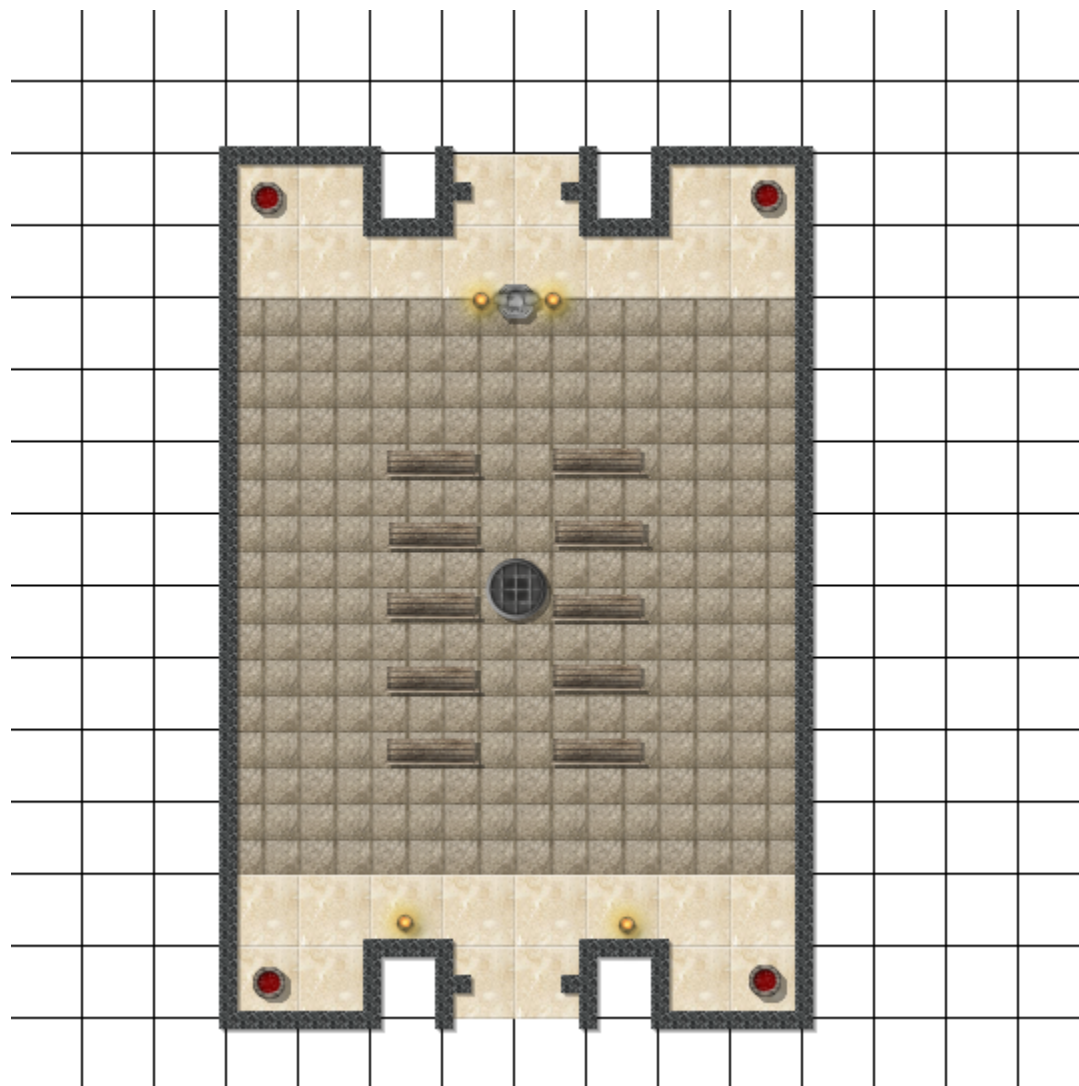


## Room 5: The Laboratory



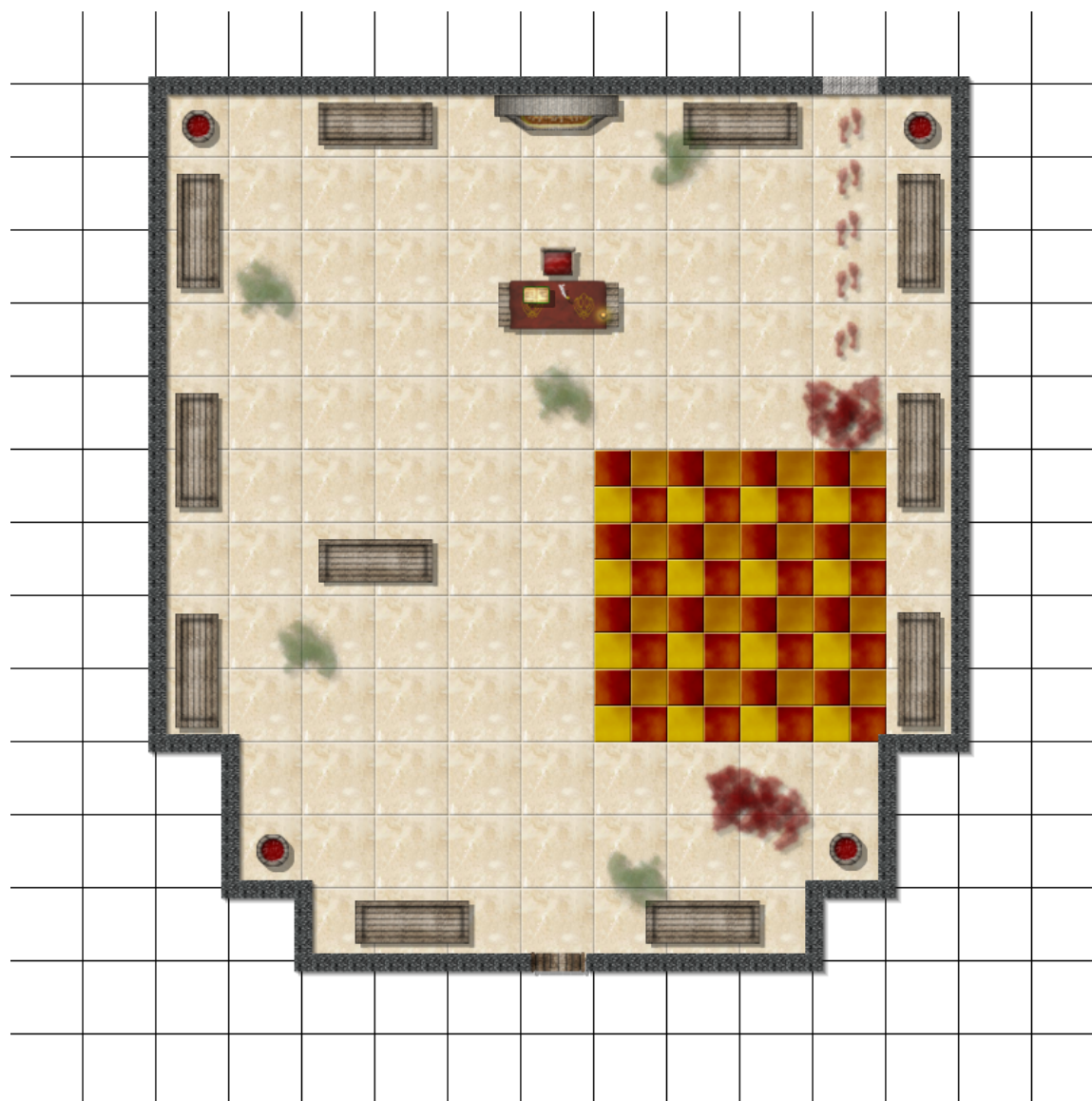
The bookshelves marked “1” in this room are illusions created by a *permanent image* spell cast by Thalanía (Encounter 6). The twins hide behind these until the entire party has entered the room. The back wall of the western niche conceals a secret door that leads to Thalanía’s Study (Encounter 6: The Last Stand).

## Room 6: The Temple



The dark-colored tile in the center of this room is only to indicate the area of the trap and bears no difference in appearance than the rest of the floor. The grate icon in the center of this area is the stone face on the ceiling which controls the trap.

## Room 7: The Last Stand



The red and yellow colored area of the floor in this room is the current location of the *forcecage* effect which has trapped the Duke's Party. The lighter colored stone of the wall only represents the location of the secret door leading to the laboratory and bears no difference in appearance from the remainder of the room. The two large pools are the locations of the two dead members of Duke Karll's party.