

IUZ3–04

The Burning Cliffs

A One–Round D&D LIVING GREYHAWK®
Iuz's Border States Meta–regional Adventure

Version 1.2

by Jason Bulmahn

Hidden away in the recesses of Iuz's vast empire is a lonely research tower surrounded by a burning landscape. Life and limb must be put on the line to get a glimpse into the Old One's vile plan. Only those with the bravery and wit to break into a tower owned by a Boneheart need apply. Part three of the Machinations plot line. For characters of levels 5-15 (APLs 6-14).

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

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray

boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

Living Greyhawk Levels of Play

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

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

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

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

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

Time Units and Upkeep

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

Adventure Background

Iuz is up to something. For some many months now, he has tasked one of his boneheart to create some new and terrible creatures to serve him. More than up to the task, this boneheart has established a research station (called the Ashen Pit) in the northern reaches of the Old One's empire, in an area known as the Burning Cliffs. This land is one of the more inhospitable parts of his empire and perfect for the type of creatures the boneheart is attempting to create.

Some months ago, a field test of the creatures was performed. Although they performed admirably, a group of heroes put an end to the experiment before it could fully come to fruition. The merchant traveling with the heroes was in fact an agent of a secretive organization known as "The Drinkers of the Cup of Midnight" or just "The Drinkers", who have sworn to fight the Old One on every border, no matter the cost. The information the heroes (and agent) gained spoke of this research facility in the Burning Cliffs. Its existence has also been confirmed by a number of spies operating in the Old One's empire.

Adventure Summary

When play begins, the heroes are contacted by a member of the Drinkers known only as the Shade (who has possibly had dealings with them in the past). The Shade knows the location of a terrible research station in the far north of Iuz's empire and would like them to investigate it. Assuming the PCs agree, she arranges for the PCs to be *teleported* to the location with the specific instructions to recover as many research diaries or notes as possible.

Arriving in the Burning Cliffs, the heroes are immediately assaulted by the inhospitality of the place. Making their way to the research compound, the PCs are confronted by a minion of the master of the place. This minion is a minor devil, known as an imp. While it has no urge to battle, the devious creature hopes to use the PCs to earn its freedom from its cruel master.

After discussing the research facility with the imp, the PCs learn that it is heavily alarmed against intruders and any violation of the place will summon its master (something the PCs definitely do not want to do). In exchange for its freedom, the imp is willing to suspend the alarm for as long as it can while the PCs explore the place.

Once inside the research facility, the heroes have a number of avenues of exploration before them, but must choose wisely for time is very limited. While inside, they will have the option to explore the bonehearts private quarters, laboratories, libraries, and testing grounds. They

will also have the opportunity to extend their allotted time in the facility so long as they search for it.

Through a cunning use of their time and wits, the party may have the opportunity to determine the nature of the research being performed here. In doing so, they will also earn the gratitude of the Drinkers, becoming initiates if they desire.

It is important to note here that a good portion of this event uses very strict time management. Special rules and charts are provided to make this process as simple as possible for the DM and the PCs. Please be very familiar with these rules and this event before play begins.

A note on version 3.5

As this adventure will be played using the rules for 3.0 and 3.5, the rules adjustments for 3.5 are included within the text of this adventure. These rules are not to be used unless the play of this event takes place after October 1st, 2003.

Introduction

When ready to begin, read or paraphrase the following to the players.

It is the height of summer and the heat seems to be at its worst. It is nearly impossible to find a cool place to rest as even the cellars of most inns feel like the inside of an oven. Most of the local merchants have closed up shop and no one seems to be moving about the streets. It seems that all you can do to lessen the heat is to quietly sit in the shade and rest.

Slowly making his way up the street toward you is a young boy, simply drenched in sweat. He trudges up to you and collapses next to you, panting heavily. "I've got a missive for you. Been paid good to make sure you get it today." As he speaks, he pulls out a small envelope, sealed with half melted wax.

The boy (**Geran**, hm male Com1) is a messenger that has been traveling all the way to the PCs home region from Critwall, in the Shield Lands. This journey took 2 weeks for Perrenland, 1 week for Highfolk, Furyondy, and the Bandit Kingdoms, and only a few days for PCs native to the Shield Lands. As he mentioned, he has been paid well to deliver this message and requires no tip (although one will be appreciated, he would ask for some water instead). What is inside the letter depends upon whether or not the PC has played IUZ3-01 Across the Border or IUZ3-02 Experimentation. If the PC has played either one of these events, read or paraphrase the following to them upon opening the letter.

*Opening the sealed letter, it reads as follows:
Trusted Friend,*

I assume that this letter finds you well and in good spirits. I would like to thank you for all that you have done to stop the advance of the Old One's plot in the past. However, it seems that my friends and I may have use of you again if you are willing. Danger is assured, but so are the gains if our guess is right. Meet me two weeks from now, in Critwall at the Brightdawn Inn. Get to know some of the other patrons during your stay and I will see you there.

The Shade

If the PC has not played either of the above named events, read or paraphrase the following to them upon opening the letter.

*Opening the sealed letter, it reads as follows:
To One who shares a vision,*

It is my understanding that you are a person of conviction, one who has lived under the shadow of the Old One for too long. Although I am sure it is no doubt to you, but you are not alone. There are those among us who wish to see the downfall of the Old One, no matter the cost. It is also my understanding that you might share in this belief. If so, then my friends and I may have some work for you. In two weeks time, go to the Brightdawn Inn located in Critwall. Get to know some of the other patrons during your stay. We will contact you there if you are needed.

The Letter is not signed.

The delivery boy knows nothing about The Shade or anyone else for that matter who might have penned this message. It was delivered to him from another courier in Critwall that he did not know. If pressed, he will tell the PC that he was paid 20 gold coins to deliver the message, plus traveling expenses.

If the PC decides to travel to Critwall, proceed to encounter one. If the PC decides to disregard the note, the adventure is over for them.

Encounter One Shade at the Brightdawn

The PCs journey to Critwall is an uneventful one. For those in region (the Shield Lands), the journey takes only a few days. Those who dwell outside the Shield Lands require a week or more to arrive in Critwall. When ready read or paraphrase the following to the players.

Arriving in Critwall via separate means, you each make your way to the Brightdawn Inn, with just a day to spare. Surprisingly enough, upon arriving, you find that a room has been reserved for you and paid for in advance. The summer's heat has not let up much over the past two weeks and you find few others in the common room of the inn, despite the fact that it is rather cool inside.

At this point in time, the only people staying at the Brightdawn Inn are the PCs and a pair of rather seedy merchants from the Bandit Kingdoms. Allow the PCs to describe themselves to one another and meet each other on their own terms. This should not be forced however, and any not meeting the rest of the party will be forced to do so when the shade arrives the next night.

If the PCs bother to speak with the merchants, they claim to be from Rookroost in the Bandit Kingdoms. They are here collecting various supplies (of which sort they will not discuss) before heading back home. In truth, these merchants are nothing more than they seem.

The PCs have a full day to spend before The Shade arrives. The Brightdawn Inn is located on the border between the Market and Visitors Square. As such, anything with frequency any or Metaregional can be found here and purchased before play continues. Any such purchases must be recorded at the end of this event on the Adventure Record. The innkeeper is a man by the name of Emripes, who has a strict policy of not speaking about his other clients and will not name any names or their business. He will however tell the PCs about the local shrines and shops, should they need to visit any. Located in the city are shrines to Heironeous, Pholtus, St Cuthbert, Mayaheine, Trithereon, Zilchus, Pelor, and Farlanghn

The Shade Arrives

The Shade does not arrive until the second night that all the PCs are present at the Inn. Just after sunset the innkeeper, Emripes, walks about the inn and hands each of them a key. Read or paraphrase the following to the heroes.

Just as the sun sets, Emripes, the Innkeeper, goes about lighting all the lanterns in the small common room. As he makes his way over to you, he drops a small silver key onto your table. "Thought you might want to relax down in the cellar this evening," he says with a thin smile. "It's a might bit cooler down there in the shade."

It appears you are not the only one he has given a key to this evening.

After giving each of the PCs a key, they are free to do as they please. Eventually, they should make their way to the back of the inn and a door that leads down into the cellar. Upon entering, read or paraphrase the following to them.

Making your way down into the cellar, you find it rather large. Off to one side are a number of large barrels stacked on end. In the center of the room is a wide wooden table in front of which is six wooden chairs. Behind the table is a long couch with padded burgundy pillows. Reclining on this couch is a tall slender woman wearing leather breeches, tall black riding boots and a deep blue tunic. As she turns to face you, her long black tresses fall about her shoulders revealing her sparkling blue eyes.

"Please, be seated" she says in a calm soothing voice. "We have much to discuss." After this, she sits up and reveals a crystal carafe and begins pouring a drink for you both.

This process repeats until all the PCs are seated at the table in front of The Shade. Suspicious PCs may not take the wine that is being offered to them, but The Shade takes no offense at this (the wine is not poisoned in any way and is actually rather good elven stock).

Those PCs who have played IUZ3-01 Across the Border will recognize this woman as The Shade immediately. If any of the PCs have not played this event, read or paraphrase the following to them.

Once everyone is seated, the woman looks to you (those that have not played Across the Border) and says, "I suppose you are wondering why I have asked you here. I have heard a good deal about you, although you know nothing about me. I am The Shade, and am member of an organization that works within the domain of the Old One, to undermine his every effort. There are those who would pay any price to see his downfall. There are those who would lay down their very lives to halt his advance. All of these are welcome in our order. So, before I continue, I must ask you, are you one of those. If so, then please stay but be warned that any treason against us carries a penalty most dire. If not, then I must ask you to leave." The shade rises, he lips turned into a wry smile. "Choose now, I have little time to waste."

PCs that have not played IUZ3-01 Across the Border must now choose whether or not they have the mettle to be a part of this order. Those that refuse are asked to leave immediately.

To those that stay and those that played IUZ3-01, continue with the following.

The Shade sits on the edge of her couch, a deadly serious look spreads across her delicate features. "Much of our recent information concerning the Old One seems to point at something big on the horizon. He appears to be mobilizing for something, although what that might be, we have no idea as of yet. One of our most important leads is his current experimentation with some new horrible creatures which some of our agents have witnessed first hand. Just recently, we have managed to locate a research laboratory in the Burning Cliffs where these things are being created." As she pauses for a moment to take a sip of wine, she looks each of you in the eye. "This is where you come in. We need a group to break into the tower and steal whatever research information they can find so as to give us a better idea as to what the current machinations of the Old One are."

"You are that group."

Whenever playing The Shade, she is always calm and collected, never losing her wits. She is also quite aware of her attractive looks and is more than willing to use these teasingly to get what she wants (although she would never become involved with these ordinary adventurers).

The PCs will undoubtedly have a number of questions to ask her concerning this mission. What she knows and is willing to tell the PCs is summarized below.

- ☛ *Where are we going?*
To the Burning Cliffs, a most inhospitable place in the northern reaches of the Old One's empire. The research tower is there.
- ☛ *Tell us more about the research facility.*
We know little about it actually. We know there is a tower and a walled compound. I would also suspect underground chambers. There is only one thing you can count on, guards.
- ☛ *Who runs the facility?*
We are not sure who runs it, but we suspect it to be a Boneheart, although lesser or greater, I cannot say. With luck you should not have to worry about it. Our spies in Dorakaa tell us that there is some sort of conclave going on and all of the highest members of His court should be in attendance.
- ☛ *What exactly do you need us to retrieve?*
We wish to know what exactly is being developed there and for what purpose. To that end, we need research diaries and possibly any private notes

that the leader of the facility might keep. Samples of the work might prove useful if portable.

- *What is in it for us?*
Well, first and foremost, whatever you find in the tower and dare to steal is yours to keep outside of the things that we require. Beyond that, you will earn my gratitude and the gratitude of my order and I assure you that is no small thing.
- *How are we to get there and back?*
As soon as you are ready, we are prepared to send you there rather rapidly via magic. Timing is of the essence and we do not have much to spare. Your return will be through the same means.
- *Tell us more about these creatures being bred there?*
Although I have not seen one myself, I have been led to believe that they are horrible to behold, not unlike children of flame. Our spies tell us that there may be others, but we know nothing about them, which is the point of this mission.
- *Can you tell us more about this organization you are a part of?*
Not yet. We must be sure of your loyalty first. Perhaps after this mission we can speak more of it.

After the PCs have had their fill of questions, it is time for them to decide. Should they refuse the mission, The Shade is extremely disappointed in them (any PC with her favor loses it) and she dismisses them, after informing them that any word of this would seal their fates. If they decline, the adventure is over for them.

Should the PCs accept, The Shade gets up to leave, tells them to keep the key and come back to this room in the morning when their transportation will be available. Proceed to **Encounter 2**.

If, for some reason, the PCs come to blows with The Shade, she simply vanishes. In addition, The Shade also automatically succeeds any Bluff checks required of her for the purposes of this encounter.

Encounter Two

One of Many

The PCs have the rest of the evening to make their preparations and can memorize spells needed for their task in the morning. Just before dawn the next morning, a wizened man appears in the room below the inn and

awaits the PCs arrival. When the PCs return to the cellar, read or paraphrase the following to them.

Descending back into the cool cellar, an aged man leaning upon a gnarled wooden staff stands up to greet you. "It is about time that you have arrived. My name is Terdalmus and I will be transporting you to your destination. If you are ready, please approach and we can be off at once."

Terdalmus is a wizard in the employ of The Drinkers. Although he knows the destination, he knows nothing about their specific mission. Terdalmus is an old man and has no use for fools or layabouts. When dealing with him, he is kind enough but rather anxious to get this business over with.

☛ **Terdalmus**, Wiz 12; hps 45.

As soon as the PCs are ready to proceed, Terdalmus asks them to approach him and join hands. Moments later, he begins casting his *teleportation* spell. Read or paraphrase the following to the PCs.

Joining hands, Terdalmus immediately begins chanting complex magic and making wide gestures. With a brilliant flash, the cool cellar around you is replaced with a burning landscape covered in soot and smoke.

Terdalmus looks around with a look of disgust on his face. "Welcome to the burning cliffs my young friends. Be careful to stay away from the black sand as it will burn you to cinders. I have been asked to come back here and retrieve you when your mission is complete. Here, take this," he says producing a small silver coffer. "Open then when you are prepared to leave, but be sure that you are here when you do for this is where I will appear. If you are not present when I arrive, I will wait only one minute before leaving you here to your own devices. Best of luck to you, yours is not a task that I envy." With that, he begins to fade away from sight, his outstretched hand pointed toward a black tower looming in the distance.

Terdalmus *teleports* away leaving the PCs to their own devices. The small silver coffer he leaves with them has a modified *alarm* spell cast upon it and will alert Terdalmus when it has been opened.

Looking to the north, the research tower (known as the Ashen Pit) looms in the distance. Before the PCs can get too close to the tower they are intercepted by Zexaxittaz the imp, as noted below.

Zexaxittaz the Imp

As the PCs approach the research tower, read or paraphrase the following to them when they are only about 200 feet away from the walls.

Not far in the distance stands a tower made of dark gray and black stone. Not far from the edge of a cliff, the tower is surrounded by a twenty foot stone wall forming a hemisphere open to the cliff. Other, shorter buildings appear to be enclosed by the wall as well, one of which is belching forth black smoke that drifts lazily up into the gloom.

Quite suddenly, a voice echoes out from the tall stones off to your left. "Taking in the sightsss. Not often does Zexaxittaz ssee anyone here not in the company of the massster." The vicious little voice belongs to tiny humanoid wrapped in its own bat wings. A horned head with needle-like fangs sneers at you while a barbed tail flicks around behind it nervously.

Creature: Sitting on the nearby rocks is Zexaxittaz (Zecks-oz-i-taz), a minor devil known as an imp. He has been observing the PCs for some time now and has determined their basic intent (to breach the tower). If threatened with violence, the imp immediately goes *invisible* and refuses to further help the PCs (and in essence ending the mission for them).

All APLs (EL 3)

➤ **Zexaxittaz**, imp; hp 13; see the Monster Manual.

The imp has a great deal of help that he can offer the PCs in their endeavors, but to gain his assistance they must promise to assist in his escape.

On year ago, the imp was summoned from the deepest pits and bound to this area, in service of the tower's master. However, ever since it has been a life of boredom for the wicked creature. The master wished to use the creature, not for malicious use (which it would have reveled in) but instead for experimentation. Through a rather lengthy and powerful ritual, the imp was split into seven identical copies, all mentally linked. The imp talking to the PCs is the original (and will be the only one referred to as Zexaxittaz). Zexaxittaz is furious with his summoner for this treatment, as he is left to boredom while his copies do all the work around the tower. There was one small benefit to this experimentation, the master broke his contract with the imp (as it was only for one and now there are seven). To this end, Zexaxittaz no longer needs to be loyal to his master even though some of the other more basic tenets of the contract are still valid. To this end, Zexaxittaz has

formed a plan, both to earn his freedom and repay his master for his misdeeds.

Zexaxittaz is a wicked creature who could care less for the lives of mortals and would see to the PCs downfall if only he did not hate his master more. When portraying him, keep in mind this duality, as well as his sharp wit, dragging lisp, and general cruelty. The format of his discussion with the PCs is left open, however, here is what the vile creature has to say.

- ☛ *"The stupid flessshbags (what he calls mortals) should not go any closer to the Massster's tower, to the Ashen Pit. He will know and he will come and kill them."* Zexaxittaz is referring to the alarm spell that is built into the tower. He knows that the alarm cannot be undone for very long without his help.
- ☛ *"Zexaxittaz can help them, but they must help Zexaxittaz. Yess, I can. I can ssstop the alarm for a time."* Zexaxittaz is referring to the alarm spell that is built into the tower. He knows that the alarm cannot be undone for very long without his help.
- ☛ *"You will not have much time. Jussst ten little ticks of the clock. Maybe more, but only if you kill the otherss."* If the heroes question him on this point, Zexaxittaz will explain the fact that there are five other imps in the tower and that each one drains power from him. By killing them, they make Zexaxittaz stronger and he can delay the alarm for longer (three more ticks for each one killed). Each tick, refers to one minute. He can also explain that once they step inside, there is no turning back. Leaving will not forestall the alarm going off.
- ☛ *"The otherssss, yes, the others are me and I am them. Made from me by the masters cruel hand. Zexaxittaz is left to boredom while the others do the work. Master must pay for this treachery, not part of the deal. They make me weak, kill them and I can help you betray the master more."* Although he does not know exactly where the other imps are, he knows that they are all within the compound.
- ☛ *"The masster is not here. No, he is gone, serving his greater master, he of the grinning skull. Took most of his servants with him, but not Zexaxittaz. No, I am left here to boredom and rot."* This is true at the moment, although it will change rather quickly if the PCs set off the alarm or stay in the tower too long.
- ☛ *"For Zexaxittaz to help you, you mussst help me. Free me from my deal, by destroying the summoning gem. The master keeps it in his vault, up in the tower on the third floor. You must dessstroy it first or I will let the master find*

you." For the PCs to get Zezaxittaz's help, they must first breach the tower and go destroy the summoning gem first. It is a blood red gemstone, located up in **Area 17**, the Master's Vault. This is a pivotal part of the deal and Zezaxittaz will not help them at all unless they agree to do this first.

- *"No, I cannot tell you about the master, traps, or servantss. Master will know if I tell those things, he will come right away. Do not ask again."* One of the master's security precautions was to enchant Zezaxittaz in such a way that if he ever spoke of the master or his secrets, he would immediately know. Because of this, the most the imp can help them is to delay the alarm and tell them where his summoning gem is.

Developments: Assuming the PCs agree to destroy Zezaxittaz's summoning gem located in the tower, the malicious imp uses his powers to delay the *alarm* spell that surrounds the tower and grounds for as long as he can. If they refuse or kill the imp, this adventure will be very short indeed as they set off the alarm. For more details on the alarm going off, see **Encounter Four** for further details.

Encounter Three

The Ashen Pit

The area that makes up the Ashen Pit consists of the tower, the yard, forge, storage buildings, dungeon, and the test grounds below. The description of this area is broken down into a number of sections. Before all of this are the rules dealing with the time tracking while in the Ashen Pit. This is followed by descriptions of each individual area.

Time Tracking in the Ashen Pit

The moment the PCs enter the Ashen Pit (either by crossing the wall into the yard, climbing down to the testing grounds, or entering any of the buildings) the alarm timer begins to count. Keeping track of this time is of vital importance to the event as it determines what the PCs can accomplish before they must flee the area. The following rules are used when keeping track of time.

- The PCs have ten minutes (100 rounds) to explore the Ashen Pit once they enter. They gain an extra three minutes (30 rounds) per imp killed (with the exception of Zezaxittaz). Use the chart located in **Appendix A** to keep track of time.
- All denotations of time in this event is listed in rounds unless specifically stated otherwise.

- Once the countdown has begun it cannot be stopped. Leaving the Ashen Pit area does not buy the PCs extra time.
- The PCs are free to ask how many minutes they have remaining for free at any time. Finding out exactly how much time remains costs them one round. Make sure to warn the PCs when they have one minute remaining.
- The moment the time begins, Zezaxittaz appears near the PCs to let them know that their time has begun. He will not accompany them at all times throughout the event but will appear at various occasions.
- Once the time is up, refer to **Encounter Four: Time's Up** for information on what occurs if and when this happens.
- For ease and simplicity, it is not necessary to map out the entire complex to chart their progress by using their move speed and actions per round. In other words, do not treat the entire event as if it is taking place in initiative order. Instead, each area and room description contains two additional statistics.
 - **Exploration Time:** This is the amount of time (in rounds) spent by the PCs just taking a brief look around the room. Note that this amount of time does not give them any skill checks aside from automatic ones (such as Spot or Listen) that might be required by the room. This time also covers any time spent wandering about the room. This cost is only paid once. After it is paid, the PCs may freely return to this room for no time cost. Taking any actions in the room will still cost additional rounds, as noted below. If the PCs split up for some reason, they still must pay the full exploration time for each room entered as to represent the time discussing between each other what was found. Areas that are not labeled have no exploration time.
 - **Search Time:** This is the amount of time (in rounds) it would take for one PC to perform a search check on the entire room. Assuming that the entire party is taking a look about, divide this time by the number of PCs searching to determine the amount of time needed to search the entire room (round up). After this time is spent, each PC can make a Search skill check to determine if anything is found. The details of this check are included in the room description (if any are present).
- To keep things simple, while outside of combat, the PCs are not allowed to do more than two different tasks at any one time. In other words, if some of the PCs are searching a room, the others might be

involved in some simple spell casting. While one PC is picking a lock, the others might be involved in reading through some tomes. Please note that doing nothing does not count as a task. This rule is in place for simplicities sake, so that while one PC is picking a lock, another is casting a spell, another is searching a book, while yet another is listening at a door and the rest are doing nothing. Although the PCs will undoubtedly want to cram all of these things into as few rounds as possible, it bogs down game play too much and is not necessary to complete the event.

- During combat, the PCs can take whatever actions they see fit and are not bound by the above restrictions. When combat is over, make sure to finish the combat round, so as to give every PC an action. Be sure to subtract the total number of rounds spent in combat from their time remaining.
- Listed below is the amount of time (in rounds) taken for some of the most common actions that the PCs may use. As a general guide, most actions that the PCs call for will take at least one round. Note that for the purposes of this event, some of the actions can be done for free (as they can be done while doing something else). Actions that fall into this category are also listed below. Taking 20 on a skill check takes 20 times longer as a general rule. Note that these lists are not all inclusive and subject to DM interpretation.

Action	Time
Appraise an item	10 rounds
Climb up to your speed	1 round (2 in 3.5)
Decipher one page of script	10 rounds
Disarm a trap	2d4 rounds
Stabilize a PC or treat poison	1 round
Listening at a door	1 round
Open a lock	1 round
Cast a spell	see spell description
Search a 5ft by 5ft area	1 round
Retry a failed spot check	1 round
Search for or follow tracks	1 round
Tie off a rope	1 round
Tying up someone with rope	10 rounds
Drink a potion	1 round
Use a magic item (scroll, wand, etc)	1 round
Attack an object	1 round
Aid someone in a skill check	1 round

(note that aiding another does not count as a task)

Free actions outside of combat

Change weapons
Get something stowed away
Stand up
Open an unlocked door

Talking

Picking up an item

For example, six PCs are in a 10ft by 10 ft room with two doors leading out. While two of the PCs are attempting to pick the lock (one rolling, one aiding), the other four could be searching the room. Doing this costs the PCs only one round of their initial 100.

As an additional example, five PCs are in a 30ft by 30ft room. While one PC attempts to decipher a page worth of script on the wall, the other four can attempt to search the room (36 5ft squares) for the first 9 rounds, and on the tenth round can cast a few simple spells or other one round tasks if they like. This entire process costs the PCs 10 rounds of their initial 100.

- These guidelines are no great secret that should be kept from the PCs. Although they do not need to know the deep intricacies of the system, the basics can and should be explained to them (especially exploration and search time).
- Last but not least, it is important to stress that this system is an abstraction. PCs may attempt to argue their way into doing more into the time allotted despite the fact that this is not allowed. Remember that this system does not take into account time spent doing simple things such as catching your breath after combat, cleaning off weapons, getting a quick draft from the water skin, etc. All of these little actions are accomplished in the time lost to the PCs. There is no need to micromanage each and every little action. In the end, the DM is the final adjudicator for this system. Feel free to adjust it as needed for smooth play.

Approaching the Ashen Pit

When the PCs approach the Ashen Pit, read or paraphrase the following to them.

Growing closer to the complex, it becomes clear that the place is covered in a thick layer of ash and soot, not unlike every other surface of this inhospitable place. Small patches of flame dot the landscape although most are barely visible though the ever-present haze of smoke and dust.

Upon closer inspection, nearly every surface of this place is covered in stone thorn, protruding up with wicked malice. Some of the highest points of the place flicker with a blood red flame, bathing the landscape in a sickening gloom. The only apparent entrance to the place is a door behind a portcullis that appears to go through the wall and directly into the tower.

From here, the heroes have a number of different options before them. They can attempt to scale the wall to get inside the courtyard, they can attempt to force their way through the portcullis or they can search the cliff area and discover the testing grounds below. Most of these options will start the alarm counter that starts the moment the PCs breach the grounds in any way (both on the ground and in the air).

Area A – The Ashen Tower

This area of the Ashen Pit complex is comprised of the tower above ground and its two above ground entrances. Unless otherwise stated, the walls and doors of the Ashen Tower have the following statistics.

🗡️ **Stone Doors:** 4 in. thick; Hardness 8; Hit Points 60; Break DC 28; Open Locks DC 25 (if locked).

🗡️ **Superior Stone Walls:** 1 ft. thick; hardness 8; hp 120; AC 5; Break DC 35.

Room 1 – The Portcullis

Exploration Time: 0 rounds

Search Time: 1 round

Approaching this doorway, read or paraphrase the following to the heroes.

Approaching the doorway to the tower, the way is blocked by a rather vicious looking portcullis flanked by carvings of leering demons. The portcullis itself is made of razor sharp diamond shaped bars of iron, interrupted occasionally by thin metal blades. The door beyond is made of solid black stone inscribed with a large grinning skull.

Although the portcullis is not locked in place it is very heavy. Due to its sharp edges, anyone attempting to lift the portcullis takes 1d8 points of damage per attempt. Those wearing metal gauntlets take only half damage per attempt. Up to two PCs at one time can attempt to lift the portcullis (one assisting the other). Touching the portcullis or bypassing it sets off the alarm (and begins the countdown). The portcullis has the following statistics.

🗡️ **Wicked Iron Portcullis:** 2 in. thick; Hardness 10; Hit Points 60; Break DC 28; Lift DC 25.

The stone door beyond the portcullis is locked from the inside and must be either picked (Open Locks DC 25) or forced open.

Room 2 – Entry Hall

Exploration Time: 2 rounds

Search Time: 26 rounds

Upon entering this large chamber, read or paraphrase the following to the PCs.

The door swings open revealing a large semi-circular entry hall. Along the flat wall of the chamber are six large skeletons carved out of stone. Each has a glowing green flame dancing within its ribcage and a burning red light emanating from their eyes. The floor is covered in a rich carpet depicting horribly gruesome scenes. Dancing around a bone chandelier up near the ceiling is a small winged form that hisses at you from behind a large rib bone.

This room is the primary entry chamber for the tower. There is nothing of value here. The statues are enchanted with simple *continual flame* spells. None of the doors leading out of this room are locked (the door leading to **Room 1** is locked from this side).

Creature: The creature floating up around the ten foot ceiling of the room is an imp, one of the copies of Zezaxittaz. The imp does not attack the PCs unless attacked first and then it uses its abilities to flee if wounded. If given the opportunity to use its *suggestion* ability, it will force a PC to run away. The alternate forms of all of the imps within the Ashen Pit are a medium-sized spider and a rat.

All APLs

🗡️ **Imp, devil;** hp 13; see the Monster Manual.

Developments: Killing this imp will gain the PCs an additional three minutes of time before the alarm goes off.

Room 3 – Sitting Room

Exploration Time: 1 round

Search Time: 14 rounds

Upon entering this room, read or paraphrase the following to the players.

Opening the door to this room reveals a simple sitting room with four plush violet chairs surrounding a round wooden table. On the table is a crystal decanter full of a deep red liquid with four silver goblets. There is one door leading out of this chamber.

The liquid inside the crystal decanter is a very sweet red wine. Aside from the crystal decanter and silver goblets, there is nothing of interest in the room.

Treasure: The crystal decanter and silver goblets are worth a total of 10gp per PC.

Room 4 – Stairway

Exploration Time: 1 round

Search Time: 10 rounds

Upon entering this chamber, read or paraphrase the following to the PCs.

This chamber contains only one striking feature, a large stone staircase going up. Made of metal, each run of the stair is covered in metal thorns and razor sharp spikes.

Ascending the stairs without some way of covering the spikes deals a total of 2d4 points of damage and reducing the PCs movement by one half until all the damage from the stairs is healed.

Anyone examining the stairs that succeeds at a Search skill check (DC 10) realizes that the blades and thorns are one a spring type device and can be retracted. This can be done in one of two ways. A successful Disable Device skill check (DC 25) will retract the thorns and spikes. A successful Search skill check (DC 20) throughout the room will locate the release lever set into the far wall. Pressing the lever will lower the thorns and razors. Note the time required for each of these tasks.

The stairs go up to **Room 10** on the floor above.

Room 5 – Kitchen

Exploration Time: 1 round

Search Time: 15 rounds

Upon entering this chamber, read or paraphrase the following to the players.

Upon opening the door, you see what is clearly a kitchen of some sort. All of the usual things are here, cupboards, counters, a small fire pit and a large assortment of knives and other utensils. In the far corner of the room is stacked a number of crates surrounded by a swarm of flies.

There is little of interest or value within this small chamber aside from the crates. Opening them requires one round worth of time and reveals a large amount of slightly moldy fruit. Apples, oranges and grapes makes up the majority of the fruit present. Although not readily apparent, this fruit is some of the food used for some of the twisted creations of this place, as noted in **Area 31**.

Room 6 – Storage and Back Door

Exploration Time: 1 round

Search Time: 9 rounds

Upon entering this chamber read or paraphrase the following to the players.

Upon opening the door to this chamber, it appears to be storage of some sort, full of small crates and a few barrels.

Opening up all the crates and barrels to determine their contents requires 3 rounds. The crates contain common supplies, parchment, ink, and alchemical glasswear. The barrels contain water and a weak ale. Of particular interest is one small crate in the corner. Inside are 6 vials of acid, but there is room in the case for 50 vials.

There are two other things of note in the room. A successful Search of the room (DC 15) reveals faint scrapes in the floor that go from the back door to the secret door in the east wall. The secret door can be discovered with a successful Search skill check (DC 30) while doing an initial search. The PCs get a +10 bonus to this roll if they have discovered the scrapes. Once discovered, the door is easily opened.

The door leading outside from this room is locked from both sides and requires a successful Open Lock skill check (DC 25) to open.

Treasure: The vials of acid that can be found in the room are worth 5gp per PC.

Room 7 – Secret Staircase

Exploration Time: 2 rounds

Search Time: 4 rounds

Upon entering this staircase, read or paraphrase the following to the players.

Beyond the door is a winding staircase that seems to go on and on.

The stairs go down over fifty feet to **Room 27 – The Room of 100 Locks** of the dungeon level in **Area E**. There is nothing else unusual about the stairs.

Room 8 – Privy

Exploration Time: 1 round

Search Time: 10 rounds

Upon entering this chamber, read or paraphrase the following to the players:

Opening the door to this chamber reveals a modest, but clean privy. There appears to be little else of interest in this room.

There is nothing of interest in this chamber.

Room 9 – Empty Chamber

Exploration Time: 1 round

Search Time: 10 rounds

Upon entering this chamber, read or paraphrase the following to the players:

This small chamber is empty. There is nothing in here at all.

As stated above, there is nothing in this room but a waste of valuable time.

Room 10 – Stairway Down

Exploration Time: 2 rounds

Search Time: 22 rounds

Upon entering this chamber, read or paraphrase the following to the players:

This chamber is furnished with comfortable furniture and a number of tables covered in dirty plates, empty cups, and other scraps of food. There are two doors leading out of this chamber along with a staircase going down.

This room was used by the master to relax and take breaks for food while working in the tower. A successful Search skill check (DC 25) in this room reveals one small thing of interest. Located in the folds of the couch is a scrap of parchment that reads:

The dread lord will not be pleased that I am falling behind schedule, especially considering that the rest of the plan is falling into place.

This scrap of parchment appears that it was once part of a book that was ripped out after this small missive and misplaced in the couch.

Room 11 – Stairway Up

Exploration Time: 2 round

Search Time: 22 rounds

Upon entering this chamber, read or paraphrase the following to the players:

This large chamber is dominated by a large staircase going up to the next floor. Along the far wall is an altar of some sort. Sitting on the altar is a large silver bowl carved with arcane symbols. Flanking the bowl is a pair of black candles and a tall gray bottle sealed with red wax. Above the altar is a tarnished mirror.

This chamber is more than it appears. The master of this place uses the altar to communicate with Dorakaa. The altar radiates moderate divination magic if checked.

Inside the bottle is a thick black blood. If the blood is poured into the bowl and the candles both lit, the mirror will suddenly begin to clear. Appearing inside the mirror will not be a reflection of the room, but instead another room entirely. Striding up to the mirror is a priest of Iuz. Realizing what they have done, the PCs will undoubtedly attempt to get out of sight to prevent from being seen. Allow all the PCs in the room a Reflex save (DC 10+APL) to get out of sight. If any of the PCs fail, the priest screams intruders and goes bolting out of sight. Treat this as if the heroes had run out of time, see

Encounter Four: Time's Up.

Treasure: The silver bowl is used in many divination rituals and for communication. Although not magical in itself it is still valuable. If taken by the PCs, it is worth 25gp per PCs.

Room 12 – Specimen Laboratory

Exploration Time: 1 round

Search Time: 18 rounds

Upon entering this chamber, read or paraphrase the following to the players.

This tightly packed chamber is full of rows upon rows of shelves upon which sit glass containers. In each container is some dead creature suspended in a sickly yellow fluid. Some do not even appear to be whole but instead are just scraps of flesh or severed appendages.

This room contains various specimens needed by the master for his research, over 200 total with 25 on each shelf. A successful Knowledge: Planes skill check (DC 15) reveals that most of these specimens are from other planar creatures. If the PCs bother to search the room and succeed at a Search skill check (DC 15) they can find the specimen log on one of the shelves. The text is written in abyssal and lists the names of each of the specimens in each of the jars. A full three quarter of the jars contains a bit or piece of some demon. All of the common types found in the Monster Manual are present. The rest of the jars contain the remnants of other outer planar creatures, such as devils, some celestials, and a few slaad.

Breaking any of the containers releases a noxious cloud of gas that quickly fills the room. Any in the room when this happens must succeed at a Fortitude save (DC 15) or retch and cough for 1d4 rounds unable to take any other action. The cloud clears after only one round per container smashed.

Creature: In the back corner of the room is an imp, another copy of Zezaxittaz. If the PCs begin searching around the room, the imp will attempt to avoid them using its *invisibility* power as needed. If the PCs find the specimen log, the imp will strike, knocking over a specimen jar and releasing its noxious fumes. If the PCs persist or attack the imp, it will attempt to flee. If given the opportunity to use its *suggestion* ability, it will force a PC to run away or knock over more specimen jars. The alternate forms of all of the imps within the Ashen Pit are a medium-sized spider and a rat.

All APLs

☛ **Imp, devil;** hp 13; see the Monster Manual.

Treasure: Although nothing in this room is of true value, the specimen log is of value to The Shade, as noted in the experience summary.

Developments: Killing this imp will gain the PCs an additional three minutes of time before the alarm goes off.

Room 13 – Study

Exploration Time: 1 round

Search Time: 18 rounds

Upon entering this chamber, read or paraphrase the following to the players.

Beyond the door is a small chamber dominated by a large desk on which is piled a number of books and many sheaves of parchment. Two other doors lead out of this musty chamber.

This chamber was used as a primary study for the master in his efforts. Heroes that spend two rounds going through the desk can ascertain that the primary subject of most of the research material on the desk concerns either the outer planes or the anatomy of outer planar creatures. There are also two books on metallurgy underneath all of the others. The notes, written in common, concern the Abyss in particular and the anatomy of demons.

If the PCs spend ten rounds reading through the written notes, they can learn that the notes seemed to be focused on the weaknesses of demons, listing them categorically. It then goes on to list the names of a number of celestial creatures including where they might be found.

Treasure: None of the books here are of any particular value but the knowledge contained in the notes is very valuable to The Shade, as noted in the experience summary.

Room 14 – Library

Exploration Time: 1 round

Search Time: 12 rounds

Upon entering this chamber, read or paraphrase the following to the heroes.

This chamber is a thinly populated library. Its shelves are only half full with dusty old tomes and racks of old yellowed scrolls. There does not appear to be any other way out of the room.

This chamber is the common library used by the master of this place. If the PCs search the room, they will learn that most of the books here deal with biology, metallurgy, planar mechanics, planar creatures, and magical theory. In addition, any PC that makes a successful Search skill check (DC 25) will locate a book on biology located on the northern wall that is false, behind which is a small handle. Turning this handle, opens a secret door leading into **Area 15 – The Secret Library**. Although the books might be valuable to a collector, they are too numerous and too time consuming to collect.

Room 15 – The Secret Library

Exploration Time: 1 round

Search Time: 12 rounds

Upon entering this chamber, read or paraphrase the following to the PCs.

The secret door swings open quietly to a nearly bare room. Although furnished like a library, there are only a few books here and a pair of specimen jars. A stale odor wafts from the open doorway.

This small chamber is used to store a few rare tomes and a pair of valuable specimens. Although certainly not the goal of their quest, these items would prove valuable to the PCs search.

There are three books in the room. Ascertaining what each contains costs the PCs one round. One of the books is a spellbook as noted below. The other two are tomes of knowledge and both are written in draconic. One of the knowledge tomes is a book written entirely about the abyss, cataloging its many layers (although certainly not all of them). The second knowledge tome concerns the creation of hybrid creatures, those with the properties of two or more creatures. If the PCs spend an additional round flipping through this second tome, they can learn that it contains a thin cord bookmark on a page discussing mixing the properties of undead with other creatures.

The two specimen jars contain what appear to be small horribly creatures. Examining each one takes a round. The first contains what looks like a small pudgy human baby, although it is completely hairless and red in tinge. Its eyes are closed but its mouth is full of sharp fangs. It bears a small rusted plaque that reads "Crianca". The second jar contains a small thin humanoid creature wrapped in its own leathery wings. It is dark gray in color and has rather large ears but no eyes. It seems to be covered in tiny bristles. It bears a small plaque that reads "Feldamon".

Treasure: The spellbook (known as the summoners tome) contains the following spells: *summon monster III*, *summon monster IV*, *dismissal*, *lesser planar binding*, *summon monster V*, *contact other plane*, *planar binding*, and *summon monster VI*. This spellbook has a value of 390. If recovered it is worth 32gp per PCs.

The other items in this chamber are of no particular value but The Shade will certainly wish to know of them as noted in the experience summary. The specimen jars weigh only ten pounds, are sealed and quite portable.

Room 16 – Bedroom

Exploration Time: 2 rounds

Search Time: 24 rounds

Upon entering this chamber, read or paraphrase the following to the PCs.

Ascending the stairs leads to a large bedroom dominated by a four poster bed whose posts are made of carved bone with drapes of tattered black cloth. The headboard is made entirely of small bones arranged in a complex swirling pattern with a grinning skull at its center. There are two doors in the north wall leading out of this semicircular chamber.

Upon entering this chamber, ask each hero present for a Spot skill check (DC 27). Those that are successful notice a slight bit of movement in the canopy out of sight as if some creature was perched on top of it.

Creature: The creature perched on top of the canopy is an imp, one of the copies of Zezaxittaz. The imp does not attack the PCs unless attacked first and then it uses its abilities to flee if wounded. If given the opportunity to use its *suggestion* ability, it will force a PC to run away. The alternate forms of all of the imps within the Ashen Pit are a medium-sized spider and a rat.

All APLs

☛ **Imp, devil;** hp 13; see the Monster Manual.

Treasure: PCs that spend a round to Search the bed itself (DC 20) will discover a wand made of bone, set into the

base of the headboard. This is a *wand of ray of enfeeblement* cast at 2nd level with 10 charges. If discovered it is worth 25gp per PC.

Developments: Killing this imp will gain the PCs an additional three minutes of time before the alarm goes off.

Room 17 – The Vault

Exploration Time: 1 round

Search Time: 8 rounds

The door to this chamber appears to be locked with three separate locks. The locks are of varying difficulty each requiring an Open Locks skill check (DC 15/20/ and 25) to open. However, these locks are fake as the real lock is located behind a hidden panel next to the door. Discovering this panel requires a successful Search skill check (DC 20). Once found, this lock can be picked with a successful Open Locks skill check (DC 20). The walls of this chamber are lined with one half an inch of lead to prevent ease of entry. The door handle is also covered in a *leomund's trap* making it appear trapped should anyone search for one.

Upon entering the chamber, read or paraphrase the following to the players.

The door slowly swings open revealing a small chamber lit by only a dim red radiance that seems to travel the dark gray walls like a spark. In the center of the room is a table on which sits a single lonely leather bag.

The bag on the table is a *bag of holding (type I)*. Inside the bag are a number of items that the PCs might find valuable to their search. Most importantly resting at the bottom of the bag is a blood red gemstone that binds Zezaxittaz to this plane. Smashing this gemstone fulfills their part of the bargain with the imp and he will hold up his end if they do so. If they find the gem but fail to break it, Zezaxittaz will show up almost immediately and demand its destruction and threaten to allow the alarm if they do not.

Treasure: The *bag of holding (type I)* is worth 208 gp per PC by itself. In addition to the bag, there is a small chest inside of it as well. This chest is locked requiring a successful Open Lock skill check (DC 20) to open. Inside are 100 perfectly identical black gemstones. Each gemstone has a dancing red fire inside. Those who succeed at a Knowledge: Planes skill check can identify the stones as Abyssal Onyx, a very rare gemstone. Each stone weighs one ounce and the stones are worth a total of 10gp each or 167gp per PC for the whole lot of them.

At APL 8, there is also a *+1 dagger* worth 192gp per PC. At APL 10, there is also a *clear spindle ioun stone*

worth 333gp per PC. At APL 12 there is a *arrow of slaying (greater, evil outsider)* worth 338 per PC. Finally at APL 14, the *+1 dagger* is instead replaced with a *+1 dagger of wounding* worth 1,525 per PC.

Room 18 – Side Study

Exploration Time: 1 round

Search Time: 10 rounds

Upon entering this chamber, read or paraphrase the following to the heroes.

This small chamber contains one comfortable burgundy chair next to a small table. Next to the table is a tall wardrobe. There appears to be no other way out of the room.

Upon entering the chamber, give each PC a Spot skill check (DC 15) to notice a hole in the ceiling right next to the top of the wardrobe. This hole is the only way to gain access to the fourth floor. Those who stand beneath the hole and will themselves to rise will do so, going up to the second floor. This space beneath the hole radiates faint transmutation. Otherwise, the PCs will need to find another way up the hole if they wish to access the fourth floor.

The wardrobe is locked with a rather simple lock that requires an Open Lock skill check (DC 15) to open. However, there is nothing inside the wardrobe aside from two pairs of black robes, one that has been burned by acid, one pair of soft black leather boots, and a thin belt made of some exotic scaled leather. There is nothing else of note in the room.

Room 19 – Quiet Room

Exploration Time: 1 round

Search Time: 6 rounds

Upon entering this chamber, read or paraphrase the following to the PCs.

Ascending to the fourth floor of the tower reveals a small chamber with only one feature, a small meditation mat in the middle of the floor. There is a small bookstand directly in front of the mat. Behind this is a stout wooden door.

The master used this room for meditation and memorization. There is nothing else of interest in this room. The door leading out of this chamber is locked, requiring a successful Open Locks skill check (DC 25) to open.

Room 20 – Personal Lab

Exploration Time: 1 round

Search Time: 16 rounds

Upon entering this chamber, read or paraphrase the following to the heroes.

This large chamber must take up half of this entire floor. Large arrays of glass tubing, flasks full of bubbling liquid, and metal support rods surround a large table in the center of the room. Lying on the table is a ten-foot tall behemoth made entirely of dark gray iron. Behind this, standing against the far wall are three humanoid statues made of iron, wood and glass. Heavy workbenches take up a good portion of the rest of the room.

This chamber is used by master of the tower for some of his personal experimentation. The body on the table is that of an iron golem made entirely out of cold iron. This is easy to determine upon close examination. The statues along the far wall of the room are shield guardians. In addition to this, the master has placed a few other guards in the room in the form of some mimics disguised as work benches. Depending on the APL, only some of these guardians are complete/alive. If the constructs are not complete they are nearly so (although not nearly enough for the PCs to do anything to finish them).

Creatures: At the lower APLs, only the mimics are present in the room while at the higher APLs, some of the Shield Guardians are complete as well. At the very highest APL, the cold iron golem is complete as well. All of these guardians give the PCs only one round of action in the room before moving to attack.

APL 6 (EL 6)

🔪 **Mimic (2)**; hp 52; see the Monster Manual.

APL 8 (EL 8)

🔪 **Mimic (4)**; hp 52; see the Monster Manual.

APL 10 (EL 10)

🔪 **Mimic (4)**; hp 52; see the Monster Manual.

🔪 **Shield Guardian**; hp 82 (112 in 3.5); see the Monster Manual. Note that this Shield Guardian is storing a *slow* spell cast at 15th level (Save DC 19).

APL 12 (EL 12)

🔪 **Mimic (4)**; hp 52; see the Monster Manual.

🔪 **Shield Guardian (3)**; hp 82 (112 in 3.5); see the Monster Manual. Note that these Shield Guardians each store a different spell, a *slow*, *hold person*, and *dispel magic* respectively, all cast at 15th level (Save DC 19 where applicable).

APL 14 (EL 14)

🔥 **Mimic (4)**; hp 52; see the Monster Manual.

🔥 **Shield Guardian (2)**; hp 82 (112 in 3.5); see the Monster Manual. Note that these Shield Guardians each store a different spell, a *slow* and *dispel magic* respectively, all cast at 15th level (Save DC 19 where applicable).

🔥 **Iron Golem**; hp 99 (129 in 3.5); see the Monster Manual.

Tactics: Upon moving to attack, these creatures attack until slain, but do not leave this floor. Note that if PCs get stuck to a mimic, the adhesive dissolves with strong alcohol or 5 rounds after their death. The shield guardians release their stored spells as early as possible.

Treasure: Although most of the gear and equipment in this chamber is valuable, it would take far too long for the PCs to dismantle it and take it along. However, a successful Search check in the room (DC 20) discovers a logbook hidden in a small drawer of one of the tables. This logbook is one of the key goals of this event as noted in the experience summary. If the players take 5 rounds to go through the log (this can be done after they leave of course), give them **Player Handout #1**.

Room 21 – Laboratory Storage

Exploration Time: 1 round

Search Time: 8 rounds

Upon entering this chamber, read or paraphrase the following to the PCs.

This small room is packed full of crates and pieces of finished cold iron.

PCs searching this room and taking a catalog of all the things here will discover two things. First they will learn that there are the unfinished pieces of eight cold iron golems here. Most of these pieces are in crates. One crate contains the other piece of information that the PCs might need. This crate contains vials of black ash (dragon ash with a successful Knowledge: Arcane skill check DC 25). There are two hundred vials of the ash in total.

Treasure: The pieces of iron golem are valuable, but far too heavy to take along. The vials of dragon ash are valuable and portable however. Each vial is worth 5gp or 83gp per PC if taken.

Area B – The Courtyard

Exploration Time: 3 rounds

Search Time: NA (it is huge)

The PCs can gain access to this courtyard either by going over one of the walls or by coming out the back door of the tower. If the PCs choose to climb over one of the

walls to gain access to the courtyard, they must succeed at enough Climb skill checks (DC base 15, it may be lowered by other tools) to climb 25ft. They might also *fly* over the walls or use some other method to gain access. Touching the walls, entering the courtyard either on the ground or above it, or touching any of the buildings begins the alarm timer if it has not already done so.

Upon entering the courtyard, read or paraphrase the following to the heroes.

Entering the courtyard, its layout becomes clear. Roughly semicircular in shape it is open on one side to a cliff. Three buildings are perched inside the courtyard's walls, a forge, a small storage building, and the massive four-story tower. In the center of the courtyard, a large fire pit burns ferociously.

Creatures: The fire pit in the center of the courtyard contains three fire elementals in the service of the master of this place. Normally they are used to test against some of the master's other research projects but while he is away they are ordered to guard the courtyard to the best of their ability. Once the PCs enter, they move out of the fire pit to attack until slain or the PCs flee. The size of the elementals depends upon the parties APL.

APL 6 (EL 6)

🔥 **Fire Elementals, Medium (3)**; hp 26; see the Monster Manual.

APL 8 (EL 8)

🔥 **Fire Elementals, Large (3)**; hp 60; see the Monster Manual.

APL 10 (EL 10)

🔥 **Fire Elementals, Huge (3)**; hp 136; see the Monster Manual.

APL 12 (EL 12)

🔥 **Fire Elementals, Greater (3)**; hp 178; see the Monster Manual.

APL 14 (EL 14)

🔥 **Fire Elementals, Elder (3)**; hp 204; see the Monster Manual.

If any PC gets within ten feet of the cliff, give them a Spot skill check (DC 10) to notice the large ledge below (part of **Area E**) that contains the testing ground. This ledge is fifty feet down from the courtyard and can only be reached by climbing, flying, or taking the secret staircase located in **Room 7**. The slope is such that any Climb skill check made on this surface without a rope are

DC 10. Beyond the ledge, the cliff continues down for another sixty feet into a large pit of ash and fire.

It is also clear, for those that look, that large carts have gone from the storage building to the forge many times as there are deep ruts in the ground.

From the courtyard, the PCs can access the Forge (**Area D**), the Storage Building (**Area C**), and the back door of the Ashen Tower (**Area A**). All of these doors are locked however, requiring a successful Open Locks skill check (DC 25) to open.

Area C – The Storage Building

This area of the Ashen Pit complex is comprised of a lone one story stone building with only one entrance. Unless otherwise stated, the walls and doors of the Storage Building have the following statistics.

🗡 **Stone Doors:** 4 in. thick; Hardness 8; Hit Points 60; Break DC 28; Open Locks DC 25 (if locked).

🗡 **Superior Stone Walls:** 1 ft. thick; hardness 8; hp 120; AC 5; Break DC 35.

Room 22 – Primary Storage

Exploration Time: 2 rounds

Search Time: 20 rounds

The door leading into this space is locked requiring a successful Open Lock skill check (DC 25) to open. Upon entering this chamber, read or paraphrase the following to the heroes.

This large chamber is in complete disarray. Scattered all about the place are various construction tools and stationary targets made of straw and stone. Most of the targets have been either burned or just shattered. There is a pair of closed double doors leading out of this chamber into another.

The tools are used in the maintenance of this place and have no practical value. The targets were used in recent experiments with some of the research subjects. The straw targets were obviously burned but it is not clear what caused the stone targets to shatter. There is nothing else to discover in this room.

Room 23 – Ore Storage

Exploration Time: 1 round

Search Time: 20 rounds

The doors leading into this chamber are not locked. Upon entering this chamber, read or paraphrase the following to the players.

This small chamber is crowded with eight carts piled high with raw metal ore. Considering the number of carts here as well as the relative purity of the ore, there is a large amount of dark gray iron here.

This is no ordinary iron ore, it is cold iron ore, mined from deep beneath the surface. This is easily recognized by anyone with ranks in a Craft (weapons or armor) skill or by any dwarf. Although not much more valuable than normal iron ore, it is hard to come by and in these quantities very rare. If the characters are interested, there is roughly four tons of ore here which can be learned with a simple Intelligence check (DC 10).

Area D – The Forge

This area of the Ashen Pit complex is comprised of a squat one story stone building with a dome on the south end and one entrance. Unless otherwise stated, the walls and doors of the Forge have the following statistics.

🗡 **Stone Doors:** 4 in. thick; Hardness 8; Hit Points 60; Break DC 28; Open Locks DC 25 (if locked).

🗡 **Superior Stone Walls:** 1 ft. thick; hardness 8; hp 120; AC 5; Break DC 35.

Directly to the south of the forge building is a slag pile. This slag is the remnant of the purification process and is quite cool. There are three stone chutes that lead into the building. Each is currently closed by a thick stone panel.

Room 24 – Changing Room

Exploration Time: 1 round

Search Time: 9 rounds

The door leading into this room is locked requiring an Open Locks skill check (DC 25) to open. Upon entering the chamber, read or paraphrase the following to the PCs.

The door swings open with a blast of heat. Inside is a small chamber adorned with a number of pegs. Most of the pegs have thick leather aprons or gloves hanging from them while a few have thick goggles. A large pair of double doors stands to one side with an orange glow flicking between them.

This room is used by the servants of this place (who are off with the master) to change into protective gear needed to work in the furnace room beyond. Although none of this gear is truly valuable, those that bother to don it (which takes two rounds) receive a +2 circumstance bonus to any Fortitude saves made versus the heat in **Room 25 – The Furnace**. Those wearing the

gear suffer an additional –2 armor check penalty. There is enough gear here for four PCs to wear.

Thos approaching the doors leading to **Room 25 – The Furnace** can feel the intense heat emanating from the doors in waves.

Room 25 – The Furnace

Exploration Time: 2 rounds

Search Time: 34 rounds

Upon entering this chamber, read or paraphrase the following to the heroes.

The door swings wide revealing a room bathed in the golden light of a burning furnace. Deep red and golden glows reveal a number of worktables and anvils along with racks of tools. Along the far wall are solid blocks of metal still within their molds and some pieces still lie half finished on the workbenches.

This chamber is blisteringly hot because the imp, a copy of Zezaxittaz, has been stoking the furnace ever since the master left. At this rate, the forge itself will begin to melt with a day or two. This provides a bit of a hazard to any PC entering the chamber. Each round spent in this room, each PC must succeed at a Fortitude save (DC 6 +APL) or take 1d6 points of fire damage. Note that those wearing the protective gear from **Room 24** receive a +2 bonus on this save.

Creature: The imp is hiding on top of the furnace when the PCs enter the room. Touching the furnace itself deals 2d6 points of damage per round of contact. From its perch, the imp, a copy of Zezaxittaz taunts the PCs. The imp does not attack the PCs unless attacked first and then it uses its abilities to flee if wounded. If given the opportunity to use its *suggestion* ability, it will force a PC to run away. The alternate forms of all of the imps within the Ashen Pit are a medium-sized spider and a rat.

All APLs

☛ **Imp, devil;** hp 13; see the Monster Manual.

Treasure: There is a good deal of cold iron in this room although most of it weighs far too much to be taken as treasure. There are over one hundred unfinished pieces that have next to no value either.

Developments: Killing this imp will gain the PCs an additional three minutes of time before the alarm goes off.

Room 26 – Finished Workroom

Exploration Time: 1 round

Search Time: 9 rounds

The door leading into this room is locked with a high quality lock. Opening this door requires a successful Open Lock skill check (DC 30). The door can be bashed down if time permits and has the statistics listed at the beginning of this section.

Upon entering this chamber, read or paraphrase the following to the PCs.

Getting out of the heat of the furnace room, the door leads into a cool dark room full of racks upon racks of weapons and other finished goods, all made from dark gray iron. There must be hundreds of weapons here, most of which are blades or arrows.

Treasure: There are probably too many weapons here for any group of PCs to take with them without the aid of magic. However, should ingenious PCs find a way, there are the following.

- 100 cold iron daggers (worth 3sp per PC)
- 50 cold iron longswords (worth 3gp per PC)
- 20 cold iron greatswords (worth 8gp per PC)
- 500 cold iron arrows (20 are worth 2sp per PC)
- 20 cold iron heavy maces (worth 2gp per PC)

These values are approximate. If the PCs manage to get all the weapons, they are worth 494gp per PC. Note that it will take one PC at least 30 rounds to get all of these weapons off their racks and made ready for transport (whatever those means are). If more than one PC assists, divide this time by the number helping with a minimum of 5 rounds.

In addition to the weapons, there is also one magical cold iron weapon here, whose type depends upon the APL. At APL 6 and 8 it is a *+1 cold iron longsword* worth 360 gp per PC. At APL 10, 12, and 14 it is a *+2 cold iron longsword* worth 861gp per PC.

The knowledge of this stockpile is important to The Shade, as noted in the experience summary.

Area E – Dungeon and Testing Ground

This area of the Ashen Pit complex is only accessible through two primary paths. The first is through the staircase in **Room 7** that leads to **Room 27** of the dungeon. The other way is to descend the cliff face of **Area B** down to **Room 33 – The Testing Grounds**. Aside from **Room 33** this entire portion of the Ashen Pit complex is underground. Unless otherwise noted, none of these rooms are lit and the doors and walls have the following statistics.

🗡 **Stone Doors:** 4 in. thick; Hardness 8; Hit Points 60; Break DC 28; Open Locks DC 25 (if locked).

🔪 **Superior Stone Walls:** 1 ft. thick; hardness 8; hp 120; AC 5; Break DC 35.

Room 27 – The Room of 100 Locks

Exploration Time: 1 round

Search Time: 12 rounds

The stairs leading into this chamber connect with **Room 7** in **Area A**. Upon entering this chamber, read or paraphrase the following.

The long stairs have deposited you into a small underground chamber smelling heavily of oil. Set into the right wall is a massive door made entirely of iron. Set into the door is ten rows of ten locks each, forming 10 columns. Across from the door is a dusty old mirror.

This door was specifically designed to slow down intruders from reaching the main laboratory. There are 100 locks set into the door, all of which are in a locked position, but only one of them actually opens the door. The other 99 locks simply ring a bell in the laboratory when opened. Each of the locks is of good quality and requires a successful Open Lock skill check (DC 25) to open. Opening the lock in the 8th row, 7th column opens the door.

The PCs may ask for checks to look for signs of one lock or another being used, but this will do them no good. After one round of looking, the heroes learn that it appears that all the locks are cleaned and maintained regularly. The real trick to opening the correct lock is located in logbook found in **Room 20**. As noted in **Player Handout #1**, on the last page of the logbook reads South, 8th row, 4th column. The trick here is that the south wall contains a mirror facing the door. Since this reverses the order of the columns, saying the 4th row actually means the 7th row (all of this assuming that the rows count out left to right). Because of the length of the winding stair that brought the PCs here, the PCs have no idea which way South is without a successful Intuit Direction skill check (DC 15) (this is a Survival skill check in 3.5).

PCs without the above mentioned clue may attempt to bash down the door. As this door is made of iron, it has the following statistics.

🔪 **Iron Doors:** 6 in. thick; Hardness 10; Hit Points 180; Break DC 30; Open Locks DC 25 (per lock).

Room 28 – Dimension Door Trap

Exploration Time: 1 round

Search Time: 12 rounds

Upon entering this chamber, read or paraphrase the following to the heroes.

This small chamber is lit by a sputtering torch and bears only one feature. Across from you is a door carved with many runes above which rests a plaque.

Trap: The door leading out of this chamber is trapped with a powerful version of the *dimension door* spell. Directly above the door is a plaque that reads the following in Draconic:

“Woe to those that enter here without knowing what has come before. Speak the name of the first masterful creation and enter. Fail and fall prey to the Master’s wrath.”

The correct answer to this riddle is “Crianca”, which was the first creature to be created here. This riddle will be difficult for the PCs to answer as it refers to the proper name of the first creature created here. The name is mentioned on both the specimen jar in **Room 15** and within the master’s logbook found in **Room 20**. If the PCs have neither of these, they will be forced to guess or turn back.

No matter the answer given, upon opening the door, all see the same thing, a small corridor that leads to another door. Those PCs that answer correctly can step through the door into the corridor beyond. Any that step through the doorway without having answered the question find themselves subject to the trap as described below.

All APLs (EL 6)

🔪 **Dimension Door Trap;** magic device; location trigger; automatic reset; spell effect (modified *dimension door*; teleports the PC to a point fifty feet above the ground in **Area B**, 5d6 falling damage, DC 20 Will save resists, cast at 19th level); Search DC 29; Disable Device DC 25.

Developments: Those that fail their save will find themselves alone in **Area B** which could be very dangerous if the elementals there have not been defeated. Those PCs must find a way back to the rest of the heroes. This should take only three rounds if the back door to the tower is open, but longer if the PC must go in through the front door (5 plus the amount of time it takes get over the wall). Of course, magic can greatly speed this process.

The door at the end of the short corridor is unlocked and leads to **Room 29 – The Main Laboratory**.

Room 29 – The Main Laboratory

Exploration Time: 3 rounds

Search Time: 50 rounds

Upon entering this chamber, read or paraphrase the following to the heroes.

The stone door slowly grinds open revealing a vast underground chamber lit by flickering torches mounted to the many columns supporting the ceiling. Interspersed between these stone pillars is a vast assortment of alchemical and magical research equipment. The silence in the room is broken only by the quiet burbling of yellow glowing liquids located in large tanks in the center of the room. Directly in front of the tanks are a number of tables, piled high with books, charts, and scattered papers. This can only be the main laboratory.

This is the primary laboratory where the creatures being researched by the master are created. All of the gear here is specific to that purpose. The gear here takes up roughly half the floor space of the room making a maze of walkways (feel free to improvise this layout).

Creatures: Stalking around this room, aware of the PCs presence are a number of Feldamons. A type of bat-like creations of the master. These horrible creatures are described fully in **Appendix C**. When the PCs have begun to make their way through the room, the creatures move in to attack. The ceilings are almost twenty feet tall, giving the creatures enough room to fly about when needed to avoid the PCs.

Feldamons look like tall muscular humanoids with large bat wings sprouting from the center of their backs. They have tall sensitive ears but no eyes and see through blindsight. Their arms end in wickedly long claws and like their teeth, are made of an iron like substance (this acts like cold iron when needed for DR purposes). Although normally very silent, these horrible creatures can emit a devastating blast of sound when needed.

APL 6 (EL 6)

➤ **Feldamon:** hp 55; see Appendix B.

APL 8 (EL 8)

➤ **Feldamon (2):** hp 55; see Appendix B.

APL 10 (EL 10)

➤ **Feldamon (4):** hp 55; see Appendix B.

APL 12 (EL 12)

➤ **Feldamon/Ftr4 (2):** hp 77; see Appendix B.

APL 14 (EL 14)

➤ **Feldamon/Ftr4 (4):** hp 77; see Appendix B.

Treasure: After defeating the Feldamons, the heroes have a chance to look around the lab. Although the lab is huge, those that wish to search the center area with the tables and desks need only spend two rounds to make a Search check (DC 15). Those that succeed can find the Research Log. This small brown leather book is clearly labeled and full of entries. If the PCs spend 5 or more rounds looking through the Research Log, give them **Player's Handout #2**. This Research Log is one of the key things The Shade sent them here for as noted in the experience summary.

In addition to this there are a few magic items. Each one of these items is in one of the drawers of one of the desks and requires a successful Search skill check (DC 15) to locate. At APL 6 there is a set of *goggles of minute seeing* worth 104gp per PC as well as a *potion of protection from energy (sonic)* and *(fire)* worth 63gp each per PC. At APL 8 there is also a *headband of intellect +2* worth 333gp per PC. At APL 10 there is fully charged *wand of magic missiles (9th level caster)* worth 562gp per PC. At APL 12 there is a *cloak of resistance +3* worth 750 gp per PC. Finally at APL 14 there is a *pearl of power (4th level)* worth 1333gp per PC.

Room 30 – Laboratory Storage

Exploration Time: 1 round

Search Time: 9 rounds

Upon entering this chamber, read or paraphrase the following to the heroes.

This small chamber is packed full of extra laboratory equipment, from glasswear to extra heavy gloves. The back wall of the chamber is taken over by a large glass tank in which floats a dead umber hulk submersed in a sickly yellow fluid. Flexible tubes run from the dead hulk to a large metal barrel outside the tank. A floating level indicates that the barrel is practically full.

There is nothing of practical value within this chamber aside from the knowledge of the dead umber hulk.

Room 31 – The Pen

Exploration Time: 2 rounds

Search Time: 35 rounds

The heavy stone door leading into this chamber from **Room 32** is locked although it can be opened from this side. Those wishing to open that door from the outside must succeed at a Open Lock skill check (DC 30).

Upon entering the chamber, read or paraphrase the following to the heroes.

This large chamber is obviously a pen of some sort although it currently appears to be empty. A number of cells line the walls and the center of the room. Most of the cells have metal bars hanging from the ceiling like some kind of perch. Some however are full of burnt straw and ash. The stench of decay in this room is dizzying.

Upon entering this chamber, give each PC a Listen skill check (DC 19) to hear the imp flying around the rear of the room.

Creature: The creature floating up around the ten foot ceiling of the room is an imp, one of the copies of Zezaxittaz. The imp does not attack the PCs unless attacked first and then it uses its abilities to flee if wounded. If given the opportunity to use its *suggestion* ability, it will force a PC to run away. The alternate forms of all of the imps within the Ashen Pit are a medium-sized spider and a rat.

All APLs

☛ **Imp, devil;** hp 13; see the Monster Manual.

Developments: Killing this imp will gain the PCs an additional three minutes of time before the alarm goes off.

Room 32 – Hallway

Exploration Time: 1 round

Search Time: 8 rounds

This short hallway connects the **Room 33 – The Testing Ground** with the pens and primary laboratory beyond. Both doors connected to this hall are locked requiring a successful Open Lock skill check (DC 30) to open. These doors are thicker than normal doors and have the following statistics.

🗡️ **Thick Stone Doors:** 1 ft. thick; Hardness 8; Hit Points 180; Break DC 32; Open Locks DC 30.

Room 33 – The Testing Ground

Exploration Time: 2 rounds

Search Time: NA (its too big)

This room is actually a ledge outside the complex proper. It is fifty feet below the level ground of **Area B**. This ledge can be reached by climbing down the cliff or through the door leading to **Room 32**.

Upon walking about the ledge, read or paraphrase the following to the players.

This broad ledge is open to the smoky sky above. There are only two notable features of the ledge, the first is a strange shed of some sort, open to one side and full of wooden slats. The other is a stone door set into the wall of the cliff. Numerous scorch marks and suspicious stains mar the stone ledge.

The stone door leads to **Room 32** and cannot be opened without a successful Open Locks skill check (DC 30). The strange shed is actually a bat roost and is full of normal harmless bats. If disturbed, these bats come swarming out but do no damage and quickly fly off to a more peaceful roost.

Those approaching the edge of the ledge can see the slope below is covered in bleached and burned skeletons. Most of the skeletons are humanoid but some are more exotic. If recovered a successful Heal skill check (DC 20) can determine that the skeletons were either killed by horrible burning or some other weapon that appears to have shattered bones (this later damage is caused by the Feldamon's sonic shriek ability).

Leaving the Ashen Pit

Assuming that PCs have left the complex before the alarm goes off, they can return to the *teleportation* point unhindered.

Assuming the PCs did as Zezaxittaz asked, he appears to them as they leave. Asks if they found what they are looking for and promises that they will meet again before returning to the nine hells.

Upon opening the coffer, Terdalmus appears only three rounds later at the specified spot. If the PCs are not there, he waits for precisely ten rounds. If at the end of that time, he does not see the PCs he *teleports* back to Critwall without them. If this occurs, the PCs must pay an additional 2 TU for this event traveling home unless they possess *teleportation* magic themselves.

If the PCs meet Terdalmus at the spot, read or paraphrase the following to them.

The mage Terdalmus appears suddenly in the air before you looking quite perturbed. He holds a mug of ale in one hand and a napkin is tucked into his robe. "So soon, I cannot believe it took that little time. Well, we best be going, my meal is getting cold." With that he tosses the mug and holds out his hands.

Upon grasping his hands, he casts the magic needed to take them back to the cellar of the Brightdawn inn. Proceed to the **Conclusion**.

Encounter Four Time's Up

This encounter occurs if any of the following circumstances occur.

- ☛ The PCs enter the Ashen Pit complex without first striking a deal with Zezaxittaz and hence immediately set off the alarm.
- ☛ The PCs get seen through the communication mirror in **Room 11**.
- ☛ The PCs run out of time while exploring the Ashen Pit complex after having made the deal with Zezaxittaz.

If any of these circumstances occur, Zezaxittaz immediately appears to inform them that they are doomed and that the master is on his way. If they take this hint and flee the complex immediately, nothing happens and they escape without incident.

If they do not flee, they have ten rounds before they are the subject of a *scry* spell. PCs with an Intelligence 12 or greater should be given an Intelligence check (DC 20) to notice this attempt. If this event is using 3.5 rules this is instead a Will save (DC 25) to avoid being the subject of a *scry*.

Two rounds after this *scry* attempt, a number of creatures are *teleported* to the PCs location and engage them in combat.

All APLs

☛ **Flesh Golem (2):** hp 49 (79 in 3.5); see the Monster Manual.

Five round later another two golems are *teleported* in. Fifteen rounds after this, if the PCs are not out of the complex the master himself arrives. If this occurs, all of the characters are captured and dragged off to Dorakaa. See **Appendix D** to determine their fate.

Conclusion

Assuming the PCs are successful, they are *teleported* back to the Brightdawn inn in Critwall where The Shade waits for them. When ready, read or paraphrase the following to them.

As the room slowly comes into focus, you see The Shade seated upon here couch directly across from you looking concerned. "That was far faster than I expected. Either you are exceedingly good or exceedingly bad. I hope it is the former, but perhaps you should explain what happened."

Allow the PCs to explain what happened to them while in the Ashen Tower. What they learned has an effect upon their experience reward. For this purpose, each piece of info that they learned has been assigned a point value (from one to five). The PCs can earn a maximum of ten points and each point earned is worth a set amount of xp depending upon their APL. The information they could gains is summarized below.

- ☛ **2 Points** – Learning the subject matter being studied in **Room 13 – The Study**, concerning the outer planes, demon anatomy and weaknesses, and the list of celestial creatures.
- ☛ **3 Points** – Returning the books and/or specimen jars found in **Room 15 – The Secret Library**.
- ☛ **1 Points** – Discovering the Abyssal Onyx gemstones located in **Room 17 – The Vault**.
- ☛ **4 Points** – Discovering the Laboratory Log located in **Room 20 – The Personal Laboratory**.
- ☛ **1 Point** – Discovering the Dragon Ash vials located in **Room 21 – Laboratory Storage**.
- ☛ **1 Points** – Discovering the weapon stockpile located in **Room 26 – Finished Workroom**.
- ☛ **5 Points** – Discovering the Research Log located in **Room 29 – The Main Laboratory**.
- ☛ **1 Point** – Discovering the Umber Hulk corpse located in **Room 30 – Laboratory Storage**

It is quite possible that the PCs could get ten points without exploring the entire complex. After the PCs have finished telling their tale and their points are tallied, read the following conclusion that matches the amount of points that they earned.

Conclusion A (0-3 points)

"Well that is rather disappointing. We were hoping to learn more." The Shade says, standing to address you. "Perhaps if we get lucky, we will get another chance to explore the complex and learn more of its secrets." The shade shakes here head and departs, thanking you for your attempt.

Leaving the cool cellar, you find that although it is still hot outside, it is not nearly as hot as those desolate northern wastes. Something sinister was happening in that complex, something gone sour under the oppressive heat, a rot that festers in the dark.

This is the end of the event for the PCs. They do not earn the Honor of The Shade or the Favor of the Drinkers.

Conclusion B (4-7 points)

"Well, I would call that a success for the most part." The Shade says, standing up to address you. "Although I wish you could have found out more, that will certainly help us in our research into the enemies movements. Truly you deserve to be rewarded for your efforts. For those of you that have worked with me before, I will get you contact with those of my order. We are known as the Drinkers of the Cup of Midnight, or just the Drinkers if you like. Although I cannot call you members yet, you have earned our respect. We can help you in your endeavors against the Old One. For those that I have just met, I will remember this well and perhaps in time, we can form a better relationship. I will be in touch." With that, The Shade gets up and departs.

Leaving the cool cellar, you find that although it is still hot outside, it is not nearly as hot as those desolate northern wastes. Something sinister was happening in that complex, something gone sour under the oppressive heat, a rot that festers in the dark.

This is the end of the adventure for the PCs. They earn the Favor of the Drinkers but not the Honor of the Shade.

Conclusion C (8+ points)

"Well, you have done better than I could have hoped under such circumstances." The Shade says, standing up to address you. "This will greatly help us understand the machinations of the enemy. Truly you deserve to be rewarded for your efforts. For those of you that have worked with me before, I will get you contact with those of my order. We are known as the Drinkers of the Cup of Midnight, or just the Drinkers if you like. Although I cannot call you members yet, you have earned our respect and indeed we will consider you for membership in the future. For now we can help you in your endeavors against the Old One. For those that I have just met, I will remember this well and perhaps in time, we can form a better relationship. It has been an honor to work with you, I will be in touch." With that, The Shade gets up and departs.

Leaving the cool cellar, you find that although it is still hot outside, it is not nearly as hot as those desolate northern wastes. Something sinister was happening in that complex, something gone sour under the oppressive heat, a rot that festers in the dark.

This is the end of the adventure for the PCs. They earn both the Favor of the Drinkers and the Honor of the Shade.

Critical Event Summary

If this event takes place prior to November 1st 2003, email Jason Bulmahn at AskIuz@aol.com with the following information: the judges name and rpga number, the player names and how many goal points the party scored in the conclusion. Put "Burning Cliffs Summary" as the title of the email.

The End

Experience Point Summary

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

Encounter Three – Room 21

Defeating the mimics/guardians/golem
APL6 180xp; APL8 240xp; APL10 300xp; APL12 360xp; APL14 420xp.

Encounter Three – Area B

Defeating the fire elementals
APL6 180xp; APL8 240xp; APL10 300xp; APL12 360xp; APL14 420xp.

Encounter Three – Room 28

Defeating or dealing with the dimension door trap
All APLs 180.

Encounter Three – Room 29

Defeating the feldamons
APL6 180xp; APL8 240xp; APL10 300xp; APL12 360xp; APL14 420xp.

Story Award

Per Story point earned in the Conclusion (max 10)
APL6 10xp; APL8 15xp; APL10 20xp; APL12 25xp; APL14 30xp.

Discretionary roleplaying award

APL6 80xp; APL8 75xp; APL10 70xp; APL12 65xp; APL14 60xp.

Total possible experience:

APL6 900xp;
APL8 1,125xp;
APL10 1,350xp;

APL12 1,575xp;
APL14 1,800xp.

Treasure Summary

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

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

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

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

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

- L: Looted gear from enemy
- C: Coin, Gems, Jewelry, and other valuables
- M: Magic Items (sell value)

Encounter 3 – Room 3

All APLs: L: 10gp

Encounter 3 – Room 6

All APLs: L: 5gp

Encounter 3 – Room 11

All APLs: L: 25gp

Encounter 3 – Room 15

All APLs: M: Summoners Spellbook (32gp per PC)

Encounter 3 – Room 16

All APLs: M: *Wand of ray of enfeeblement* (2nd level caster)(25gp per PC)

Encounter 3 – Room 15

APL 6: C: 167gp; M: *bag of holding* (type I) (208gp per PC)

APL 8: C: 167gp; M: *bag of holding* (type I) (208gp per PC), *+1 dagger* (192gp per PC)

APL 10: C: 167gp; M: *bag of holding* (type I) (208gp per PC), *clear spindle ioun stone* (333gp per PC), *+1 dagger* (192gp per PC)

APL 12: C: 167gp; M: *arrow of slaying* (greater, evil outsider) (338gp per PC), *bag of holding* (type I) (208gp per PC), *clear spindle ioun stone* (333gp per PC), *+1 dagger* (192gp per PC)

APL 14: C: 167gp; M: *arrow of slaying* (greater, evil outsider) (338gp per PC), *bag of holding* (type I) (208gp per PC), *clear spindle ioun stone* (333gp per PC), *+1 dagger of wounding* (1,525gp per PC)

Encounter 3 – Room 21

All APLs: L: 83gp

Encounter 3 – Room 26

APLs 6-8: L: 494gp; M: *+1 cold iron longsword* (360gp per PC).

APLs 10-14: L: 494gp; M: *+2 cold iron longsword* (861gp per PC).

Encounter 3 – Room 29

APLs 6: M: *goggles of minute seeing* (104gp per PC), *potion of protection from energy* (fire) (63gp per PC), *potion of protection from energy* (sonic) (63gp per PC)

APLs 8: M: *goggles of minute seeing* (104gp per PC), *headband of intellect* +2 (333gp per PC), *potion of protection from energy* (fire) (63gp per PC), *potion of protection from energy* (sonic) (63gp per PC)

APLs 10: M: *goggles of minute seeing* (104gp per PC), *headband of intellect* +2 (333gp per PC), *potion of protection from energy* (fire) (63gp per PC), *potion of*

protection from energy (sonic) (63gp per PC), *wand of magic missiles (9th level caster)* (562gp per PC)

APLs 12: M: *cloak of resistance +3* (750gp per PC), *goggles of minute seeing* (104gp per PC), *headband of intellect +2* (333gp per PC), *potion of protection from energy (fire)* (63gp per PC), *potion of protection from energy (sonic)* (63gp per PC), *wand of magic missiles (9th level caster)* (562gp per PC)

APLs 14: M: *cloak of resistance +3* (750gp per PC), *goggles of minute seeing* (104gp per PC), *headband of intellect +2* (333gp per PC), *pearl of power (4th level)* (1,333gp), *potion of protection from energy (fire)* (63gp per PC), *potion of protection from energy (sonic)* (63gp per PC), *wand of magic missiles (9th level caster)* (562gp per PC)

Total Possible Treasure

APL 6: L: 617 gp; C: 167 gp; M: 855 gp - Total: 1,639 gp

APL 8: L: 617 gp; C: 167 gp; M: 1,380 gp - Total: 2,164 gp

APL 10: L: 617 gp; C: 167 gp; M: 2,776 gp - Total: 3,560 gp

APL 12: L: 617 gp; C: 167 gp; M: 3,864 gp - Total: 4,648 gp

APL 14: L: 617 gp; C: 167 gp; M: 6,530 gp - Total: 7,314 gp

Note that these values are above the maximum caps allowed for this event due to the fact that it is doubtful most parties will complete the entire event. In any case, no PC can earn more than is stated as a maximum on the adventure record.

Items for the Adventure Record

APL 6:

bag of holding (type I) (adventure, DMG)

goggles of minute seeing (adventure, DMG)

potion of protection from energy (fire) (adventure, DMG)

potion of protection from energy (sonic) (adventure, DMG)

Summoners Spellbook (adventure, DMG)

Wand of ray of enfeeblement (2nd level caster) (adventure, DMG)

APLs 8: (all of APL 6 plus the following)

headband of intellect +2 (adventure, DMG)

APL 10: (all of APLs 6-8 plus the following)

+2 cold iron longsword (adventure, DMG)

clear spindle ioun stone (adventure, DMG)

wand of magic missiles (adventure, 9th level caster, DMG)

APL 12: (all of APLs 6-10 plus the following)

arrow of slaying (greater, evil outsider) (adventure, DMG)

cloak of resistance +3 (adventure, DMG)

APL 14: (all of APLs 6-12 plus the following)

+1 dagger of wounding (adventure, DMG)

pearl of power (4th level) (adventure, DMG)

☛ Summoner's Tome

This withered spellbook contains the following spells: *summon monster III*, *summon monster IV*, *dismissal*, *lesser planar binding*, *summon monster V*, *contact other plane*, *planar binding*, and *summon monster VI*.

Frequency: Adventure; Market Price: 390gp.

☛ Favor of the Drinkers

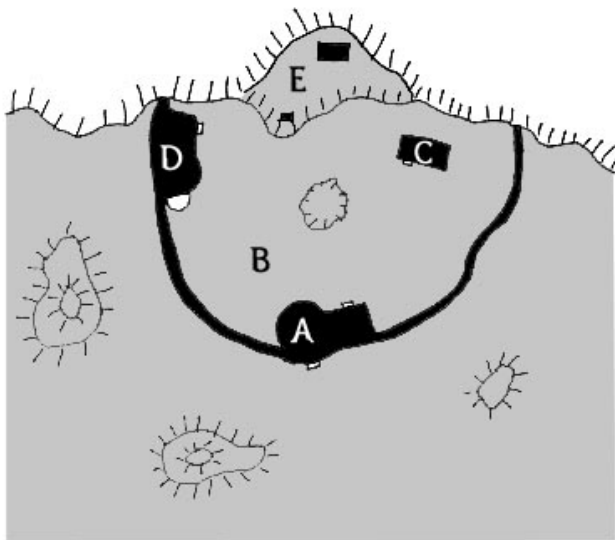
This favor was earned by the above named PC for helping them learn about the machinations of the Old One. If the PC possess both this Favor AND the Gratitude of the Shade, they PC gains the ability to purchase any of the following items after any IUZ metaregional event. The items available are: *dust of disappearance*, *dust of illusion*, *elixir of hiding*, *elixir of sneaking*, *potion of heroism*, *potion of tongues*, *ring of mind shielding*, and *wand of invisibility (3rd level caster)*.

In addition to this, any one time after a IUZ metaregional event, the Drinkers will enchant any one magical weapon with the Bane: Evil Outsiders enchantment. The PC must pay the difference in cost between the new and old weapon. Write used across this text when this portion of the favor is redeemed.

☛ Honor of the Shade

The above named PC has performed excellently in the eyes of The Shade and may at some point in the future be offered membership within the Drinkers organization.

Maps of the Ashen Pit Complex



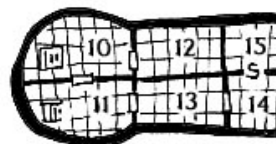
Ashen Pit Overview Map



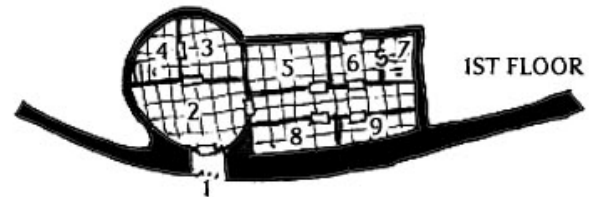
4TH FLOOR



3RD FLOOR

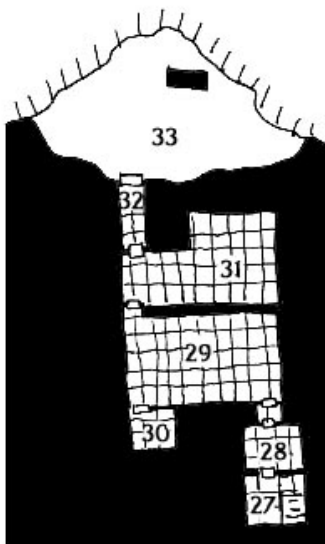


2ND FLOOR



1ST FLOOR

AREA A – THE ASHEN TOWER



AREA E – DUNGEON

↑ NORTH
1 SQ = 5 FT



AREA C – STORAGE



AREA D – FORGE

Player Handout #1
Laboratory Log

This small tome contains a large number of entries, most of which dealing with the progress being made in the creation of an iron golem made entirely out of cold iron. Some of the more intriguing entries are noted below.

My progress goes well, but not as quickly as I would like. Working with the cold iron has been more difficult than I have foreseen. With luck, I will be able to present the golem to my Dread Lord along with both the Crianca and Feldamon. How marvelous that would be.

Finally now I am approaching completion. I believe I have found the method to speed up their production to nearly half the expected time. We will need many of the golems in the months to come and their power would surpass even that of my other creations. The only holdback is that each requires a vial of dragon ash to speed production. Fortunately, I believe I now have enough to meet our needs.

The Dread Lord, all fear his name, has called a conclave, undoubtedly to discuss our recent success and more importantly, MY recent success. Surely I will be rewarded for my efforts. Let Kermin try and top me this time, cheap mind tricks are no substitute for my success.

Leaving that foolish imp here while I am gone to the conclave troubles me but I have little other choice. I shall leave a few of the demundead here to keep an eye on him. I may need to dispose of him soon, but no matter, he won't tell anyone anything.

And finally, written in the corner of the last page is the following:

*South
8th Row
4th Column*

Player Handout #2

Research Log

This brown leather bound tome contains hundreds of entries, most of which are complex alchemical formulas. While quickly scanning the text, the following passages seem to be of some importance.

Finally, success. The Crianca have been perfected and will be sent for field tests shortly. The only difficult ingredient in their creation is a pinch of powdered abyssal onyx. Fortunately one gemstone can create nearly fifty of the beasts. I have secured a small cache of them but not nearly as many as we will need.

I have delivered a copy of the creation formulas to my Dread Lord. He is very pleased with the creatures, but unhappy with the time it is taking.

The Feldamon are nearing completion and are perhaps even more promising than the Crianca. Many that were given the cold iron infusion died shortly thereafter but I believe I have perfected the formula. Casualties are now well within tolerance. The key was two drops of umber hulk blood in each infusion, not a high price to pay.

I am off to Dorakaa to set up the primary laboratories. With luck production should begin there within a fortnight.

The production in Dorakaa has begun. The initial numbers we need should be available by the new year.

Appendix A Time Tracking Chart

INITIAL TIME (given to the PCs by Zezaxittaz)

1st Minute									
2nd Minute									
3rd Minute									
4th Minute									
5th Minute									
6th Minute									
7th Minute									
8th Minute									
9th Minute									
10th Minute									

ADDITIONAL TIME (check box for each imp killed)

☐ First Imp Killed

11th Minute									
12th Minute									
13th Minute									

☐ Second Imp Killed

14th Minute									
15th Minute									
16th Minute									

☐ Third Imp Killed

17th Minute									
18th Minute									
19th Minute									

☐ Fourth Imp Killed

20th Minute									
21st Minute									
22nd Minute									

☐ Fifth Imp Killed

23rd Minute									
24th Minute									
25th Minute									

NOTES:

(use this area to note the end of short term spell effects for easy reference)

Spell	End Time	Spell	End Time

Appendix B Statistics

Encounter 3 Room 29

APLs 6-10

➤ **Feldamon:** Medium Undead (Outsider, native, evil); CR 6; HD 10d12; hp 55; Init; +8; Spd 20 ft., 60 ft. fly (average); AC 20 (touch 14, flat-footed 16); BA/G +5/+8; Atk: claw +8 melee (1d6+3); Full Atk: 2 claws +8 melee (1d6+3) and bite +6 melee (1d8+1); SA: Cold Iron Blood, Sonic Shriek; SQ: Blindsight 60 ft., DR 5/slashing; Resistance to Fire 10, Sonic Vulnerability, +2 Turn Resistance, Undead Traits; AL NE; SV Fort +3, Ref +7, Will +8; Str 16, Dex 18, Con -, Int 8, Wis 13, Cha 10.

Skills and Feats: Hide +17, Listen +22, Move Silent +17; Ability Focus (Sonic Shriek), Hover, Improved Initiative, Mutliattack.

Cold Iron Blood (Ex): This odd byproduct of their creation has two affects. First, the natural attacks of a Feldamon are considered to be made of cold iron for the purposes of overcoming Damage Reduction.

Second, the blood of a Feldamon is poisonous. Those within 5 ft. of a Feldamon when it is damaged by a slashing or piercing weapon must succeed at a Fortitude save (DC 18) or suffer 1d3 points of temporary Dex damage. This save must be made again one minute later or suffer the same effects. Those hit by the poison cannot be affected by it again that round. This poison cannot be harvested as it quickly solidifies into powdered iron outside the body of the Feldamon.

Sonic Shriek (Su): As a standard action, a Feldamon can emit a sonic shriek with one of two affects. Despite the version used, it cannot be used again for 1d4 rounds.

The first version of this ability is a deadly shriek. This attack is a 30 ft. line that deals 5d6 points of damage to all those in the line. A Reflex save (DC 17) halves this damage.

The second version of this ability is a stunning shriek. This attack is a 20 ft. burst that emanates from the Feldamon. Those within the area that fail a Fortitude save (DC 17) are stunned for 1d4 rounds. A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC and loses his Dexterity bonus to AC (if any).

Blindsight (Ex): Using echo location, a Feldamon can locate precisely any opponent within 60 ft. just as a seeing creature could. This sight cannot penetrate the

area of a *silence* spell or similar effect and any creature in such a magical zone are treated as if they were invisible to the Feldamon.

Sonic Vulnerability (Ex): A Feldamon is particularly sensitive to sonic attacks. Against such attacks the creature suffers a -4 racial penalty to saves and becomes blind for the duration of the effect on a failed save (blindsight does not help as it relies upon sound).

Undead Traits (Ex): Immune to min-influence effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: Due to its keen sense of hearing, a Feldamon recieves a +8 bonus to Listen skill checks.

APLs 12-14

➤ **Feldamon:** Medium Undead (Outsider, native, evil)/Ftr4; CR 6; HD 14d12; hp 77; Init; +8; Spd 20 ft., 60 ft. fly (average); AC 20 (touch 14, flat-footed 16); BA/G +9/+12; Atk: claw +13 melee (1d8+5); Full Atk: 2 claws +13 melee (1d8+5) and bite +10 melee (2d6+1); SA: Cold Iron Blood, Sonic Shriek; SQ: Blindsight 60 ft., DR 5/slashing; Resistance to Fire 10, Sonic Vulnerability, +2 Turn Resistance, Undead Traits; AL NE; SV Fort +7, Ref +8, Will +9; Str 17, Dex 18, Con -, Int 8, Wis 13, Cha 10.

Skills and Feats: Hide +17, Intimidate +4, Listen +22, Move Silent +17; Ability Focus (Sonic Shriek), Hover, Improved Initiative, Improved Natural Attack, Mutliattack, Power Attack, Weapon Focus (Claw), Weapon Specialization (Claw).

SA and SQ: as in APL 6-10 but with a +2 DC on the Sonic Shriek ability.

Appendix C

Feldamon Demundead

Medium Undead (Outsider, Native, Evil)	
Hit Dice:	10d12 (55 hp)
Initiative:	+8
Speed:	20 ft., 60 ft. fly (average)
Armor Class:	20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+5/+8
Attack:	Claw +8 melee (1d6+3)
Full Attack:	2 claws +8 melee (1d6+3) and bite +6 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Cold Iron Blood, Sonic Shriek
Special Qualities:	Blindsight 60 ft., DR 5/slashing, Resistance to Fire 10, Sonic Vulnerability, +2 Turn Resistance, Undead Traits
Saves:	Fort +3, Ref +7, Will +8
Abilities:	Str 16, Dex 18, Con -, Int 8, Wis 13, Cha 10
Skills:	Hide +17, Listen +22, Move Silent +17
Feats:	Ability Focus (Sonic Shriek), Hover, Improved Initiative, Mutliattack
Envrionment:	Any
Organization:	Solitary or Swarm (4-9)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	11-16 HD (medium), 17-24 (large)

The creature stands at man height and stretches long black bat wings rotting in tatters. It has high pointed ears but no apparent eyes. A shriek escapes it maw full of wicked iron teeth.

Feldamons look like tall muscular humanoids with large rotting bat wings sprouting from the center of their backs. They have tall sensitive ears but no eyes and see through blindsight. Their arms end in wickedly long claws and like their teeth, are made of an iron like substance. Although normally very silent, these horrible creatures, can emit a devastating blast of sound when threatened.

Feldamons do not speak but can understand common and abyssal.

COMBAT

When engaged in combat, Feldamons often swoop upon their opponents letting loose with their sonic shriek before closing into melee. If possible, it will snatch an unconscious opponent before flying away for a quick meal.

Cold Iron Blood (Ex): This odd byproduct of their creation has two affects. First, the natural attacks of a Feldamon are considered to be made of cold iron for the purposes of overcoming Damage Reduction.

Second, the blood of a Feldamon is poisonous. Those within 5 ft. of a Feldamon when it is damaged by a slashing or piercing weapon must succeed at a Fortitude save (DC 18) or suffer 1d3 points of temporary Dex damage. This save must be made again one minute later or suffer the same effects. Those hit by the poison cannot be affected by it again that round. This poison cannot be harvested as it quickly solidifies into powdered iron outside the body of the Feldamon.

Sonic Shriek (Su): As a standard action, a Feldamon can emit a sonic shriek with one of two affects. Despite the version used, it cannot be used again for 1d4 rounds.

The first version of this ability is a deadly shriek. This attack is a 30 ft. line that deals 5d6 points of damage to all those in the line. A Reflex save (DC 17) halves this damage.

The second version of this ability is a stunning shriek. This attack is a 20 ft. burst that emanates from the Feldamon. Those within the area that fail a Fortitude save (DC 17) are stunned for 1d4 rounds. A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC and loses his Dexterity bonus to AC (if any).

Blindsight (Ex): Using echo location, a Feldamon can locate precisely any opponent within 60 ft. just as a seeing creature could. This sight cannot penetrate the area of a *silence* spell or similar effect and any creature in such a magical zone are treated as if they were invisible to the Feldamon.

Sonic Vulnerability (Ex): A Feldamon is particularly sensitive to sonic attacks. Against such attacks the creature suffers a -4 racial penalty to saves and becomes blind for the duration of the effect on a failed save (blindsight does not help as it relies upon sound).

Undead Traits (Ex): Immune to min-influence effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: Due to its keen sense of hearing, a Feldamon recieves a +8 bonus to Listen skill checks.

Appendix D

Trapped in Dorakaa

If the PCs trigger the alarm and stay in the Ashen Pit complex for too long, they are captured and dragged off to Dorakaa. Their fate is determined by a simple d20 roll with a number of modifiers as noted below.

Consult the following charts to determine and bonuses or penalties to the final die roll.

Race Modifiers

- +2 The character is a humanoid race that tends toward evil (goblin, hobgoblin, etc)
- +1 The character is a half orc
- +0 The character is human
- 1 The character is a dwarf, elf, gnome, half elf, or halfling

Class Modifiers

- +1 The character has levels of alienist, master of chains, oozemaster, or spymaster.
- 1 The character's highest level is in cleric, church inquisitor, consecrated harrier, contemplative, divine oracle, hospitaler, hunter of the dead, sacred exorcist, templar, or warpriest (those with a chosen faith only count if they are of a good deity)
- 2 The character has any levels in paladin, holy liberator, or knight of the chalice

Alignment (for each component)

- +1 Chaotic
- +0 Neutral
- 1 Lawful
- 1 Good

Skill Modifiers

- +1 Per five ranks or more in Bluff, Disguise, Escape Artist, Hide, or Move Silent (max +2 bonus)

Other

- +1 The character detects as evil or has an item that detects as evil
- +2 The character has access to *teleportation* magic or some similar magic (*dimension door*, *tree stride*, *word of recall*)
- +2 The character possesses the Gratitude of the Shade from IUZ3-01 Across the Border. This use voids the favor.

Once all of the modifiers have been totaled, the PC must roll a d20 and apply the modifiers, consulting the chart below. Those with the luck domain may re-roll if they so desire.

Note that any PC captured loses any item found during this adventure. Those items do not count toward the AR for gp, access, or experience awards.

The Chart of Misfortune

0 or less	The character is slowly tortured and killed. The corpse is then turned over to the priests for animation and service in the army of the old one. The character is permanently removed from play. If the character has levels of paladin, he is instead transformed into a Blackguard and should be turned over to the local triad for malicious use.
1-3	The character is tortured and killed in the pits of the Old One. The character is never seen again and permanently removed from play.
4-6	The character is publicly executed and hung from the walls of Dorakaa. Although the body is recovered and <i>raised</i> for free by The Shade, he loses all equipment. The PC can take advantage of the "Charity of Friends" clause within the LGCS. The PC also loses 6 TU spent hanging on the walls of Dorakaa.
7-8	The character is killed in the battle at the Ashen Pit but the body is recovered intact. Looters got to it first however. The character loses his four most valuable magic items and loses 4 TU. The PC may be raised normally.
9-10	The character is taken to Dorakaa and sent to the torture pits. While there, the PC manages a daring escape into the sewers of Dorakaa. While there, the PC contracts a horrible disease that inflicts 1 point of permanent Con damage (this may be restored normally via <i>restoration</i>). In bargaining to escape the city, the PC loses his three most valuable magic items and must spend 3TU getting home.
11-13	The character is taken to Dorakaa to be tortured horribly, losing his pinky finger from his off hand and covered in scars. The PC loses his two most valuable magic items bartering with a merchant to garner his escape. The PC also loses 2 TU.
14-16	The character is taken to Dorakaa and shipped off to the slave pits. After a time, the PC manages to bribe a guard into allowing his escape. The PC loses his most valuable magic item and begins the next scenario down 1d4 points of Str and Con (this is temporary damage). The PC also loses 2 TU getting home.
17-19	The character is taken to Dorakaa but is released from the slave pits by a fellow crazed prisoner named Kessarín. Escaping the city still requires a payment of 500gp to the guards and 2 TU returning home.
20+	The PC escapes the boneheart before he can be captured. The PC spends 2 TU returning home unless the PC possesses the silver coffer.

Note these result on the AR.