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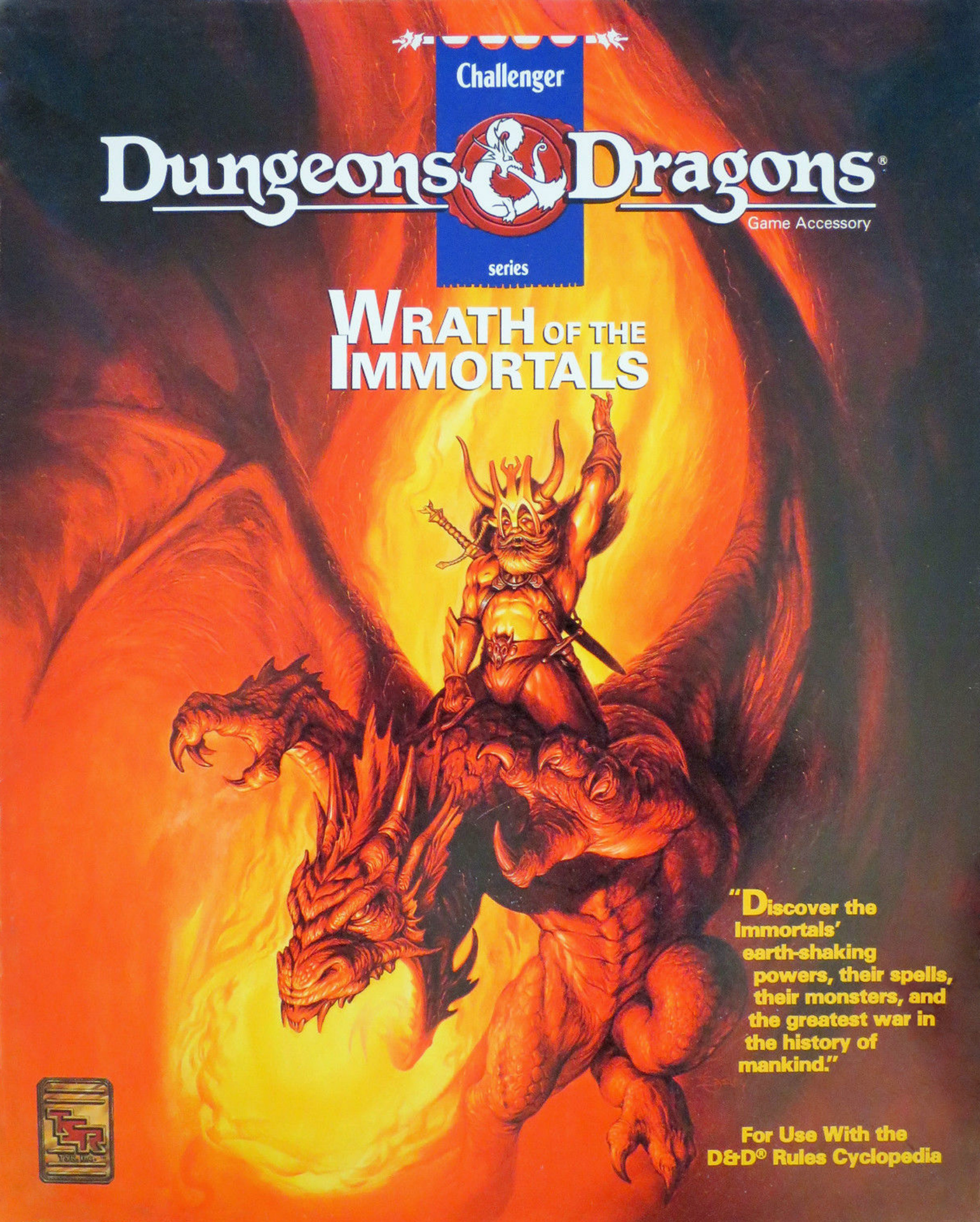

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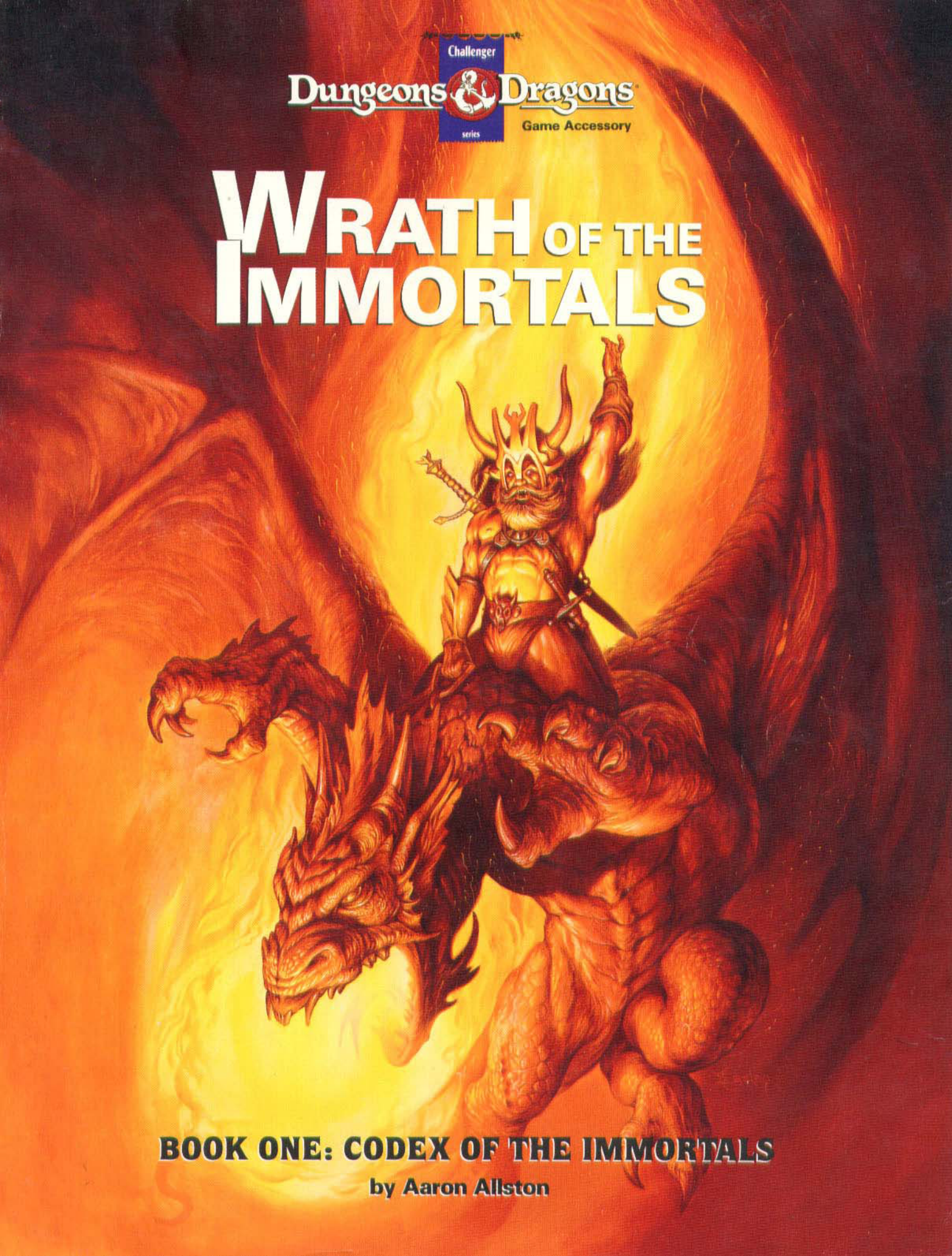
WRATH OF THE IMMORTALS



BOOK ONE: CODEX OF THE IMMORTALS

by Aaron Allston

Attack Rolls Chart for Immortals And Immortal-level Monsters

Creature's Hit Dice	Armor Class Hit 19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Normal Man	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Up to 1	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
1+ to 2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
2+ to 3	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
3+ to 4	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
4+ to 5	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
5+ to 6	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
6+ to 7	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
7+ to 8	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
8+ to 9	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11
9+ to 11	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10
11+ to 13	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9
13+ to 15	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8
15+ to 17	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7
17+ to 19	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6
19+ to 21	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5
21+ to 23	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4
23+ to 25	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3
25+ to 27	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2
27+ to 29	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2
29+ to 31	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2
31+ to 33	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2
33+ to 35	*13	*12	*10	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2
35+ to 36	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1
36+ to 37	*15	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0
37+ to 38	*16	*15	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1
38+ to 39	*17	*16	*15	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2
39+ to 40	*18	*17	*16	*15	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3
40+ to 41	*19	*18	*17	*16	*15	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4
41+ to 42	*20	*19	*18	*17	*16	*15	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5
42+ to 43	*20	*20	*19	*18	*17	*16	*15	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6
43+ to 44	*20	*20	*20	*19	*18	*17	*16	*15	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7
44+ to 45	*20	*20	*20	*20	*19	*18	*17	*16	*15	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8
45+ to 46	*20	*20	*20	*20	*20	*19	*18	*17	*16	*15	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9
46+ to 47	*21	*20	*20	*20	*20	*20	*19	*18	*17	*16	*15	*14	*13	*12	*11	*10	*10	*10	*10	*10
47+ to 48	*22	*21	*20	*20	*20	*20	*20	*19	*18	*17	*16	*15	*14	*13	*12	*11	*10	*10	*10	*10
48+ to 49	*23	*22	*21	*20	*20	*20	*20	*20	*19	*18	*17	*16	*15	*14	*13	*12	*11	*10	*10	*10
49+ to 50	*24	*23	*22	*21	*20	*20	*20	*20	*20	*19	*18	*17	*16	*15	*14	*13	*12	*11	*10	*10
	19	**18**	**17**	**16**	**15**	**14**	**13**	**12**	**11**	**10**	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**

Creature's Hit Dice	Armor Class Hit −1	−2	−3	−4	−5	−6	−7	−8	−9	−10	−11	−12	−13	−14	−15	−16	−17	−18	−19	−20
Normal Man	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31	32
Up to 1	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31
1+ to 2	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30
2+ to 3	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30
3+ to 4	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30
4+ to 5	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30
5+ to 6	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30
6+ to 7	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
7+ to 8	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28
8+ to 9	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27
9+ to 11	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26
11+ to 13	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
13+ to 15	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
15+ to 17	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
17+ to 19	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22
19+ to 21	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
21+ to 23	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
23+ to 25	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
25+ to 27	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
27+ to 29	2	3	4	5	6	7	8	9	10	11	12	1 3	14	15	16	17	18	19	20	20
29+ to 31	2	2	3	4	5	6	7	8	9	0	11	12	13	14	15	16	17	18	19	20
31+ to 33	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
33+ to 35	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
35+ to 36	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
36+ to 37	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
37+ to 38	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
38+ to 39	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
39+ to 40	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
40+ to 41	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
41+ to 42	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11
42+ to 43	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10
43+ to 44	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9
44+ to 45	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8
45+ to 46	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7
46+ to 47	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6
47+ to 48	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5
48+ to 49	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4
49+ to 50	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3
	−1	**−2**	**−3**	**−4**	**−5**	**−6**	**−7**	**−8**	**−9**	**−10**	**−11**	**−12**	**−13**	**−14**	**−15**	**−16**	**−17**	**−18**	**−19**	**−20**

As with the attack roll charts in normal D&D® games, this chart can be continued on to any Armor Class or Hit Dice value. An asterisk ("*") means that unless the character rolls a natural 1 on 1d20, his or her attack will hit; the character then adds the number beside the asterisk to the damage he or she inflicts on the target.

Book I:
Codex of the Immortals

by Aaron Allston

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Introduction

Welcome to the **Codex of the Immortals**! In this book, we're going to describe everything DMs and players need to know in order to use Immortals in a **DUNGEON & DRAGONS®** game campaign. Since the **Wrath of the Immortals** set involves high-level characters, you will need the **D&D® Rules Cyclopedia** in order to use these books to their fullest advantage.

Arrangement of the Codex

The **Codex of the Immortals** is arranged this way:

What Are Immortals? explains what Immortals are and the role they play in mortal campaigns.

Immortals of the Known World describes those Immortals who are most active in the Known World and HOLLOW WORLD® settings. These Immortals represent a wide variety of personalities and interests and can easily be adapted to other campaign settings.

Becoming Immortal discusses the means by which mortals—player characters and NPCs alike—can become Immortals.

The Immortal Character Class explains in detail the powers and special abilities Immortals possess, including many new spells.

The Immortals Campaign describes ways to run a campaign where the player characters are Immortals, as well as advice on how to design scenarios for characters whose powers so far exceed those of any mortals.

Artifacts tells how to create artifacts, those most dangerous and powerful of all magic items.

Monsters details powerful creatures that will normally be found only in Immortal-level campaigns, either in the company of Immortals as their servitors, or as their foes.

Planes and Dimensions talks about the planes of existence and the special properties of each. It also explains the concept of alternate dimensions. Included in this chapter is a description of Pandius, the City of the Immortals.

For Owners of the Original *Immortals* Set

Owners of earlier D&D® products dealing with Immortals, especially the original *Immortals* boxed set (now out of print), should be aware that a number of rules have been changed in this revision: whenever a conflict between sources occurs, the DM™ should follow the rules given here. The rules also supplant those given in the **D&D® Rules Cyclopedia**.

The Sphere of Matter is no longer limited to human characters. Immortals of this Sphere can have originally belonged to any species or character class, just as with the other Spheres.

Although each Sphere favors one character class, members of any character class may attempt to achieve Immortality in any Sphere.

The experience level structure for Immortals has changed. Immortals now have 36 experience levels, much like mortal character classes. These are arranged in six tiers: Initiate, Temporal, Celestial, Empyreal, Eternal, and Hierarch.

There is no longer any limit on number of Immortals who can exist at specific experience levels, and there are no "Olympics" to determine who achieves higher experience levels. Most importantly, the term "Hierarch" no longer applies to the single highest-ranking Immortal in a Sphere but to *all* Immortals of 31th level and above.

Spells no longer belong to any specific Sphere. Instead of players having to keep track of the relationships between spells and Spheres, any Immortal can choose to cast any spell.

The definitions of Planes and Dimensions have been made much simpler; terms such as "tetraspace" and their ilk have been removed from the game. The "bias" rules have also been removed from these guidelines; each plane can now have completely individual effects on magic and the effects of the various Spheres.

There is no longer any specific meaning to Immortals' names, and Immortals do not acquire new names at various experience levels. Nor are fledgling Immortals forced to chose a new name to distance themselves from their mortal identities, although most choose to do so.

Last Notes

It's a good idea to have a rough familiarity with this rulebook before moving on to the adventure in Book II, but it's not absolutely necessary; DMs wishing to run an adventure involving Immortal NPCs will find most of the information they need to know in the first two chapters of this book.

For now, though, just turn the page to find out all there is to know about the Immortals.

Much of **Codex of the Immortals** is drawn from the previously-published work of several game designers, including Jim Bambra, Robert J. Blake, Bruce and Beatrice Heard, Frank Mentzer, Tom Moldvay, Douglas Niles, Ken Rolston, Carl Sargent, Gary Thomas, and many other authors who contributed Immortals to the Known World setting.

Thanks also go to Mark Bennett and Thomas J. Mahaney II for commentary and criticism.

What Are Immortals?

In this chapter, we'll discuss what Immortals are and what they do in a standard D&D® campaign—a campaign where all the player characters are mortals. Later in this book, we'll talk about using PC Immortals as the basis for a campaign.

Definitions

First, let's quickly define a few terms which we'll be using in **Wrath of the Immortals**.

Hierarch: a senior Immortal, one who has considerable influence within his or her Sphere of Power.

Home Plane: the plane to which the Immortal's life force is attached and to which it always returns. An Immortal "killed" anywhere else is simply banished back to his or her home plane; an Immortal killed on his or her home plane is forever destroyed.

Immortal: a powerful being who does not age or die and who serves a Sphere of Power. All Immortals were once mortals like the player characters, although some have been Immortal for so long they have forgotten the species to which they originally belonged.

Prime Plane: the plane where most campaign worlds are situated, including the Known World and HOLLOW WORLD® settings. The Prime Plane is an entire universe, capable of holding an infinity of separate campaign worlds.

Sphere of Power: one of the five basic forces that compose all of reality: Matter, Energy, Time, Thought, and Entropy. Each Immortal serves one Sphere and draws his or her power from it.

Sponsor: an Immortal who helps a mortal achieve Immortality.

What Immortals Are

In the D&D® game Known World setting, Immortals are magical beings of great power. Some are patrons of heroes; some are sponsors of villains; some are the representatives of certain natural forces or personality traits.

All Immortals were once mortal beings, whether humans, demi-human, humanoid, or other. During their lifetimes, they discovered that there was another, higher level of existence and set out on a path to attain that level.

They beseeched Immortals to become their patrons; they undertook quests significant to those Immortals; and those who survived, when they were wise and experienced enough, attained Immortality in one of the five Spheres of Power.

Immortals do not die of old age, disease, or damage, though it is possible for one to perish under special circumstances. They do not need to eat, drink, or breathe, although they enjoy these activities.

They possess abilities which mortals can only dream of, including casting spells which are far more powerful than mortal magic. They are not affected by magic cast by mortals.

They live in fantastic planes of existence and only interact with the Prime Plane when they want to.

Immortal Goals

An Immortal's goals are

(1) To advance the influence of his or her Sphere,
(2) To gain personal power, and
(3) To achieve personal goals.

Immortals advance the influence of their Spheres by countering the activities of the Immortals of other Spheres and by learning more of the way the multiverse works than representatives of other Spheres.

They gain personal power by serving greater Immortals, who may reward them with additional power; by adventuring and learning, thus making themselves more powerful; by giving power and support to their mortal followers, thereby increasing their influence; and by countering the activities of enemy Immortals who might seek to hinder these goals.

Immortals also have personal goals and interests. Sometimes those interests may be related to the character's mortal life—for example, an Immortal who was a warrior might promote fighting abilities and warlike behavior in her followers, just as an Immortal who belonged to the ancient Traldar people might be a patron of the descendants of that culture. Sometimes those interests are the result of the character's personality: one Immortal might be in love with another and work to help her in any way he could, even if the two belong to different Spheres of Power; another might despise a specific Immortal and work against him at every opportunity, even if they are of the same Sphere.

Immortal Opponents

With their infinite lifespans and great power, Immortals have all the time and influence they need to accomplish all their goals. Only one thing stands in their way:

Other Immortals.

Not all Immortals have the same goals; often they have conflicting desires. They don't all get along as friends and allies, any more than do all fighters or all magic-users. Consequently, they often work at cross-purposes. If anything can keep an Immortal from accomplishing his or her goals, it's another Immortal with an opposed goal.

Nor do Immortals just confine their conflicts to themselves. Immortals *meddle*. They set goals which involve the Prime Plane, and in so doing, they interfere in the lives of mortals, monsters, and other Immortals— anyone who stands in their way and anyone whose help they want to further their ends.

This basic conflict is the source for a lot of trouble on the Known World... and the basis for a lot of adventures which player-characters will encounter.

What Immortals Aren't

There's one important thing to remember when DMing Immortals in a campaign:

Immortals are not monsters.

That might sound self-evident, but this statement is trickier than it looks.

In the D&D® game system, a "monster" is any creature or character controlled by the DM—that's the official definition.

But in the minds of many players, a "monster" is also anything which the PCs kill or capture in order to thwart plans, gain experience, and take loot. It's this definition that does not apply to Immortals.

Many DMs will be tempted to throw Immortals up against their high-level player-characters in direct conflict: the heroes get to the end of the adventure, knock down the doors of the throne

room, and there's an evil Immortal seated on the throne. The Immortal jumps up, makes a few nasty pronouncements, attacks the heroes, and is ultimately cut down...

If you take this approach, then the players will simply regard Immortals as extra-powerful monsters. They won't have any respect for the Immortals, won't have any fear of them, and won't feel any awe and majesty when the Immortals appear in a campaign.

There are better ways to use Immortals in a campaign, and this chapter tells how.

The Spheres of Power

We've mentioned here and in the **D&D® Rules Cyclopedia** that each Immortal belongs to one of five Spheres of Power. Let's discuss what that means.

The Five Spheres

The multiverse—the combination of all known planes—is made up of five ingredients: Matter, Energy, Time, Thought, and Entropy. These are the five Spheres of Power.

A Sphere is not the same as a plane. A Sphere of Power does not exist as a place; characters can never go to the "Sphere of Matter," for example.

Instead, a Sphere is an ingredient. Every plane is made up of all five Spheres of Power, but each plane contains a different balance. Planes that have a high proportion of Energy tend to be more magical than those dominated by Matter, planes dominated by Time more orderly than those with a large component of Thought in their make-up, with any area that comes under Entropy's sway soon crumbling into decay.

The Sphere of Matter is closely related to the element of earth. Its purpose is to withstand destruction and decay. This sphere stands for sturdiness and stability. Matter is the building block of all things. Rich in variety, Matter is easily mutable to any form. Matter is opposed to Time's efforts to cause change and provides Thought with existing order.

The Sphere of Energy is closely related to the element of fire. Its purpose is to create more energy and activity. Energy is dynamic and highly active. It seeks to alter and transform things, consuming Matter, speeding up Time, and exciting Thought to release more energy. Highly temperamental, Energy is also very creative, channeling magical energies to bring new things into being. Energy is opposed to Thought's efforts to control it and seeks to transform Matter at the highest possible level despite the ravages of Time.

The Sphere of Time is closely related to the element of water. Its purpose is to promote change in all things while remaining unchanging itself and to maintain the flow of time. Time is everywhere, ebbing and flowing, recycling the lessons of the past to remind the present. It is a creative, shaping force causing change through aging and rebirth. Time is opposed to Matter's efforts to withstand change, consumes Energy over time, and teaches Thought the lessons of history.

The Sphere of Thought is closely related to the element of air. Its purpose is to understand all of existence and to make all other Spheres its tools. Thought is the very essence of self-consciousness. It is realization, philosophy, and understanding. Thought seeks to analyze and understand everything in order to manipulate the other powers of the multiverse. Thought opposes the chaotic excesses of Energy and attempts to gain control of Time to create form and order in Matter.

The Sphere of Entropy is not related to any element. Entropy is the weakening of the fabric of the multiverse: rot, weathering, disintegration. It seeks to bring all things to a stop, causing oblivion. Its purpose is the ultimate destruction of the multiverse. The four other Spheres of Power oppose Entropy but cannot destroy it, since to do so would unbalance reality and bring about their own destruction as well. At the same time, Entropy itself can not exist without the presence of the other Powers, so it seeks first to subjugate before bringing about oblivion. Entropy seeks to destroy Matter, dissipate Energy, stagnate Time, and stifle Thought.

The multiverse is best served when there is balance between the Spheres of Power. If one Sphere should ever gain an overwhelming dominance over the others, all would suffer, for balance between all the Spheres is necessary for harmony. Thus, while each Sphere constantly strives to advance and grow, the other Spheres try to maintain the balance by retarding or countering an opposing Sphere's growth.

Spheres and the Immortals

Each Sphere is a source of power. Every Immortal is a servant of one, and only one, Sphere. In order for a character to become an Immortal, he or she must first gain the patronage of an existing Immortal. That Immortal is the servant of one specific Sphere, and if the character attains Immortality he or she will become a servant of that same Sphere.

Immortals belonging to the same Sphere have a common interest—the preservation and advancement of their Sphere. But they're not a tightly-knit team of co-workers. In life, they belonged to different species, different character classes, different alignments. They'll work together for the benefit of their Sphere, but they may be simultaneously plotting against one another for the advancement of personal plots and private interests.

Spheres and Alignments

In three of the spheres (Matter, Energy, and Time), one alignment is dominant; in the other two (Thought, Entropy) no alignment dominates.

But even though most Immortals in a given Sphere may be of the same alignment, there will always be exceptions. In other words, although the Sphere of Energy favors the Chaotic alignment, there are still Immortals who serve that Sphere who are Lawful or Neutral. A Sphere's preference simply means that *most* individuals serving the Sphere will be of that alignment.

Matter tends toward the Lawful alignment (order and form in all).

Energy tends toward the Chaotic alignment (disorder and uniqueness).

Time tends toward the Neutral alignment (seeking change, but at a steady, controlled rate).

Thought does not favor a single alignment, but is equally disposed to all alignments.

Entropy does not favor any alignment, but only beings who are of evil disposition willing serve Entropy.

Limitations On Immortals

The Immortal Hierarchs have long recognized some important facts.

First, since they were once mortals themselves, they realize that the Prime Plane would not produce fit candidates for Immortality if it were directly ruled by Immortals. Such a situation would result in generations of mortals who dared not rebel, who could easily and conveniently be kept in the dark about the ways of magic, who would increasingly rely on their Immortal rulers to solve all their problems. Within generations, mortals would be pets, and no worthwhile candidates for Immortality would ever appear again.

Second, Immortals are much more durable than mortals are. An Immortal can destroy a mortal with comparative ease, and might do so out of irritation or by sheer accident. Most of these Hierarchs recognize that mortal life is unfair enough; a world where Immortals were constantly harming or destroying mortals would be even more unfair.

So the Immortal Hierarchs, long ago, established a rule among themselves:

> *On the Prime Plane,*
> *Direct Action Against Mortals is Forbidden.*

This does not mean that Immortals cannot meddle in the affairs of Prime Plane worlds. It does mean that Immortals—*all* Immortals—are forbidden to go to the Prime Plane in Manifestation Form in order to accomplish their goals. It's as simple as that. There are exceptions to this ruling, but those exceptions are rare.

The Hierarchs created a spell usable only by Immortals to allow them to scan the Prime Plane for the tell-tale emanations of direct Immortal intervention on the mortal planes. An Immortal who just shows up in the Prime Plane and starts killing the mortals he or she dislikes will be noticed. The scanning Immortal will report to the Hierarchs, who will send out a party of guard-Immortals to capture the offender and drag him or her before a council of Hierarchs for trial.

For this reason, Immortals influence mortals through a variety of other, indirect ways.

They appear to mortals in dreams, describing what they want the mortals to do. They take on Mortal Identities (which the scanning spell cannot detect as a product of Immortal magic) and intervene in mortal affairs with only the powers of capable NPCs. They establish doctrines (rules and guidelines) for their followers and make those doctrines known to the clerics of their clerical orders.

Of course, not all Immortals are happy to bow to the will of the masses. A few—some evil, some good—chafe at the "direct action" rule and violate it whenever they think they can get away with it. Most, however, are content to hide their Immortal natures by taking Mortal Identities and advance their plans in those Mortal Identities.

Exceptions To the Rule

There are times when Immortals can take direct action against mortals.

First, when a council of Hierarchs (which is composed of one Hierarch from each of the five Spheres) orders an Immortal to take direct action in the Prime Plane, such action is legal. Sending Im-

mortals to capture another Immortal who is active on the Prime Plane is one such example. There is always a guard-unit on duty for such an occurrence, with standing orders to seize troublemakers in the Prime Plane, so they don't need to wait for a council to convene in order to take action. Note that even Hierarchs are subject to the rule; without permission from a council, a Hierarch must not interfere directly in the Prime Plane.

Second, an Immortal can take direct action in the Prime Plane when he or she is punishing a faithless cleric who is a follower of that Immortal. Normally, when an Immortal's cleric does something bad (i.e., violates the doctrines of the clerical order), the Immortal visits a mild punishment on him or her, one which doesn't require direct intervention. For example, the Immortal may deny the offending cleric spells for a few days. However, a cleric could become utterly evil, mad, or simply opposed to the Immortal and require additional and greater punishment. The Immortal can appear in the Prime Plane and visit punishment on the cleric directly, in the presence of mortal witnesses, if he or she wishes; all the offended Immortal has to do is notify a Hierarch of his or her Sphere and the Immortals scanning the world for Immortal interference ahead of time.

Third, an Immortal can establish and fulfill prophecies. He or she still has to notify a Hierarch and the scanning Immortals first, but then he or she is free to take some action which the mortals will take as a sign. He or she might cause a blood-red comet to fall, or an island to rise in the ocean, or a giant wall with an inscription to appear in the wilderness; all actions which require him or her to expend Immortal magic, but for the purpose of communicating rather than attacking. Note that the Hierarchs would punish an Immortal who had the abovementioned comet crash into the mortal followers of his or her enemies, caused an island to rise in the path of mortals he or she doesn't like, or created a wall on top of someone who irritated him or her: that's interference.

How To Use Immortals

There are two ways to use Immortals in a campaign: as plot devices in mortal-level campaigns and as characters in Immortal-level campaigns. For the use of Immortals as player characters, see Chapter Five: The Immortals Campaign. In this section, we'll talk about using them as plot devices.

A "plot device" is a way the DM™ accomplishes something in a campaign—something that isn't directly a result of the player-characters' own motivations and goals. Let's say the DM wants to run a series of adventures where the PCs go off to war against a foreign country. Whatever incident sparks the war, whether the PCs are involved are not, is a plot device.

Plot devices can be used to introduce new stories, to motivate characters to do specific things, to throw interesting new wrinkles into an existing plot, to alter or destroy current plans of PCs or NPCs, and to do many other things besides. While Immortals are not the only type of plot devices used by DMs (and they shouldn't be!), as the PCs become higher-level characters, the Immortals will interfere more and more with their lives.

What Immortals Do

Immortals have a variety of professional and personal goals which often touch the lives of mortal player-characters. Here are some of those goals, and the way they tend to sweep PCs off into adventures:

Gaining Power For the Sphere

Each Immortal belongs to a specific Sphere of Power. In Chapter Two: Immortals of the Known World, we describe which Spheres of Power each Immortal serves.

Every Immortal is saturated with the energy of one Sphere and wishes for his or her Sphere to become greater than the others. He or she therefore takes advantage of any opportunities to increase the power and influence of his or her Sphere at the expense of the others. This is the Immortal's "professional" goal. Here's how he or she accomplishes it:

Acquiring or Destroying Artifacts. An artifact is a powerful magical item created by an Immortal and possessing some of that Immortal's personal energy. Since each Immortal belongs to a Sphere of Power, every artifact is saturated with the energy of its creator's Sphere. Some artifacts were created long before the current society of Immortals came into being; today's Immortals have no idea how many there are or who created some of them.

Immortals spend a lot of time trying to find artifacts—either to seize or destroy the artifacts of other Spheres or to rescue the artifacts of their own Sphere when such artifacts are missing or in the hands of enemy Immortals.

When this sort of thing happens on the Prime Plane, as it often does, the Immortals tend to persuade their mortal followers (or, better yet, non-aligned mortal adventurers) to do their work for them. Sometimes the Immortal will secretly accompany those mortals in a Mortal Identity; on other occasions, when he or she doesn't want other Immortals to grow suspicious because of frequent absences on his or her part, he or she will simply watch the events from afar.

Learning the Secrets of the Multiverse. The Immortals know more about the way the multiverse works than mortals do, but there are still many things they don't know. Immortals of each Sphere realize that the more secrets they learn that the Immortals of the other Spheres *don't* know, the more likely they are to achieve their goals and the more powerful their own Sphere will become.

Consequently, the Immortals go out exploring the multiverse (and other dimensions as well), trying to learn everything they can of the rules which govern reality. This tends to remind them of their mortal lives as adventurers, since they're exploring strange new lands which are often filled with exotic cultures and dangerous monsters. . . but the difference is that they're exploring on a cosmic level, travelling from plane to plane instead of dungeon to dungeon or country to country.

Sponsoring New Immortals. There is theoretically no limit to the number of Immortals who can exist at the same time, but their numbers are surprisingly few, considering that they have all the sentient beings who have ever lived in the multiverse to draw on. However, there just aren't very many mortals who are lucky, stubborn, and talented enough to achieve Immortality. Therefore, all Immortals try to sponsor likely mortals to Immortality, in the hopes that their Sphere will acquire more new Immortals than other Spheres. Some of the craftier

and more patient Immortals will become patrons of player characters from 1st level onward; others only interest themselves in adventurers who are already high in level.

Weakening Opposed Immortals. Since each Sphere seeks to control the others without being controlled itself, one way for Immortals to advance the power of their Sphere is by reducing the power of Immortals of another Sphere. This is a favorite activity of the Immortals of Entropy, but all the Spheres engage in it to some extent to maintain the balance of Powers.

Accomplishing Personal Goals. Immortals are not just mindless slaves of their Spheres. They have their own personal goals, likes, and dislikes. Many of the goals they possessed as mortals would have been met, or become irrelevant, when they became Immortal; but many others will have remained, and they will have acquired new goals as well. Much of an Immortal's time can be taken up in directing the activities of that Immortal's clerics or watching over people who look up to him or her for protection.

Plots

Immortals can accomplish some of their goals personally, but they typically have too many goals to attend to all of them personally. To accomplish the remainder of their goals, they conduct *plots*. An Immortal plot is any series of events that an Immortal sets into motion in order to achieve a goal, and which he or she monitors and occasionally directs without participating in continuously.

For example, let's suppose the Immortal Tarastia sets a plot into motion by persuading or tricking a party of mortals to accomplish her goal for her. She will do this very surreptitiously because Immortals are very good at spying on one another in order to figure out (and interfere with) each other's plots.

Afterwards, Tarastia will monitor the progress of her plot through use of her Immortal magical powers (described in great detail in Chapter Four: The Immortal Character Class). When things go wrong with her plot, she can either sit back and hope matters straighten themselves out (assuming she has great confidence in the mortal adventurers' abilities), or risk revealing her involvement by intervening—often by sending help (such as monstrous allies or other adventurers).

The Element of Secrecy

Immortals go to great lengths to keep their involvement a secret. This is because Immortals of other Spheres, especially the Sphere of Entropy, stay alert in the hopes that they will uncover other Immortals' plots. They then do their best to thwart those plots, so that other Immortals do not gain the benefits that success would bring them. Often, they also expose the plots to embarrass the Immortals involved.

Of course, an Immortal who works to thwart another Immortal's plot is also plotting himself or herself. The best revenge an Immortal can take if one of his or her plots is ruined is to disrupt the plots of the Immortal responsible. Between plots and counterplots, it's easiest for an Immortal to accomplish something if no other Immortal knows about it.

How This Affects Player Characters

Immortal plots can sweep player characters into adventures in a variety of ways. Here are some examples.

"Good" Immortal Draws PCs Into Plot. An Immortal decides to conduct a new plot, and chooses one or more of the PCs to handle it for him or her. Perhaps the PCs are the only ones with the skills necessary to accomplish the goal; perhaps they're already closely associated with some key element of his or her plan; perhaps he or she is doing some long-term evaluations of them to see if they'll eventually shape up into good candidates for Immortality.

The Immortal might decide to persuade the PCs to help by telling them at least a part of the truth; in this case, he or she will probably appear to them in Incorporeal Form (described below), either directly or in their dreams. Or the Immortal might instead contact some of his or her high-ranking clerics and let them deliver a message to the PCs. However, this method runs the risk that other Immortals might discover his or her involvement and interfere.

Alternatively, the Immortal could trick the PCs into doing his or her dirty work. Even a good-natured and honorable Immortal might do this, especially if he or she intends to reward the PCs for their efforts. The best way for an Immortal to do this is by dropping rumors of great treasure where the characters will hear of it; rumors which will lead the PCs where he or she wants them to go and against the villains he or she wants them to fight. Likewise, the rumors might involve the PCs' greatest enemies instead of treasure or hint at ways the PCs can accomplish their own goals. It's not uncommon for an Immortal to find out what a PC considers his or her ideal mate, find a mortal follower who answers that description, and have that follower meet and persuade the PC to undertake some adventuresome task.

"Bad" Immortal Draws PCs Into Plot. An evil Immortal uses many of the same tactics but will only tell the truth to an equally evil underling. If such an Immortal decides to use a PC party in a plot, he or she will always trick the PCs into helping. This gives the DM™ the opportunity to have the PCs realize they've been tricked at some point in the story—usually just after they've substantially helped the Immortal's evil plans. It often takes a *lot* of dangerous adventuring to reverse the damage they've inadvertently caused.

PCs Run Across Immortal Plot. With all these Immortal plots being conducted throughout the Prime Plane, it's inevitable that player-characters will stumble across some of them. The NPCs who are acting for an Immortal could be adventurers like the PCs or clerics in the Immortal's service; they could be good or evil; they could be serving a good or evil Immortal; they could be serving willingly or have been tricked. The story tends to be most challenging when it's a group of good adventurers tricked by an evil Immortal, and only the player characters notice enough of the results of what they are doing to realize the truth behind all these events.

PCs Initiate Immortal Plot. Sometimes, a group of PCs will actually spark an Immortal plot. They usually do this by making a discovery significant to one or more Immortals.

For example, a group of PCs might discover a long-lost artifact without realizing its importance. When the Immortals realize what's happened, they mobilize to acquire or destroy the artifact, setting their mortal pawns into action. Some might want to help the PCs get the arti-

fact back to its rightful owner, some to steal the artifact for delivery to an opposed Immortal, some to destroy the artifact so that the Sphere to which it belongs will not profit from its return.

Important Things To Remember

When running a story in which the Immortals are heavily involved, it's easy to overwhelm the player characters with Immortal interference and unbalance the game. Here are some ways to keep this from happening.

Immortals Are Not Omniscient

Immortals do not know everything that is happening everywhere. They can use their magical abilities, described in the "Immortal Character Class" chapter, to keep track of events, but they can't devote *all* their time to this. Consequently, they often lose track of adventuring groups and have to hunt around with their minions and their magic in order to find them again. For an Immortal, this is like watching a favorite sports event, one he or she has bet a lot of money on, but only being able to see fifteen minutes out of every hour.

What this means in game terms is that Immortals cannot spot PC heroes and send endless waves of enemies against them until they are dead. An Immortal might catch sight of them and arrange for them to have a nasty run in with a group of enemies, but he or she is likely to lose track of them during their escape as more pressing matters interrupt and draw his or her attention away. The same is also true of Immortals who are kindly disposed to the PCs; they simply have too much to do to babysit mortals. At best they may arrange for the characters to have a helpful encounter with a wandering sage, bard, or healer who can help them before turning to other business.

Immortals Underestimate Mortals

Most Immortals tend to underestimate mortal adventurers. This is surprising, since they've been adventurers themselves; the reason is that most Immortals don't begin doing a lot of plotting until they've been Immortal for awhile... and the longer they've been away from the mortal existence, the easier it is for them to forget just how resourceful mortals can be.

Because they underestimate mortals, they'll often send out inadequate encounters against the PCs the first few times they try to thwart those characters. Of course, any Immortal will realize his or her mistake after suffering a few losses, but those critical first few times may allow the PCs enough time to win and survive.

Some Immortals Are Dumb

Though many Immortals are far more intelligent than mortals, others are not. Some are downright dumb. Even the ones who aren't dumb still make occasional mistakes, just like mortals.

However, it's usually not very satisfying for a PC group to survive an encounter because the Immortal was just stupid, so the DM™ should take this approach very rarely.

Immortals Plot Against One Another

If the PCs are fighting one Immortal, odds are good that there's another Immortal out there somewhere who wants to see them succeed. Characters who've done the best they can and yet still run into insurmountable odds might find themselves suddenly helped by the minions of other Immortals.

Immortals Are Less Important Than PCs

Although Immortals may rule whole planes, in game terms the player characters are still the most important element of a campaign. The DM therefore needs to remember not to spend so much time on the activities, powers, and majesty of the Immortals that it takes away from the adventures of the player characters. Instead, Immortals should be used to make a campaign even more exciting and challenging.

Manifestation Form	Type of Immortal— *Initiate*	*Temporal*	*Celestial*	*Empyreal*	*Eternal*	*Hierarch*
Armor Class:	0	−1	−4	−7	−10	−15
Hit Dice:	15********	21********	27********	33********	39********	45********
Hit Points	75	110	180	300	500	800
Move:	150'(50')	150'(50')	150'(50')	150'(50')	150'(50')	150'(50')
Flying:	360'(120')	360'(120')	360'(120')	360'(120')	360'(120')	360'(120')
Incorporeal:	720'(240')	720'(240')	720'(240')	720'(240')	720'(240')	720'(240')
Attacks:	2	2	3	3	4	4
Damage:	2d6 or special	2d6 or special	3d6 or special	3d6 or special	4d6 or special	4d6 or special
THAC0:	8	5	2	2	0	−3
Anti-Magic	50%	50%	60%	70%	80%	90%
No. Appearing:	1	1	1	1	1	1
Save As:	IM1	IM7	IM13	IM19	IM25	IM31
Morale:	12	12	12	12	12	12
Treasure Type:	n/a	n/a	n/a	n/a	n/a	n/a
Alignment:	Any	Any	Any	Any	Any	Any
XP Value:	10,050	18,500	32,000	45,500	59,000	72,500

"The Immortals' Fury" Adventure

The adventure booklet included with this boxed set is an entire campaign based around Immortal plots. It serves as

an example of the way their plans affect the lives of mortal adventurers.

The Manifestation Form

An Immortal has three types of bodies or forms: the Manifestation Form, the Incorporeal Form, and the Mortal Identity.

This section discusses the Manifestation Form at length and talks briefly about the other two forms, so that the DM will better understand the Immortal's abilities. The other two forms are described more fully in Chapter Four: The Immortal Character Class.

Power of the Manifestation Form

The Immortal's most powerful form is his or her Manifestation Form. This is the Immortal's true form, the way in which he or she appears before fellow Immortals. If you're familiar with Immortals from the old **Immortals** boxed set, this is the same as the "normal" form.

The Manifestation Form is the form the Immortal wears most of the time; it is his or her normal Immortal body. The Immortal chooses what his or her Manifestation Form looks like, but whatever its appearance, it will always radiate the power of an Immortal; an Immortal in Manifestation Form cannot disguise himself or herself as anything but an Immortal.

Some Immortals have two or more Manifestation Forms. They can switch instantly between these if they choose.

Chapter Four: The Immortal Character Class includes a wealth of details on creating individual, fully-detailed Immortal characters for use in a campaign. Typically, though, the DM won't need all those details. The information presented here are simplified characteristics of the Immortal's Manifestation Form.

Type of Immortal

Immortals have their own hierarchy, and the six types of Immortal shown here are their six ranks of authority. Initiates are the lowest-ranking Immortals, the ones who have just been promoted from mortal existence; each subsequent level is a higher rank. The highest-ranking Immortals are called Hierarchs; they make universe-shaping decisions and rule lesser Immortals.

Note: in previous rulebooks, including the **D&D® Rules Cyclopedia**, only three ranks of Immortals were shown: Average, Greater, and Ultimate. DMs who have started a campaign using those simplified guidelines should substitute Initiates and Temporals for "Average" Immortals, Celestials and Empyreals for "Greater" Immortals, and Eternals and Hierarchs for "Ultimate" Immortals.

"Special" Damage

Aura Attack: Immortals in Manifestation Form are surrounded by a mystic radiance, or aura: a shining light which clearly demonstrates that they are not mortal beings. They can, if they wish, use this radiance as an attack.

When the Immortal decides to make an Aura Attack (either to impress friends and followers or to terrify enemies), all victims within 60′ of the Immortal must make a saving throw vs. spells, receiving no bonuses from equipment, spell effects, or Wisdom score. If the saving throw fails, the victim is Awed.

The Immortal can decide whether the victim feels *terror* (treat as a *fear* spell of three turns duration), *paralysis* (lasting three turns), or *charm* (treat as a *charm* spell with twice the normal duration). An Immortal in Manifestation Form can repeat this effect every round, but usually contents himself or herself with only one use per encounter.

Magic Use: The Manifestation Form has the potential to use any clerical, druidic, or magical spell any number of times per day (see Chapter Four: The Immortal Character Class for details).

If a mortal tries to *dispel* an Immortal's spell, treat the spell as if cast by a spellcaster whose level is twice the Immortal's HD. Thus, an Initiate Immortal with 15 HD has his or her spells dispelled as if they were cast by a 30th-level spellcaster; spells cast by a Celestial with 27 HD would be dispelled as if he or she were a 54th-level spellcaster!

When the damage done by a spell is determined by the spell-caster's level, use the Immortal's Hit Dice figure instead. Thus, a 45-HD Hierarch will throw a 45-die *lightning bolt*. Spells cast by Immortals are not subject to the rule given on page 32 of the **D&D® Rules Cyclopedia** that limits damage from spells to 20 dice; this applies only to mortal magic—

Immortal magic is far more potent. The Immortal can vary spell duration as he or she pleases. He or she does not need spell books and does not forget spells as he or she uses them (and so can cast the same spell over and over).

Other Abilities

Anti-Magic: In addition to being immune to all mortal spells and items (see below), Immortals enjoy limited protection against the effects of other Immortals' spells and of artifacts. Each Immortal's Manifestation Form radiates an Anti-Magic field that has a chance (50%-90%, depending on the Immortal's level) of canceling magical effects and temporarily nullifying magical items with a range of 5'. In other words, within 5' of the Immortal, the Anti-Magic field will cause any magic other than the Immortal's own to fail if the DM (or Immortal's player) rolls that number or less on d100. Anti-Magic is not the same as *dispel magic*: magical effects negated by Anti-Magic return one turn after leaving the Anti-Magic area, unless the duration of the spell or effect has expired in the meantime. Magical effects which are instantaneous, such as a *fireball* spell, are destroyed by the Anti-Magic and do not reappear.

Communication: The Immortal can speak with any living creature as well as nonliving things related to his or her own Sphere; he or she has a magical ability which enables him or her to speak and understand the languages of these beings.

Regenerates: The Manifestation Form regenerates 1d4 hit point per day if the Immortal is active or 1d8 hit points per day if the Immortal does nothing but rest. If hurt, the Immortal usually casts healing magic on himself or herself.

Special Defense: When attacked by mortals, the Manifestation Form can only be hit by a +5 weapon or by an artifact. Immortals always receive the minimum damage possible from any such attack. For example, if a weapon normally does 1d8+5 points of damage, it will only inflict 6 (1+5) points of damage on an Immortal.

In the case of smash attacks (see the **D&D® Rules Cyclopedia**, page 104), the mortal attacker inflicts the minimum damage for the type of weapon used, plus weapon bonuses, plus twice the character's Strength *bonus*; he or she does *not* get to add the total Strength score to the damage inflicted.

An Immortal always takes full damage when hit by a fellow Immortal or an artifact.

Special Defense vs. Mortal Magic: An Immortal in Manifestation Form is completely immune to all mortal magic spells and spell-like effects (such as dragon breath). This is in *addition* to the Immortal's Anti-Magic ability described above.

Special Defense vs. Poison: Manifestation Forms are immune to all poisons made by mortals or used by mortal creatures such as vipers.

Travel Powers: The Manifestation Form has the power to walk and run faster than most mortals, at 150' (50'); to *fly* at will, at 360' (120'); and to use all normal movement spells (such as *teleport*) at will.

For more information on special powers and abilities available to Immortals, see Chapter Four: The Immortal Character Class.

Other Forms

Incorporeal Form: Immortals can also take on Incorporeal Forms: misty, insubstantial, glowing forms that cannot be hurt by any sort of mortal magic or physical attacks (nor can they launch attacks against mortals). These forms are used primarily so that the Immortal can communicate with mortals; in this form an Immortal can enter into a mortal's dreams for safe and mysterious communication. Incorporeal Forms can move at 720' (240'). They are described at length in Chapter Four: The Immortal Character Class.

Mortal Identity: Immortals can also construct and inhabit Mortal Identities which are indistinguishable from the bodies of ordinary mortals. These forms can be of any character class or monster species; those belonging to a character class can be of any experience level. These forms are used primarily so that an Immortal can accompany mortals who are unwittingly involved in one of his or her plots. Mortal Identities are also described at length in Chapter Four: "The Immortal Character Class."

Immortals and Combat

Immortals never need to make morale rolls; like player characters, they can choose the action that best suits their interests and goals. Most Immortals consider it beneath their dignity to engage in combat, preferring to visit revenge on enemies later, at their own convenience and in a more subtle manner. An Immortal who does elect to stay and fight will certainly not fight to the death (i.e., the temporary banishment of his or her Manifestation Form) unless the fate of his or her Sphere depends upon it. Usually only an Immortal who delights in personal combat will melee with mortals.

"Death" and Immortals

If the Immortal's Manifestation Form is killed on any plane but his or her Home Plane, the Immortal's spirit returns to the Home Plane and immediately creates a new Manifestation Form. He or she is now stranded there for the number of days equal to his or her full hit point total. During this time, the Immortal cannot leave the Home Plane except in Incorporeal Form.

All Immortals automatically assume their true form (i.e., the Manifestation Form) on their Home Plane; here they cannot assume a Mortal Identity or Incorporeal Form. If an Immortal is slain on his or her Home Plane, that Immortal is utterly destroyed. However, not even the stupidest Immortal would stand around soaking up damage on his or her Home Plane; if cornered, an Immortal will always use his or her innate *teleport* ability to escape.

Manifestation Form Attack Rolls

Immortals in Manifestation Form make attacks using the Attack Rolls Table on the inside front cover.

In this chapter we present character sketches and game statistics for many Immortals. This listing represents only a fraction of those who exist, but it represents the majority of Immortals whose actions affect the Known World and HOLLOW WORLD® settings.

The following quick-reference chart shows all the Immortals described later in this chapter. The chart breaks them down by Sphere of Power and shows their approximate power levels (Initiate, Temporal, etc.), alignment, and major interests.

Chart of the Immortals

Sphere of Matter	Rank	AL	Interests
Atruaghin	Hierarch	L	Atruaghin Clans; "New Way" Azcans
Diamond	Celestial	L	Lawful Dragons
Djaea	Hierarch	N	Survival of Worlds
Faunus	Temporal	C	Forest Races; Hedonism
The Great One	Eternal	N	All Dragons
Ka	Hierarch	L	Lizardmen; Hollow World
Kagyar	Eternal	N	Arts; Dwarves; Brute-Men
Opal	Celestial	N	Neutral Dragons
Pearl	Temporal	C	Chaotic Dragons
Terra	Hierarch	L	Earth-Based Creatures & Races
Valerias	Hierarch	C	Romance; Passion
Sphere of Energy	**Rank**	**AL**	**Interests**
Alphatia	Celestial	L	Pacifism; Artistry; Opposing Alphaks
Benekander	Initiate	L	Restraint of Immortal Excesses
Eiryndul	Empyreal	C	Elves; Mischief; Forest Races
Ilsundal	Hierarch	L	Protection of Elves
Ixion	Hierarch	N	Banishing Darkness; Opposing Entropy
Mealiden	Empyreal	L	Protecting Ilsundal
Pflarr	Eternal	N	Study of Magic; Creation of Races
Rad	Empyreal	L	The Radiance
Rafiel	Empyreal	L	Shadow-Elves; Study of Radiation
Rathanos	Eternal	C	Energy Life Forms
Razud	Hierarch	N	Alphatians; Helping the Self-Sufficient
Tarastia	Eternal	L	Justice; Revenge
Thor	Eternal	N	Warrior's Codes of Honor
Zirchev	Celestial	N	Forest Folk (Centaurs, Dryads, Etc.)
Sphere of Time	**Rank**	**AL**	**Interests**
Al-Kalim	Initiate	L	Making the Ylari Desert Lush
Calitha	Celestial	N	Oceans; Sea-Elves
Khoronus	Hierarch	N	Teaching Lessons of Time to Rulers
Ordana	Hierarch	N	Protection of Forests, Forest Races
Petra	Celestial	L	Fighting-Clerics; Besieged Cities
Protius	Eternal	N	Seas and Oceans
Vanya	Empyreal	N	War; Conquest
Sphere of Thought	**Rank**	**AL**	**Interests**
Asterius	Eternal	N	Trade; Merchants; Thieves
Diulanna	Celestial	N	Willpower; Strong-Willed Heroes
Frey	Celestial	L	Intelligent Warfare; Counseling Odin
Freyja	Celestial	L	Intelligent Warfare; Finding New Candidates
Halav	Celestial	L	Warfare; Opposing Humanoids
Karaash	Initiate	N	Orcs
Korotiku	Hierarch	C	Mischief; Thinking
Koryis	Temporal	L	Peace; Prosperity
Noumena	Hierarch	N	Tactics, Games, Puzzles, Mysteries
Odin	Hierarch	L	Wise Rule; Living Life to Fullest
Sphere of Entropy	**Rank**	**AL**	**Interests**
Alphaks	Empyreal	C	Destroying Alphatia
Atzanteotl	Hierarch	C	The Process of Corruption
Hel	Hierarch	N	Reincarnation
Loki	Eternal	C	Mischief; Betrayal
Masauwu	Eternal	C	Sponsorship of New Immortals
Nyx	Hierarch	N	Night; Darkness; Monster Races
Orcus	Eternal	C	Mass Destruction
Talitha	Eternal	C	Self-Gratification at Expense of Others
Thanatos	Hierarch	C	The End of All Life

Groups, Cliques, and Councils

Immortals tend to fall into numerous formal and informal associations, many of which include Immortals from different Spheres of Power.

A **Group** is a set of Immortals who have banded together for some specific purpose or common goal. A Group may be organized formally or informally, but usually one Immortal is recognized as its leader.

A **Clique** is a set of Immortals who associate with one another out of friendship. Often members of cliques knew each other in their mortal lives. Cliques are almost always informal.

A **Council**, also known as a Council of Hierarchs, is a formal body consisting of one Hierarch from each Sphere. Each Council has a specific purpose, often regulatory or investigative of nature. Many Councils are permanent and long-lasting, but some are thrown together to address a specific situation and last only as long as does the crisis. All members of a Council are theoretically equal to one another—councils do not have leaders, just majority opinions.

Following are listings for several important Groups, Cliques, and Councils.

Brotherhood of the Shadow (Group)

This group of Entropic Immortals organizes itself during the **Wrath of the Immortals** adventure. Its aim is to pretend to maintain neutrality in the conflict between the Immortals while secretly lending aid to whichever faction is losing at a given time, thus lengthening the war and ultimately weakening all the protagonists.

Members of the Brotherhood:

Atzanteotl (Hierarch of Entropy), Leader
Hel (Hierarch of Entropy)
Alphaks (Empyreal of Entropy)

Council of the HOLLOW WORLD (Council)

This Council of Hierarchs shaped Mystara's empty interior into the Hollow World and has watched over their creation ever since.

Members of the Council of the Hollow World agree in principle that the Hollow World should be used to preserve life-forms and interesting cultures from the outer world which might otherwise become extinct.

These members also have individual goals. Hel, for instance, draws on the cultures of the Hollow World to have unusual agents and murderers she can use on the outer world.

Members of the Council:

Ka (Hierarch of Matter)
Ordana (Hierarch of Time)
Ixion (Hierarch of Energy)
Hel (Hierarch of Entropy)
Korotiku (Hierarch of Thought)

Council of Intrusion (Council)

This Council of Hierarchs investigates intrusions from other dimensions, particularly those which look dangerous. For instance, if a planet from the Dimension of Nightmares appears on the Prime Plane or a vortex from the Dimension of the Old Ones pops up in one of the Outer Planes, it is this Council or its agents who go to investigate and make sure the intrusion poses no threat to the multiverse. If the intrusion *is* a threat, the Council takes steps, such as mustering the rest of the Immortals, to oppose it.

This Council is a very old and honorable one. Its membership gradually changes with time, but by ancient tradition all its members are of Neutral alignment.

Its members:

Khoronus (Hierarch of Time)
Ixion (Hierarch of Energy)
Nyx (Hierarch of Entropy)
Noumena (Hierarch of Thought)
Djaea (Hierarch of Matter)

Council of Mystara (Council)

This Council watches events on the world of Mystara, assigns observers to monitor the world for signs of Immortal magic and interference, and keeps its eyes open for actions by Immortals which, directly or even indirectly, affect the world in a negative fashion.

Its members:

Djaea (Hierarch of Matter)
Ilsundal (Hierarch of Energy)
Khoronus (Hierarch of Time)
Korotiku (Hierarch of Thought)
Hel (Hierarch of Entropy)

The Cynidiceans (Clique)

This clique consists of an Immortal "family": the only three Immortals who in life belonged to the now-lost culture of Cynidicea. Between them, they have kept the last remnant of that ancient civilization from vanishing. Each has no more than a few dozen surviving followers, to whom they devote what is, for Immortals, an unusual amount of personal attention.

The clique's members:

Gorm (Empyreal of Energy)
Madarua (Empyreal of Energy)
Usamigaras (Empyreal of Energy)

Fellowship of the Star (Group)

This group is founded during the course of the **Wrath of the Immortals** adventure. It is led by Rad and made up of Immortals who believe that the Radiance should be preserved, studied, and exploited in spite of its detrimental effects on magic in the Prime Plane. Several of its members also oppose the current Immortal hierarchy and seek to change the laws and traditions by which Immortals govern themselves. See Book II in this boxed set, **The Immortals' Fury**, for more details on this group's formation, activities, and goals.

The group's members:

Rad (Empyreal of Energy), Leader
Vanya (Empyreal of Time)
Ka (Hierarch of Matter)
Rafiel (Empyreal of Energy)
Eiryndul (Empyreal of Energy)
Asterius (Eternal of Thought)
Rathanos (Eternal of Energy)
Korotiku (Hierarch of Thought)

Immortals of the Northmen (Group)

This is a loose collective of Immortals whose common bond is that they are very interested in the races and nations of the Northern Reaches (Ostland, Vestland, and Soderfjord). They often fight among themselves but unite whenever something threatens their favorite part of the Known World.

They include

Odin (Hierarch of Thought), Leader
Thor (Eternal of Energy)
Frey (Celestial of Thought)
Freyja (Celestial of Thought)
Loki (Eternal of Entropy)
Hel (Hierarch of Entropy)

Ring of Fire (Group)

This group is founded during the events of the **Wrath of the Immortals** adventure. It is made up of Immortals, especially those of the Sphere of Energy, who realize that the Radiance is drawing power from the Sphere of Energy and threatens to damage the relationship between that Sphere and the Prime Plane. Founded in direct opposition to the Fellowship of the Star, it seeks a halt to all use of the Radiance and the destruction of Rad.

Its members:

Ixion (Hierarch of Energy), Leader
Valerias (Hierarch of Matter)
Ilsundal (Hierarch of Energy)
Alphatia (Celestial of Energy)

Other Groups, Cliques, and Councils

The groups, cliques, and councils described above are just a representative sampling; dozens more are possible, and the DM can introduce as many as he or she wishes into the PCs' campaign world.

Descriptions of the Immortals

The rest of this chapter is made up of descriptions of Immortals. Here's how each Immortal is described:

Game Statistics: The first detail in this paragraph tells the Immortal's Rank and Sphere, followed by Immortal experience level. Next come Armor Class, hit points, Hit Dice, Movement Rates, Number of Attacks, Damage Per Attack, Anti-Magic, Saving Throws, Alignment, Ability Scores, Special Powers, and

Equipment Carried (if any).

Many Immortals carry weapons; these weapons will always be artifacts capable of hitting and doing full damage to Immortals. Since these artifacts are being wielded by Immortals, none of the handicaps or penalties they inflict on mortals apply (should one of these weapons somehow fall into mortal hands, the DM should consult Chapter Six: Artifacts and assign suitable malign effects).

The amount of Damage each Immortal inflicts depends on the attack form. Unarmed attacks (Punches) by Initiates and Temporals do 2d6 hit points of damage, those by Celestials and Empyreals do 3d6, and those by Eternals and Hierarchs do 4d6; in each case, Strength bonuses can increase the total. Weapon damage depends on weapon type, and again higher-level Immortals gain extra dice of damage—Celestials and Empyreals add one extra die; Eternals and Hierarchs add two, plus any Strength and magical-weapon bonuses. For example, Petra, a Celestial with a Strength of 20, does 3d6+4 points of damage with her Punch. If she prefers to attack with one of her *war hammers +5 of flying*, she does 1d6 base damage for the hammer, plus an extra 1d6 for being of Celestial rank, plus 4 points for Strength, plus 5 points of magical weapon bonus, for a total of 2d6+9 points per attack. If an Immortal has more than one favorite weapon, damage is listed for both for ease of reference.

Given their high ACs, most Immortals prefer not to wear armor. A few, however, were adventurers for so long that they don't feel comfortable without it. Because the appearance (leather, chain, plate) of an Immortal's armor has no bearing on the actual AC it provides, in the following descriptions the type of armor is given first, followed by the bonus it provides to the Immortal's overall Armor Class. For example, Vanya's normal AC is −20, but when she wears her special leather armor (−5 to AC) her overall AC improves to −25.

Followers' Alignment: This paragraph tells what alignments the Immortal's followers may have as well as the alignment the Immortal's clerics *must* have. "Followers" here does not mean the Immortal's henchmen and attendants but rather those mortals who adhere to the Immortal's clerical philosophies (often referred to collectively as the Immortal's "following").

Special Clerical Powers: The clerics of most Immortals receive minor special powers which pertain to that Immortal's personality or province; this paragraph describes what power each cleric of this Immortal receives. In some cases these abilities increase the number (though not the level) of spells the cleric can memorize; in others they increase instead the selection of spells from which he or she can choose.

History: This section describes the Immortal's mortal life as well as major events of his or her Immortal existence. Many of the Immortals' Histories make references to nations and events of the Known World and HOLLOW WORLD® settings. Readers will find the Gazetteer series of supplements and the HOLLOW WORLD boxed set useful in becoming familiar with these settings.

Personality: In this paragraph, we talk about the Immortal's personality quirks and his or her individual goals.

Allies: Here, we describe the Immortal allies of this character, and why they work with one another.

Enemies: Likewise, most Immortals make enemies, and here we describe who they are and why they are opposed to the Immortal.

Appearance: This paragraph describes the Immortal's Manifestation Form(s). If the Immortal is one who spends a lot of his or her time in a Mortal Identity, the appearance of the Mortal Identity will be described as well.

Symbol: Most Immortals design a symbol to represent them and for display in the temples of the Immortal's followers. Each of these symbols constitutes a "Holy Symbol" when used against the undead.

DMing Notes: This optional paragraph includes any other notes useful for playing the Immortal.

The Immortals

Al-Kalim

Game Statistics: Initiate, Sphere of Time. 3rd level Immortal; AC −1; hp 85; HD 17; MV 150′ (50′); #AT 2; D 2d6+3 (Punch) or 2d6+15 (*scimitar*); AM 50%; Save IM3; AL L; Str 18, Int 25, Wis 19, Dex 13, Con 15, Cha 18. Powers: Detection Suite, Fighter Options, Improved Saving Throws vs. Mental Attacks, and Weapon Mastery (Grand Master of Normal Sword, Lance, and Mace). Weapon: *scimitar (normal sword) +4*.

Followers' Alignment: Any; clerics must be Lawful or Neutral.

Special Clerical Powers: Al-Kalim's clerics have a wider range of spells to choose from than most other clerics. In addition to all the spells on the Clerical Spell List (**D&D® Rules Cyclopedia** p. 33), they can pray for 1st and 2nd level druid spells. This does not mean that they get more spells per level than other clerics, merely that they have a larger repertoire of spells to draw on.

History: Suleiman al-Kalim was born in AC 800 to the Alasiyan nomads of what are now the Emirates of Ylaruam. Intelligent, tenacious, charismatic, and responsible, he was a born leader. Unsure of how best to use his talents, he spent time learning the ways of the fighter and the druid before finally becoming a cleric. In those days, much of Ylaruam was controlled by occupying troops from the empires of Alphatia and Thyatis; al-Kalim was able to unite the Ylari tribes into one nation and drive these foreign intruders out, until all Ylaruam was once again in Ylari hands.

A leader in both war and peace, al-Kalim next created a new form of government for his people to hold the tribes together as one nation. In it, the sultan rules over all Ylaruam but each tribe has its own sheik, who collectively with the chief clerics of the land make up an advisory council the sultan must consult before making any major decision.

After a quarter century's rule, al-Kalim retired from public life and turned his attention to the future of his people. Over the next four decades he leisurely pursued the Path of the Dynast, accompanied only by his faithful companion and scribe, Farid, to whom he dictated the *Nahmeh*. This compendium of his sayings contains military tactics, rules of wise government, parables, and, most importantly, his vision for the future: the Dream of the Desert Garden. By describing his vision of how the arid wastes of Ylaruam could be turned into an earthly paradise, al-Kalim inspired his countrymen with the desire to make their desert homeland into a lush, green nation from border to border.

After a long and full life, al-Kalim pretended to die in AC 900 in order to see how his people would fare without his guidance. Over the next century he secretly intervened many times when the Ylari seemed threatened, even travelling through time to see to the well-being of his descendants. Although he only recently earned his Immortality, he already has a large following and is unusually active for such a low-level Immortal.

Personality: Al-Kalim is a warrior, ruler, scholar, and visionary. He is very tolerant of foreign ways but can be ruthless at need, especially when those under his protection are threatened or when his beliefs are mocked. In war he does not recognize the distinction between combatant and civilian and might order his followers to slaughter every man, woman, and child of a Thyatian or Alphatian city on Ylari soil, yet he would be likely to spare the life of any enemy who impressed him with his or her courage. He has the passionate love of growing things found only in those who have lived their lives in arid, desolate places.

Allies: Al-Kalim is a fledgling Immortal and has no specific alliances as yet; he prefers to go his own way and leave others to follow theirs. He still owes service to Protius, his sponsor, but The Old Man of the Sea rarely assigns him duties.

Enemies: Al-Kalim also has earned no personal enemies.

Appearance: Al-Kalim has two Manifestation Forms. Most of the time he appears as a strong but elderly patriarch with wise eyes, a long white beard, and plain clerical garb. When he feels swordplay might be called for, he takes the form of a desert warrior: tall, handsome, hook-nosed, and bearded, atop a fine Alasiyan stallion—in short, an ideal Ylari horseman.

Symbol: The silhouette of a palm tree growing out of the desert with a moon rising behind.

DMing Notes: Al-Kalim is best known as a patron of all the peoples of Ylaruam; he devotes most of his time to looking after his followers and protecting their interests.

Alphaks

(The Roaring Fiend)

Game Statistics: Empyreal, Sphere of Entropy. 20th level Immortal; AC −9; hp 330; HD 34; MV 150′ (50′), 360′ (120′) flying; #AT 3; D 3d6+4 (Punch), 2d10+9 (*sword*), or 2d2+9 (*whip*); AM 70%; Save IM20; AL C; Str 20, Int 20, Wis 15; Dex 17, Con 18, Cha 19. Powers: Call Other, Control Undead, Enhanced Reflexes, Summon Weapons. Weapons: *two-handed sword of slicing +5*, *whip of draining +5*.

Followers' Alignment: Chaotic. Clerics must be Chaotic.

Special Clerical Powers: A cleric of Alphaks can use daggers in combat and can use the Backstab ability as a thief of the same level.

History: Once upon a time, more than 2,000 years ago, Alphaks was the mortal ruler of a kingdom called Alphatia on a faraway world in another plane of existence. When a dispute between two sects of magicians called the Followers of Flame and the Followers of Air divided his empire, Alphaks unwisely took the side of the flame magicians. This led to a civil war in his kingdom and, eventually, to the destruction of the Alphatian homeworld.

Banished by his followers and presumed dead, Alphaks set out on the path of Immortality for the Sphere of Entropy; Thanatos, one of the great powers of Entropy, was his sponsor. After a very long time, he attained Immortality. After a much longer time, about 200 years ago, he tracked down the descendants of the Alphatians, who had fled to Mystara (the Known World) and settled on a continent they named Alphatia in honor of their lost homeworld.

Alphaks is dedicated to spreading evil and destruction. His special goal is to obliterate the Alphatians, and he finds most of his followers among others with cause to hate the Alphatians and their empire. A very active Immortal, he has rapidly advanced in Immortal rank.

Personality: Alphaks is intelligent and cultured, but hideously spoiled and prone to tantrums and rages. He likes to think of himself as Thanatos's protege but lacks his patron's subtlety and patience; if one of Alphaks' plans to corrupt mortals into performing sudden acts of violence, sabotage, and murder isn't going well, he will resort to some show of mass destruction to relieve his frustration.

Allies: Alphaks finds it hard to keep Immortal allies and so jumps at the chance to join Hel and Atzanteotl in forming the Brotherhood of the Shadow, whereupon he quickly becomes their tool. Thanatos, his former sponsor, finds him far too crude to entrust with a role in any of his intricate plots.

Enemies: Just about every sentient creature in the multiverse is the enemy of Alphaks (or any other Entropic Immortal, for that matter). His special Immortal enemies include Alphatia, Ka, Koryis, and Razud.

Appearance: Alphaks manifests himself as a roaring fiend 12′ tall, horned, with huge leather batwings. He carries a sword in his right hand and a whip in his left.

Symbol: A skull with horns against a background of fire shaped like a phoenix.

DMing Notes: Alphaks is the special enemy of the empire of Alphatia and all its people. Just about any great plot involving indiscriminate mass destruction directed against Alphatia can correctly be assumed to originate with Alphaks.

Alphatia

Game Statistics: Celestial, Sphere of Energy. 16th level Immortal; AC −7; hp 240; HD 30; MV 300′ (100′); #AT 3; D 3d6 (Punch); AM 60%; Save IM16; AL L; Str 10, Int 33, Wis 24, Dex 17, Con 20, Cha 17. Powers: Detection Suite, Enhanced Reflexes, Improved Saving Throws vs. Spell Attacks, Increased Movement Rate.

Followers' Alignment: Any. Clerics may be Lawful or Neutral. Most, but not all, of her followers and clerics are pacifists.

Special Clerical Powers: Each of her clerics receives a +2 bonus to saving throws vs. Rod/Staff/Spell.

History: In life, Alphatia was a "common" (copper- skinned) Alphatian woman named Aasla, born on the far-away homeworld of the Alphatians. After the Alphatians arrived on the Known World about 2,000 years ago, Aasla led followers to an unsettled area and built a city which she named after herself; she did this to get away from the Alphatian

emperor, who was a racist member of the "pure" pale-skinned Alphatian race. Soon afterwards, she undertook the path of the Paragon with the Immortal Razud as her sponsor. Within 200 years, she had transformed her land into a model of civilization and beauty, created her magic item, and successfully accomplished her tests.

So Aasla disappeared, and the Immortal Alphatia, patroness of the Alphatian peoples, common and pure-strain alike, took her place. She has followers on Alphatia, Bellissaria, Norwold, and the Isle of Dawn; her philosophies have not spread much beyond the boundaries of the Alphatian Empire.

Personality: Alphatia, far from being a personification of the spirit of the Alphatian people, is not interested in conquest or intrigue. She helps defend Alphatia from the invasions of foreign mortals and the plans of enemy Immortals (such as Alphaks), but she does not help the Alphatians in their wars and plots of foreign conquest. Hers is a policy of pacifism, as she believes that imperialist war distract people too much from the study of the magical arts.

Allies: Alphatia is generally well-liked by her fellow Immortals; her specific allies include Koryis and Razud, who in life were Alphatians like herself.

Enemies: Alphatia's sole Immortal enemy is Alphaks.

Appearance: Alphatia appears as a copper-skinned Alphatian woman, young and beautiful but wearing very poor-quality robes; she goes barefoot and wears no jewelry.

Symbol: A glowing shield with paints dabbed on it like an artist's palette.

Asterius

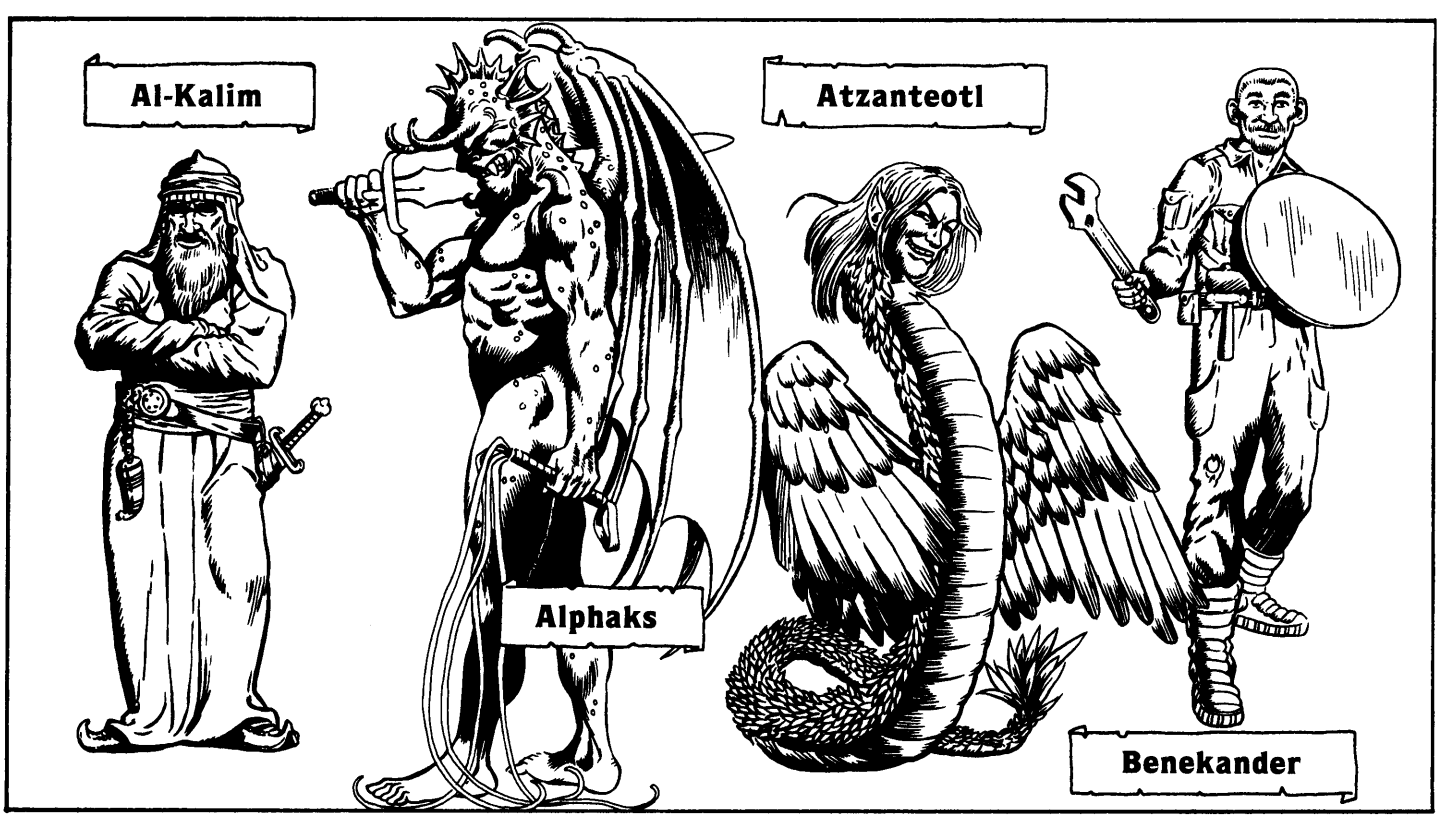
Game Statistics: Eternal, Sphere of Thought. 27th level Immortal; AC −14; hp 600; HD 41; MV 150′ (50′); #AT 4; D 4d6+3 (Punch), 3d12+3 (Gentle Touch), or 3d4+6 (*dagger*); AM 80%; Save IM27; AL N; Str 19, Int 50, Wis 33, Dex 18, Con 20, Cha 10. Powers: Mystic Special Abilities, Thief Special Abilities. Weapons: four *daggers +3 of flying*.

Followers' Alignment: All. Clerics may be of any alignment; if they are clerics of his aspect as the Immortal Patron of Thievery, they must be Chaotic or Neutral.

Special Clerical Powers: A cleric of Asterius can use daggers in combat and has the ability to Move Silently as a thief of the same level.

History: Asterius was a man of the Blackmoor civilization, an ancient technological culture which blew itself up thousands of years ago. In life, Asterius ignored his culture's fascination with technology and explored the ways of magic. As a youth, he'd been a fence for stolen goods, and all his life maintained strong friendships in the thieves' underworld. Later, he became a respectable merchant and became fascinated with the ways of commerce. These interests stayed with him as he embarked on the Path of the Epic Hero for the Immortal Korotiku.

During his Trial, Asterius found and destroyed an artifact of Thanatos which would have brought about the destruction of Blackmoor even earlier, and so he has earned the eternal enmity of Thanatos. After achieving Immortality, Asterius has looked with the most kindness upon merchants and thieves (whom he considers two of a kind), and they make



up the greater part of his followers.

Personality: Asterius, in life, was a cheerful, merry man with a dangerous edge under the surface, and these traits have stayed with him. He is usually kindly and positive in his dealings with mortals but is dangerous when insulted or thwarted.

Allies: If Asterius has friends among the Immortals, they are Ixion (the two are as different as sun and moon but remain friends nonetheless) and Korotiku (his sponsor: each has an appreciation of other's cleverness).

Enemies: Thanatos is Asterius' primary enemy.

Appearance: Asterius appears as a middle-aged, black-haired, corpulent man in ancient robes; he is usually wearing a smile which does not quite reach his eyes.

Symbol: The Moon.

Atruaghin

Game Statistics: Hierarch, Sphere of Matter. 32nd level Immortal; AC −16; hp 900; HD 46; MV 150′ (50′); #AT 4; D 4d6; AM 90%; Save IM32; AL L; Str 14, Int 78, Wis 90, Dex 12, Con 15, Cha 80. Powers: Call Other, Detection Suite, Improved Saving Throws vs. Power Attacks, Turn Undead. Weapon: tomahawk.

Followers' Alignment: Lawful and Neutral. His clerics can be either, but 90% are Lawful.

Special Clerical Powers: Atruaghin's clerics cannot be deceived; they can automatically tell when someone speaking to them is not telling the truth.

History: Atruaghin is a native of the Hollow World. Once he was a great hero of the Azcan people, a wise priest-king named Atruatzin. A follower of Kalaktatla (Ka) and Otzitiotl (Ixion), he ruled long and well. When the Azcans were corrupted by Atzanteotl, Atruatzin was deposed and forced to flee with those few Azcans who refused to serve Entropy; together they founded a new city called Mictlan.

Eventually, however, Atzanteotl tracked them down and destroyed their refuge; only Atruatzin himself escaped the carnage of Mictlan's fall. He wandered seeking a new home, eventually finding his way to the surface of the Known World. Settling among the folk now known as the Atruaghin Clans, he worked to unite several warring tribes until he had brought peace to the entire region.

After ruling his adopted people for many years, he departed to travel throughout the Known World, visiting Glantri, Alfheim, the Northern Reaches, and even distant Alphatia. Returning to the Hollow World, he vowed to undo Atzanteotl's acts and began seeking Immortality as a way to make this possible. Moving in secret among the Azcans, he began preaching the New Way (a rejection of Atzanteotl's teachings and a return to the old beliefs of their race). He also created Atruaghin's Mystic Conveyor, a tunnel allowing passage between the Known World and the Hollow World.

Returning at length to the Clans, he discovered that their lands had been overrun by Wogar's goblins and his people enslaved in his absence. After first leading the Clans in a successful revolt and routing the goblins, he invoked the power of the Immortals to create a great plateau where the Clans could live without fear of future invasions. Having earned Immortality through his efforts to guarantee his people's safety, he then departed but still revisits the Clans once a year.

Personality: Atruaghin is kind, patient, and wise. Soft-spoken and fatherly, he is noted for his honesty and open-mindedness. At the same time, he is iron-willed and determined. A peaceful man who always counsels against violence except as a last resort, he believes that the evil Atzanteotl has done can only be undone if that servant of Entropy is destroyed. He has been working patiently toward this goal for the last several centuries, but so quietly that Atzanteotl is not yet aware of any danger.

Allies: Atruaghin's chief allies are his fellow Immortal patrons of the Clans.

Enemies: Atruaghin's greatest enemy is Atzanteotl, whose works he quietly opposes at every opportunity.

Appearance: Atruaghin appears as a middle-aged chieftain of the Clans; he usually wears a warbonnet. When dramatic entrances are called for, he rises from the flames of a campfire as a great warrior made of fire.

Atzanteotl

Game Statistics: Hierarch, Sphere of Entropy. 31st level Immortal; AC −25; hp 800; HD 45; MV 150′ (50′); #AT 4; D 4d6+4 (Punch) or 3d10+7 (*sword*); AM 90%; Save IM31; AL C; Str 21, Int 51, Wis 31, Dex 47, Con 34, Cha 76. Powers: Call Other, Control Undead, Enhanced Reflexes, Swoop. Weapon: *normal sword +3 of draining.*

Followers' Alignment: Neutral and Chaotic. His clerics are all Chaotic.

Special Clerical Powers: All clerics of Atzanteotl can cast a *cause light wounds* spell (which cannot be reversed to heal) three times per day. This is a special power and not a true spell.

History: Some 3,700 years ago Atzanteotl was an elven clan-lord named Atziann living in the Glantri area. When some of his fellow elves found and accidentally triggered a dangerous Blackmoor device left in the Broken Lands, the resulting cataclysm drove the surviving elves in the area underground. Atziann and his clan travelled the labyrinth of caves under Glantri for dozens of years, during which time all his fellow clan-members perished. These experiences made him very dark, fatalistic, and bitter.

After years of wandering lost below the earth, Atziann emerged once again into sunlight... but it was the wrong sun. He found an exit into the Hollow World, in the lands of the Azcan Empire. With his magical abilities, he was able to conceal himself from their eyes and hide among the Azcans until he learned their language and culture. He gained quite an appreciation for the lethal, uncompromising Azca and their culture before continuing his wanderings.

By now committed to doctrines of evil and pain, Atziann took the Path of Immortality of the Sphere of Entropy for his sponsor Thanatos. Within a couple of hundred years, his unremitting evil had earned him a place among the evil Immortals. He then decided it was time to return his attention to his own people, now called the Shadow Elves, and shape them into a race more to his liking.

Under the name Atzanteotl, he began to turn the minds of shadow-elf and Azcan clerics to his own twisted evils. He supplied great wisdom to these clerics,

and in both cultures they eventually took charge. Certain Shadow Elves, especially the Schattenalfen clan, began construction of a city, Aengmor, built along Azcan lines and dedicated to the glory of Atzanteotl. The Azca, both those in the Hollow World and those on the outer world, increasingly turned away from the following of Ixion and Ka the Preserver and to that of Atzanteotl; they introduced human sacrifices into their way of life.

Since those days, Atzanteotl has driven his Schattenalfen further underground and reoccupied their city Aengmor with orcs. He has inspired all Shadow Elves with a hatred and envy of Alfheim, making them covet Alfheim for their own homeland. He works tirelessly to make his followers more populous and powerful. Overall, he ranks as one of Entropy's most active and effective agents.

Personality: Atzanteotl is fascinated by the process of corruption; he enjoys nothing so much as seeing good sentient beings turn to evil. Once they are turned to evil, he loses interest in them. His ultimate goal is the destruction of all life on the outer world, especially the elves of Alfheim.

Allies: Atzanteotl has no allies until the formation of the Brotherhood of the Shadow, when he discovers in Hel a worthy partner in malice. He is no longer subordinate to Thanatos, and the two do not get along very well, in spite of their similar interests; a case of a pupil turning out too well for his former master's comfort.

Enemies: Atzanteotl's greatest enemies are Ilsundal (who detests his corruption of elves), Ixion and Ka the Preserver (who oppose his effects on the Azca), Karaash (who resents his interference with the humanoid races), Rafiel (from whom he "stole" many Shadow Elf followers), Djaea (who hates his philosophy of death), and Halav (an enemy of all the humanoid patrons). Atruaghin is his nemesis, but Atzanteotl may not become aware of the fact until it is too late. Any other Immortal who opposes Entropy can be counted as among his secondary enemies.

Appearance: Atzanteotl has two Manifestation Forms: a handsome but sinister elven hero dressed in black or a jet-black feathered serpent with the face of an elf. The serpent-form has arms, but these are usually hidden within its feathers. Atzanteotl frequently takes Mortal Identities for short periods, either Azcan, elven, or orcish.

Symbol: The silhouette of a feathered serpent.

Benekander

Game Statistics: Initiate, Sphere of Energy. 1st level Immortal; AC 0/ −6; hp 75; HD 15; MV 150′ (50′); #AT 2; D 2d6 + 2 (Punch); AM 50%; Save IM1; AL L; Str 17, Int 20, Wis 15, Dex 10, Con 13, Cha 14. Powers: Detection Suite, Fighter Options, Improved Saving Throws vs. Spell Attacks, Thief Special Abilities. Armor: Shield, −6 to AC.

Followers' Alignment: Neutral or Lawful.

Special Clerical Powers: Benekander's clerics have an *infravision* power identical to that of dwarves or elves.

History: In mortal life, Rheddrian Benekander was 1st Assistant Engineer on the *Beagle*, a gigantic spaceship which travelled the galaxy to catalogue new worlds and races. An accident in space forced the *Beagle* to land on Mystara (the Known World) several thousands of years ago, when fabled Blackmoor was still a backwards place. Since the ship had lost a lot of power, much of the crew, including Rheddrian, was placed in suspended animation to await rescue.

Years later, Rheddrian awoke when someone tried to sabotage his life capsule; his own modifications to the capsule had saved him. He discovered that the ship's captain was missing, that most of the crew were scattered or dead, and that human intruders from this world were looting precious parts and devices from the engineering compartments. He attempted to drive off the intruders and repair the damage before the ship exploded as a result of their meddling, but he was too late. Heroically working to the last second to prevent or contain the explosion, he was caught up in a maelstrom of energy when the disaster occurred. Although his body was totally disintegrated, somehow Rhreddrian's consciousness survived, becoming fused with a mirrorlike security device. In the resulting meltdown, the ship itself was destroyed, but thanks to Rhreddrian's efforts its engines did not explode. Instead, they burned their way deep into the earth, to later become the artifact known as the Nucleus of the Spheres.

Benekander's later story is told in **The Immortals' Fury**, the adventure in Book II of this boxed set.

Personality: Benekander did not seek his Immortality and still has a hard time understanding it. He still thinks of himself as a mortal, and he has devoted himself to interfering with Immortals who manipulate mortals for their own ends. He's uncomfortable with other Immortals and spends much of his time in his Mortal Identity form.

Allies: Benekander has no Immortal allies, as none of the other Immortals are aware he exists.

Enemies: Likewise, Benekander has no Immortal enemies at present, although this will change if his involvement in the events of **The Immortals' Fury** ever come out.

Appearance: Benekander's Manifestation Form is that of a tall (7′), lean man with black hair and a neatly-trimmed moustache and beard; his skin color is a light green and his eyes are blue. He wears a blue jumpsuit with black boots and belt and carries a perfectly round shield with a mirror-like surface. His Mortal Identity form as "Rheddrian," a merchant recently settled in Darokin, has the same facial features but is a foot shorter and lacks the unusual skin coloration; in mortal guise he wears rich clothes appropriate to whatever area of Mystara he finds himself in.

Symbol: His peculiar symbol shows a dog (a beagle) in a jumpsuit, wearing a hardhat, carrying a big adjustable wrench in one hand and rapping it into the palm of his other hand (this was once the designation of the engineers' department aboard the *Beagle*).

DMing Notes: Benekander is a major NPC in the adventure **The Immortals' Fury**.

Calitha Starbrow

(Tallivai)

Game Statistics: Celestial, Sphere of Time. 18th level Immortal; AC −6; hp 280; HD 32; MV 150′ (50′); #AT 3; D 4d6 (Punch) or 3d6 + 3/ + 5 (*trident*); AM 60%; Save IM18; AL N; Str 10, Int 38, Wis 23, Dex 12, Con 15, Cha 16. Powers: Enhanced Reflexes, Height Decrease, Increased Damage, Turn Undead.

Weapon: *trident of defending +3, +5 vs. water-breathing creatures.*

Followers' Alignment: Any. Clerics must be Neutral.

Special Clerical Powers: Clerics of Calitha have the special ability to cast the *water breathing* spell once per day. This is a special power, not a true spell.

History: In the ancient elvish homeland of Evergrun, Calitha was one of the first generation of elves. She was fascinated with the sea, with its ebb and rise, with its relationship to behavior and time, and when she decided to quest for Immortality, she took the Path of the Dynast for the Sphere of Time. As an aspirant to Immortality in that Sphere, she travelled through time on three occasions to help her descendants, in her case the water-elves who settled Minrothad, to retain their kingdoms.

Personality: Calitha's primary interest is the sea. The philosophy she created and sponsors is called *elendaen*, which is elvish for "the ocean path." This philosophy expresses the belief that the ocean is the cradle of all life; it encourages her followers never to abuse the sea and its resources.

Allies: Calitha is a friend and follower of the Immortal Ordana, who was her sponsor.

Enemies: Calitha does not get along with Protius, the Old Man of the Sea, because he is a wild thing who does not appear to concern himself with the careful preservation of the seas and sea-life.

Appearance: Calitha appears as an elvish maiden with lustrous, mother-of-pearl skin, wearing garments of sea-plants and sea-shells and with a glittering diamond star worn in the center of her forehead. She sometimes carries a trident, symbol of the Immortals of the sea.

Symbol: A giant pearl lying in mother-of-pearl.

Diamond

(The Star Dragon, Ruler of All Lawful Dragons)

Game Statistics: Celestial, Sphere of Matter. 16th level Immortal; AC −10; hp 240; HD 30; MV 180′ (60′), 420′ (140′) flying; #AT 9 (two bites, two claws, two wing-strikes, two kicks, one tail-swing); D 6d8+8 (bite) and 2d8+8 (claw, wing-strike, kick, tail-swing); AM 60%; Save IM16; AL L; Str 35, Int 20, Wis 20, Dex 23, Con 35, Cha 23. Powers: Dragon Form, Improved Saving Throw vs. Spell Attacks, Turn Undead.

Followers' Alignment: Lawful. Clerics must be Lawful.

Special Clerical Powers: Clerics of Diamond receive a +2 to their rolls when turning undead.

History: In his mortal existence, a few hundred years ago, Diamond was a gold dragon. He was a very curious gold dragon, curious about the civilizations of humans and demi-humans. He spent centuries wandering through these cultures, using his magical powers to maintain human identities, testing humans for traits of mercy and generosity and punishing those who failed the tests. While adventuring like a human, he discovered the existence of the paths to Immortality and decided that he wanted to be able to study and learn throughout eternity. He swiftly found a patron, a mysterious Immortal of Matter known only as "the Great One," and eventually earned his own Immortality... whereupon he learned that the Great One was also a dragon-Immortal. Since becoming an Immortal, Diamond has continued to study human culture in mortal form, and has acted as a patron of Lawful dragons (Crystal, Sapphire, Ruby, and Gold).

Personality: Diamond is a very inquisitive creature. He is an interesting combination of kindly curiosity and ferocious rage: he is polite to mortals who demonstrate generous and noble natures (even those of opposed alignments), but responds with anger to pettiness and selfishness.

Allies: Diamond's chief allies include the Great One, his immediate superior; Ka, who enjoys the company of another Lawful reptile; and Terra, who is fond of dragons. Diamond socializes mostly with other Immortals of the Sphere of Matter.

Enemies: Diamond despises Pearl, one of his fellow dragon-Immortals, but refrains from direct action against her; the Great One has ordered the three lesser dragon-Immortals to leave one another alone, especially when in his presence.

Appearance: Diamond is shaped much like a gold dragon with a particularly noble head, except he is not gold in color. In fact, his scales would appear white except that they have the refractive qualities of faceted diamond: they shine with so much reflected light that it is hard to stare at him.

Symbol: A crown sculpted to resemble a snake swallowing its tail, with a huge diamond set in the top of the snake's head.

Diulanna

(Patroness of Will)

Game Statistics: Celestial, Sphere of Thought. 18th level Immortal; AC −13; hp 280; HD 32; MV 150′ (50′); #AT 3; D 4d6+9 (Punch) or 3d6+13 (*spear*); AM 60%; Save IM18; AL N; Str 40, Int 33, Wis 28, Dex 28, Con 45, Cha 50. Powers: Groan, Height Increase, Improved Saving Throws vs. Power Attacks, Increased Damage. Weapon: *spear +4.*

Followers' Alignment: Any. Clerics must be Lawful or Neutral.

Special Clerical Powers: Diulanna's clerics receive a +1 to individual initiative rolls; they also receive the Endurance General Skill in addition to their other General Skills, even if those skill rules are not customarily used in the campaign.

History: Diulanna was a woman of the ancient Neathar tribes on the southern continent of the Known World; her folk eventually became the Hinterlander tribes. Though in her tribe women were chattels, she defied tribal customs and became an independent huntress and warrior. Her defiance and strong will earned the admiration of the Immortal Korotiku, and Korotiku sponsored her on the Path of the Epic Hero. Through ability and sheer determination, she achieved Immortality in the Sphere of Thought in less time than any other human before her. Since that time, she has acted as the special patron of the descendants of her people, the Hinterlanders, though she does not confine her blessings to those peoples.

Personality: Diulanna is a determined being; her determination and drive are her primary characteristics. She is called the Patroness of Will because she favors those willing to take on impossible odds because they believe in what they are doing; she often intervenes indirectly for such heroes.

Allies: Diulanna is an ally of Korotiku, her sponsor, and Tarastia, whose determination she admires.

Enemies: Diulanna's chief antagonist is Rathanos, who believes she should cease all her agitating, lay down her

weapons, and submit to the will of male Immortals. Diulanna will also oppose any Immortal and any plan which threatens the tribes and nations she favors.

Appearance: Diulanna appears as a young redheaded woman clad in the garments of the ancestors of the Hinterlanders: tunic, loincloth, buskins, and headband of lion-skin, carrying a stone-tipped spear. When appearing to mortals, she always wears a serious, severe expression.

Symbol: A spear thrust clean through a boulder.

Djaea

Game Statistics: Hierarch, Sphere of Matter. 34th level Immortal; AC −24; hp 1,250; HD 48; MV 300′ (100′); #AT 4; D 5d6+13 (Punch) or 4d6+18 (*war hammer*); AM 90%; Save IM34; AL N; Str 75, Int 60, Wis 38, Dex 25, Con 49, Cha 40. Powers: Groan, Height Increase, Increased Movement Rates, Increased Damage. Weapon: *war hammer +5*.

Followers' Alignment: Lawful or Neutral. Clerics likewise must be Lawful or Neutral.

Special Clerical Powers: Djaea's clerics are able to cast 1st and 2nd level druid spells in addition to normal clerical spells; this does not, however, increase the number of spells they can memorize at any one time, nor does it enable a 1st level-character to cast 2nd-level spells.

History: In life, Djaea was originally a magic-user of a primitive Neathar tribe which occasionally traded with the technological city of Blackmoor. She was already on her path to Immortality, with Terra her sponsor, when the men of Blackmoor blew themselves up and changed the very face of the world. This event horrified her—the idea that humans could become powerful enough to destroy a world was abhorrent to her. Since becoming an Immortal, she has devoted much of her time and effort to learning about planets and how they survive catastrophes; she is, in effect, an Immortal environmentalist who perceives planets to be living creatures (and perhaps they are!).

Personality: To mortals and many of her Immortal subordinates, Djaea appears to have the personality of a stern schoolmistress. She doesn't appreciate rambunctiousness or acting up, and she is infuriated by misunderstanding, misinformation, and ignorance. She wants to learn as much information as she can about the way the multiverse works, especially about what sustains and nourishes entire planets. To her few friends, she shows other traits as well. She's never lost her understanding of what it was like to be a mortal, and so she agonizes about making choices, worries that errors she makes could be responsible for death and catastrophe, etc.

Allies: Djaea's chief ally is her mate, Khoronus, the senior Hierarch of the Sphere of Time.

Enemies: Djaea directly opposes most activities of the Immortals of Entropy; she is especially antagonistic toward Atzanteotl, Orcus, and Thanatos, who promote destructiveness and the end of all life.

Appearance: Djaea appears as a stately, beautiful woman, not quite middle-aged; she dresses in long, white gowns of classic design.

Symbol: A large white stone with a serpent curled around it.

Eiryndul

Game Statistics: Empyreal, Sphere of Energy. 20th level Immortal; AC −8; hp 330; HD 34; MV 150′ (50′); #AT 3; D 3d6+3 (Punch) or 2d6+6/+8 (*short sword*); AM 70%; Save IM20; AL C; Str 18, Int 20, Wis 38, Dex 15, Con 25, Cha 40. Powers: Detection Suite, Enhanced Reflexes, Height Decrease, Thief Special Abilities. Weapons: *short swords +3, +5 vs. enchanted monsters.*

Followers' Alignment: Any. Clerics may be of any alignment, but Chaotics and Neutrals are more common than Lawfuls.

Special Clerical Powers: Eiryndul's clerics are able to detect secret and hidden doors as an elf does.

History: Eiryndul was an Elvish warrior in the Sylvan Realm when Ilsundal was king. He wasn't much of a warrior; his fighting abilities were negligible. Instead, he was a clever thinker and accomplished magic-user. A near-outcast among his own people because of his sarcastic attitude, practical jokes, and lack of fighting ability, he became a friend of the more tolerant forest folk such as centaurs and dryads. His anger at the treatment he received from his own people led him to study magic intensely so that he could figure out how to avenge himself; this led him to find and undertake the Path of the Paragon with Rathanos, who admired his search for knowledge, as his patron. In his quest for Immortality, he found wisdom and abandoned his plan for revenge, though he was still no friend of Ilsundal's people or the kind of boring, pacifistic philosophy that Ilsundal promoted.

Once he achieved Immortality, Eiryndul decided to create his own elven nation, one more to his liking. When the elf-king Mealiden Starwatcher led the expeditions away from the Sylvan Realm, about BC 800, Eiryndul lured one large clan, the Shiye, away from Mealiden and persuaded them to settle in the deep, dark forests of central Alphatia. He gradually influenced them to become more secretive, more mischievous, more dangerous, and more independent than he perceives the Alfheim elves to be.

He has also acted as the friend of the forest races, with whom he feels a special kinship.

Personality: Eiryndul is a prankster. He occupies himself playing tricks on Immortals and mortals alike. These pranks are inventive and sometimes malicious, but not dangerous or lethal. A mortal who withstands his mischievous attention for several pranks without becoming abusive or breaking under the strain will earn Eiryndul's respect and may receive a favor from him at some later date.

Eiryndul is also known for his romantic escapades; there are few female Immortals with whom he has not flirted at some point, and he is rumored to spend much of his time pursuing attractive mortal adventurers who have caught his eye. Recently he has developed an understandable passion for Valerias, who laughingly spurned him; he has vowed to seduce her one day.

Allies: Eiryndul's Immortal allies include Rathanos, his patron; Faunus, who is also a patron of the forest races; Korotiku, with whom he has a friendly rivalry in the spirit of determining which of them is cleverer; and Zirchev, a protector of the forest races.

Enemies: Eiryndul has a bitter rivalry with Loki, another Immortal patron of mischief and troublemaking whose pranks, unlike Eiryndul's, always cause pain and suffering. He enjoys playing

pranks on Ilsundal and Mealinden but considers them stuffy rivals, not enemies.

Appearance: Eiryndul appears as a short, sly-looking elf dressed in the most modern kingly styles and wearing a well-crafted golden crown embossed with pictures of forest folk (especially fauns and dryads) frolicking.

Symbol: A white, smiling set of teeth, like the Cheshire Cat's, against a black background.

Faunus

(Inuus; Lupercus)

Game Statistics: Temporal, Sphere of Matter. 11th level Immortal; AC −3; hp 150; HD 25; MV 300′ (100′); #AT 2; D 2d6+3 (Punch), 1d6+7 (*javelin*), or 1d4+5 (*sling*); AM 50%; Save IM11; AL C; Str 18, Int 12, Wis 8, Dex 12, Con 25, Cha 35. Powers: Detection Suite, Howl, Increased Movement Rates, Thief Special Abilities. Weapons: *javelin +4, sling +2.*

Followers' Alignment: All. Clerics must be Neutral or Chaotic.

Special Clerical Powers: All of Faunus' clerics possess the mystic ability *speak with animals.*

History: Faunus is an ancient being; not even he knows quite how old he is or how he came into existence. He remembers that he was once a goatlike creature mutated by magic to have intelligence and to serve his creator. After being created, he continued to change, becoming more and more human and achieving greater and greater intelligence, but he also forgot most of his early history. Though his primary interests were eating, drinking, song, and poetry, the careful tending of flocks, and pleasures of the flesh, he was very long-lived and eventually stumbled on the path to Immortality, achieving it in service to Terra in the Sphere of Matter. His descendants from when he was still mortal are the fauns (also called satyrs and sileni).

Personality: Faunus is a dissipated, self-centered being who doesn't have a malicious bone in his Immortal body. He is interested only in self-gratification and the protection of the forest races and herd-beasts such as goats and sheep. He very seldom interacts with mortals. He is not at all ambitious and never achieved much personal power; this is why, although he is very old, he is still only a Temporal.

Allies: Faunus has only two friends among the Immortals listed here: Eiryndul and Zirchev, fellow patrons of the forest races.

Enemies: Faunus has no enemies among the Immortals.

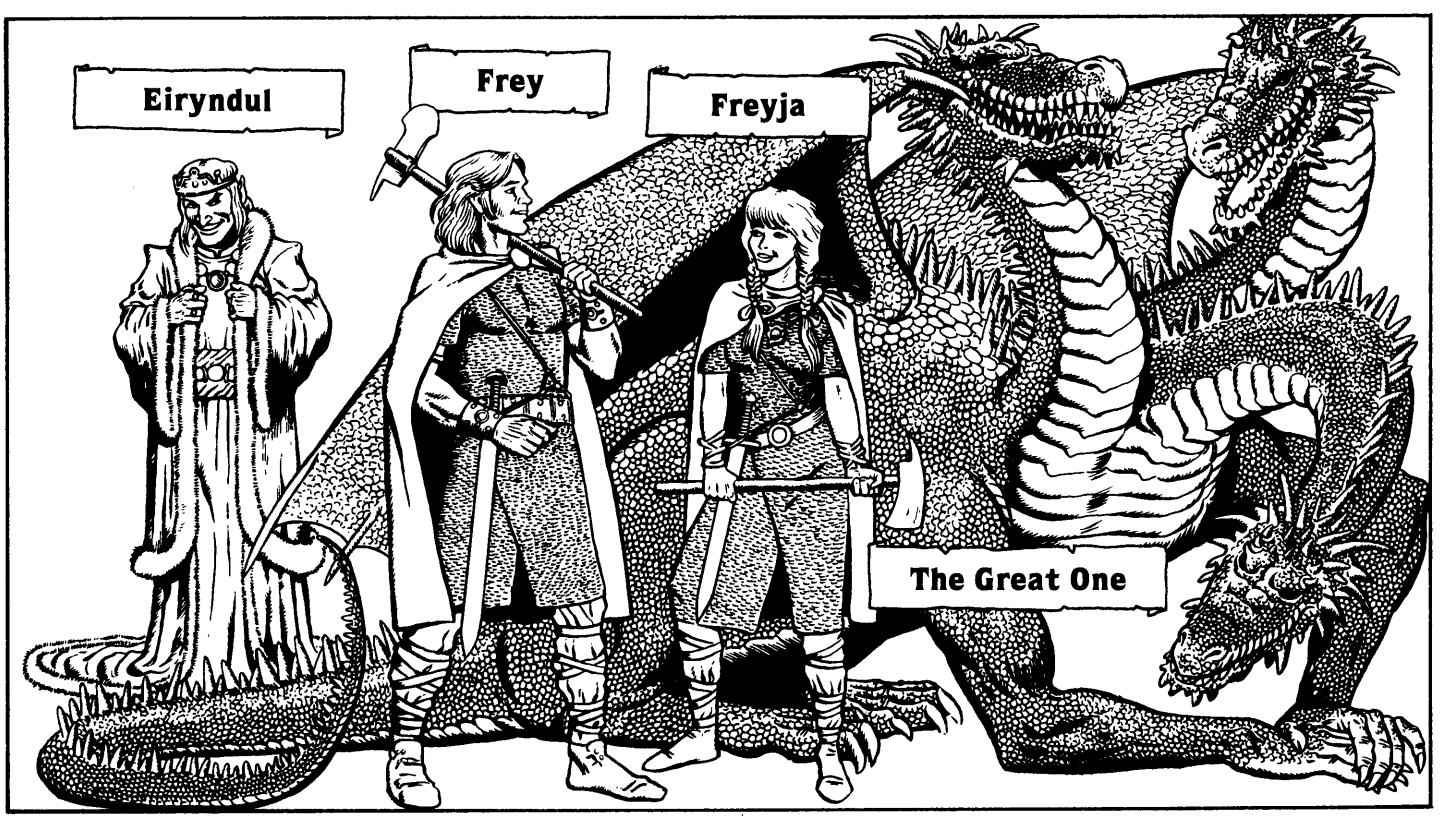
Appearance: Faunus always appears as a satyr or faun. Sometimes he appears young and handsome; at other times he is old, fat, and drunken.

Symbol: A drinking-horn with ram's horns.

Frey and Freyja

(Fredar and Fredara)

Game Statistics (Frey): Celestial, Sphere of Thought. 13th level Immortal; AC −10/−14; hp 180; HD 27; MV 150′ (50′); #AT 3; D 4d6+7 (Punch) or 3d8+12 (*sword*); AM 60%; Save IM13; AL L; Str 30, Int 24, Wis 20; Dex 25, Con 30, Cha 22. Powers: Call Other, Improved Saving Throws Vs. Physical Attacks, Increase Damage, and Summon Weapons. Weapon: *normal sword +5.* Armor: Scale mail providing −4 to AC.



Game Statistics (Freyja): Celestial, Sphere of Thought. 13th level Immortal; AC −10/−14; hp 180; HD 27; MV 150′ (50′); #AT 4; D 3d6+7 (Punch) or 2d8+12 (*sword*); AM 60%; Save IM13; AL L; Str 30, Int 20, Wis 24, Dex 25, Con 30, Cha 22. Powers: Call Other, Extra Attacks Per Round, Improved Saving Throws Vs. Physical Attacks, and Summon Weapons. Weapon: *normal sword +5*. Armor: Scale mail providing −4 to AC.

Followers' Alignment: Any. Clerics must be Neutral or Lawful.

Special Clerical Powers: Clerics of Frey or Freyja are able to use swords and daggers in combat.

History: Frey and Freyja were brother and sister, members of the Antalians, ancient tribes which eventually became the men of the Northern Reaches in the Known World. Not so warlike as their fellows, they were still accomplished warriors but believed that all fighting should have a noble purpose and should not be undertaken to fill chests with gold or conquer new lands or get some exercise. Together, they undertook the path of the Epic Hero, sponsored by Odin himself, and together they won Immortality, the only brother-sister team amongst the Immortals. Frey is Odin's wise warrior-counselor, while Freyja flies out in the great world looking for warriors whom Odin might wish to sponsor to Immortality and for the spirits of fallen heroes whom Odin might want to reincarnate to do good in the world.

Of all the patron-Immortals of the Northern Reaches, Freyja and Frey have become the most popular Immortals among the common folk, having more followers among the lower social classes than the war-minded nobility. Part of the reason for this is their sensible attitude to warfare (avoid it when possible; fight intelligently when you cannot). Another contributing factor might be that they are also patrons of love and friendship; more the affection that grows out of shared experience than the passion advocated by Valerias.

Personality: Frey and Freyja are cool, collected warriors. Thoughtful and professional, they do not lose themselves to the fury of battle. They sometimes aid Northern Reaches warriors who pick their fights carefully and for noble reasons.

Allies: Their chief allies are Odin and Thor.

Enemies: Their chief enemy is the trickster Loki, who plots against all the other Northern Reaches Immortal patrons.

Appearance: Freyja and Frey are brother and sister, and look it. Both are tall, blond, and stunningly beautiful; lithe and lean rather than muscle-bound, fighting with intelligence and deadly speed rather than brute strength. Both favor armor, weaponry, and clothing styles popular in the Northern Reaches. They love fine jewelry as well, and Freyja is rarely without her favorite necklace, even when wearing a Mortal Identity.

Symbol: Frey's symbols are a golden boar and a crossed sceptre and sickle; a giant, huge-tusked golden boar draws his chariot through the air. Freyja's symbol is a pegasus; the winged horse is her favorite mount.

DMing Notes: In the HOLLOW WORLD® campaign, Frey and Freyja are known as Fredar and Fredara.

The Great One

(Ruler of All Dragonkind)

Game Statistics: Eternal, Sphere of Matter. 26th level Immortal; AC −12; hp 550; HD 40; MV 180′ (60′), 420′ (140′) flying; #AT 10 (three bites, two claws, two wing-swipes, two kicks, one tail-swing); D 6d8+12 (bite) and 2d8+12; AM 80%; Save IM26; AL N; Str 70, Int 65, Wis 70, Dex 17, Con 20, Cha 45. Powers: Dragon Breath, Dragon Form, Extra Attacks Per Round.

Followers' Alignment: Any. Clerics can be of any alignment.

Special Clerical Powers: Clerics of the Great One have the ability to *fly*, as per the spell, once per day. This is a special power and is in addition to spells normally carried.

History: The Great One hatched in a time when the dragon races were not quite so distinct from one another; he was a glossy grey hue not found in any of today's dragons. Supremely intelligent and analytical, he survived centuries of adventurers trying to take his life and his hoard, survived long enough to begin to question the meaning of his existence. He eventually overcame his draconic love of gold and glistening things, recognizing their lack of meaning, and spent more centuries in the company of thinkers from all the intelligent races.

While among the dryads and actaeons of the forest, he learned of the Immortal Terra and beseeched her for knowledge. She gave him some, and also sent him on tasks and errands; she ultimately decided that he had promise as a candidate for Immortality and sponsored him along the path of the Polymath. He won his Immortality and turned his own attention to helping other dragons become Immortal... or at least wiser. He has since learned that there have been other Immortal dragons before him, with one Dragon-Lord bearing the title of the Great One, and that at times other dragons come to the Home Plane of the Great One and seek to kill and replace him or her.

Personality: The Great One is calm, collected, and analytical. He is slow to make decisions, which means he's not much help in a crisis situation. However, when roused he is one of the deadliest fighters known to the Immortals. Indifferent toward humans and rather more fond of the forest races, he is naturally predisposed toward dragons.

Allies: The Great One's chief allies are his three subordinates—Diamond, Opal, and Pearl. He is independent of Terra now, and though he is courteous to her and solicitous of her welfare he does not plot with her.

Enemies: The Great One has no specific enemies.

Appearance: The Great One looks like a dragon, but is bigger than any dragon who ever lived; he has three heads. His scales glow so brightly that mortal beings can scarcely stand to look at him.

Symbol: A three-headed dragon.

Halav

(Red-Hair; Patron of Warfare; Patron of Weaponmaking)

Game Statistics: Celestial, Sphere of Thought. 17th level Immortal; AC −12/−18; hp 260; HD 31; MV 150′ (50′); #AT 3; D 5d6+9 (Punch) or 4d4+18/+20 (*spear*); AM 60%; Save IM17; AL L; Str 43, Int 30, Wis 15; Dex 25, Con 40, Cha 23. Powers: Fighter Options, Height Increase, Increased Damage, Weapon Mastery (Grand Master of Spear/two-handed, Spear/one-handed, Short Sword). Weapon: *spear +3, +5 vs. weapon-using creatures*. Armor: ancient-style bronze plate providing −6 to AC.

Followers' Alignment: Any. Clerics must be Lawful.

Special Clerical Powers: Halav's clerics receive a +2 to attack rolls (not damage rolls) when fighting humanoids.

History: Halav was a great hero of the Traldar people, a Bronze Age society living in what is now Karameikos. The Traldar were then in awe of the wiser humanoid Hutaaka race, from whom they learned quite a lot about metalworking and craftsmanship. At this time, about BC 1,000, a massive gnollish invasion moved into Traldar territories; the gnolls set about systematically destroying the Traldar communities. The Hutaaka retreated to their hidden valley in the north, and the Traldar were left to defend themselves.

Halav took the chieftainship of his village from a less resolute king and organized a massive defense against the gnolls. With the help of his confidants Petra and Zirchev, he kept the Traldar from being obliterated. In the make-or-break battle of the war, Halav led his forces against the gnoll-king and overran the gnoll-king's encampment, killing that humanoid leader. Halav was also killed in the fight, but his ally Petra *raised* him back to life.

Now that the surviving gnolls were in full retreat, Halav, Petra, and Zirchev decided that they could best serve their people by seeking the wisdom of the Immortals. Each embarked on a path to Immortality, with Halav choosing the Path of the Epic Hero, achieving Immortality in the Sphere of Thought under the sponsorship of Odin.

Halav the Immortal became a patron and protector of the much-reduced Traldar race on the outer world, of the thriving Traldar culture in the Hollow World, and of the new Milenian empire rising on the southern continent on the Known World.

Personality: Halav was a thinking man's warrior: a tough fighter, a master strategist, an inspired leader, and a shrewd judge of character. As an Immortal, he is still wise and far-thinking. He is a patron of human warrior-races, indifferent to demihumans and forest races, and a cold enemy of the warlike humanoid races (gnolls especially, but also orcs, trolls, goblins, ogres, and the rest).

Allies: Halav's closest allies are Petra and Zirchev; they form a close-knit triad and interact mostly with one another. Halav and Petra are lovers.

Enemies: Halav counts among his enemies almost all the humanoid patrons: Atzanteotl, Bagni Gullymaw, Bartziluth, Jammudaru, Ranivorus, The Shining One, Wogar, and Yagrai. He is not an enemy of Karaash, who is a very "professional" warleader and not a savage like the rest, or of Pflarr, the patron of the Hutaaka race. He is often in conflict with Vanya, who dislikes the Milenian culture.

Appearance: Halav appears as a tall, well-formed, red-headed warrior, wearing ancient bronze armor, carrying an ancient-style bronze short-sword, and wearing a simple golden crown.

Symbol: A sword laid upon an anvil.

Hel

Game Statistics: Hierarch, Sphere of Entropy. 36th level Immortal; AC −20; hp 2,000; HD 50; MV 150′ (50′); #AT 4; D 5d6+4 (Punch); AM 90%; Save IM36; AL N; Str 20, Int 38, Wis 29, Dex 12, Con 40, Cha 35. Powers: Control Undead, Height Increase, Increased Damage, Leech.

Followers' Alignment: Neutral and Chaotic. Clerics may be Neutral or Chaotic.

Special Clerical Powers: Hel's clerics cannot Turn Undead. However, they have the special ability to Control Undead as an undead liege of 3 HD above their current level (see the **D&D® Rules Cyclopedia** for details).

History: Hel is as old as the oldest Immortals. She does not remember her mortal life: either she is a force of nature and never was a mortal being, or she achieved Immortality so long ago that she has forgotten her previous identity, or her long-ago Immortal sponsor somehow made her forget her previous existence. She is the most powerful of all the Immortals of Entropy.

Hel is a patron of Death, and her following, which is mostly confined to the Northern Reaches on the outer world, is considered evil by almost all non-followers.

Personality: Hel, unlike many Entropic Immortals, sees Entropy as an important part of the balance of the multiverse, an inseparable part of all natural processes. She is fascinated with the prospect of capturing the spirits of the dead and reincarnating the especially-evil ones so that they will bring more pain and suffering upon the living; she tends to plant them in newborn children who will grow up to positions of power and influence (such as young princes and princesses).

Allies: Before the events in **Wrath of the Immortals**, Hel has no allies. She and Thanatos have a grudging respect for one another, but neither interferes with or helps with the other's plots. She likes Loki and watches his plots with great amusement. With the formation of the Brotherhood of the Shadow, she finds an apt partner in Atzanteotl, who is her equal in behind-the-scenes plotting.

Enemies: Hel's chief enemies are Odin, chief Immortal of the Northern Reaches civilizations, and Ka the Preserver, the chief architect of the Hollow World.

Appearance: Hel appears clad in jet-black clothing; one half of her face is that of a beautiful woman, while the other half is blank and featureless. She is usually seen seated on a dark throne.

Symbol: A dark stone throne with human skulls on the corners of the back.

Ilsundal

(The Wise One)

Game Statistics: Hierarch, Sphere of Energy. 33rd level Immortal; AC −22; hp 1,000; HD 47; MV 150′ (50′); #AT 4; D 4d6+4 (Punch); AM 90%; Save IM33; AL L; Str 20, Int 45, Wis 50, Dex 23, Con 38, Cha 56. Powers: Detection Suite, Fighter Options, Increased Saving Throws vs. Spell Attacks, Turn Undead.

Followers' Alignment: All. Clerics must be Lawful.

Special Clerical Powers: At 1st level, Ilsundal's clerics receive the mystic's *awareness* power.

History: Ilsundal was one of the very first generation of elves, born in the land of Evergrun in the ancient past. Evergrun was overrun by ice and destroyed in the cataclysmic aftermath of the Great Rain of Fire (the catastrophe which obliterated Blackmoor and shifted the planet's axis), Ilsundal led many elves away from the southern continent to a new homeland and back to their traditions of nature-magic. After reaching and settling a new land, the Sylvan Realm, he undertook the Path of the Paragon. One of his tests as a candidate for Immortality was the

creation of the first *tree of life*, the living artifacts which help sustain the elves. He became an Immortal around the year BC 1,800 and has been a patron of all elves ever since.

Personality: Ilsundal is a kindly, wise elf, peaceful and philosophical. He can be stern and iron-willed when motivating his charges to survive and prosper.

Allies: Ilsundal's chief ally is Mealiden, his protege who also achieved Immortality. Ilsundal is close to but not a collaborator with other Immortals interested in the well-being of elves, like Calitha Starbrow and Ordana.

Enemies: Ilsundal's greatest enemy is Atzanteotl, the elf-turned-Immortal who corrupted the Schattenalfen into an evil folk. He finds the rougish Eiryndul trying but does not consider him an enemy.

Appearance: Ilsundal appears as an aged, wise-eyed elf; his garments and hair color vary from appearance to appearance, for he does not want to suggest that he is the special patron of any specific sub-race of elves.

Symbol: A silhouette of the oaken *tree of life*.

Ixion

(Otzitiotl; Solarios; The Sun-Prince; Tubak)

Game Statistics: Hierarch, Sphere of Energy. 36th level Immortal; AC −29; hp 2,000; HD 50; MV 150′ (50′); #AT 4; D 4d6+20 (Punch), 5d6+31 (*two-handed sword*), 6d4+27 (*long bow*), or 5d4+20 (Wrestling); AM 90%; Save IM36; AL N; Str 100, Int 78, Wis 56, Dex 45, Con 75, Cha 80. Powers: Fighter Options, Height Increase, Turn Undead, Weapon Mastery (Grand Master of Two-Handed Sword, Long Bow, Wrestling). Weapons: *two-handed sword +5, long bow +5*.

Followers' Alignment: All. Clerics may be of any alignment.

Special Clerical Powers: Ixion's clerics can cast the druid spell *produce fire* twice per day; this is a special power in addition to their normal spells. They also receive a +1 to their rolls when trying to Turn Undead.

History: Ixion is one of the oldest known Immortals, and, like beings such as Odin and Thanatos, does not even remember having had a mortal existence or an Immortal sponsor. He is a powerful Immortal, the embodiment of the Sun in all its glory, and has been followed by mortals since the most ancient times.

Legends say of Ixion that he was the father of the first centaur and hence of the entire centaur race. For this reason, Ixion is particularly venerated by the forest races, and by centaurs most of all.

Because of Ixion's age, wisdom, and power, Ka the Preserver enlisted his aid in the formation of the Hollow World. Ixion's main task was the creation of a central sun for the world by opening a permanent gate to the Sphere of Energy, a gate which would always emit light and heat into the Hollow World.

In the Hollow World, Ixion is one of the chief Immortals of the Oltecs and was once likewise followed by the Azca, though most of the Azca have abandoned him for Atzanteotl's darker teachings.

Ixion is known as Tubak in the Ethengar Khanates; there, they concentrate on his aspects as the bringer of sunlight and order.

Personality: Ixion is interested in knowledge for its own sake and in the victory of Energy and the other positive Spheres over the Sphere of Entropy. He dictates a simple ethical code to his followers: seek peace but be harsh in war; deny aid to the forces of Entropy; and give Ixion (under whatever name) his due. The scholarly part of his personality is offset by the chaotic nature of the Sphere of Energy and the fiery nature of the sun he embodies, so Ixion has a fiery temper and a passionate nature; he is quickly and easily offended, but is also quick to forgive and reward. In conversation, he can be flippant and satirical. His Neutral alignment represents the midpoint of his scholastic mind and his fiery personality.

Allies: Ixion's greatest allies among the Immortals include Asterius, Valerias, and Ka. Asterius is his friend, asking nothing of him but companionship; Ka is his comrade in the maintenance of the Hollow World; the passionate Valerias is his mate.

Enemies: Ixion's chief foe is Atzanteotl, who has stolen many followers of the Hollow World Azcan race from him. He also frequently finds himself in opposition to Nyx because of their very different natures. However, both realize that their differences are philosophical and professional, not personal; they are strongly attracted to one another although technically enemies.

Appearance: Ixion appears as a member of whatever race he is addressing (if he addresses a group mostly made up of humans, he will appear as a human). Whatever form he assumes, he will have golden hair so bright that it is hard to look at, flaming eye-sockets, and glowing golden skin. He dresses in light robes of bright-glowing golden silk. He carries a flaming sword as his symbol of power and travels by means of a giant, flaming wheel shaped like a chariot-wheel.

Symbol: A flaming wheel.

DMing Notes: In the Hollow World, Ixion is best-known as Otzitiotl. On many other worlds, he is known as Solarios.

Ka the Preserver

(The Amber Serpent; Kalaktatla)

Game Statistics: Hierarch, Sphere of Matter. 35th level Immortal; AC −27; hp 1,500; HD 49; MV 150′ (50′); #AT 4; D 5d6+13 (Punch); AM 90%; Save IM35; AL L; Str 75, Int 54, Wis 50, Dex 33, Con 60, Cha 48. Powers: Dragon Breath, Fighter Options, Height Increase, Increased Damage.

Followers' Alignment: All. Clerics must be Neutral or Lawful.

Special Clerical Powers: Ka's clerics possess an *infravision* power identical to that of dwarves or elves.

History: In the prehistoric past of the Known World, Ka was a bipedal, carnivorous, 45′-long reptile—a dinosaur much like an Allosaurus. But he was a freak of nature, born with the capacity for great intelligence. He learned to think, and his desperate search for other intelligences led to his being noticed by Terra. Under her sponsorship, Ka became an Immortal of the Sphere of Matter. As someone who has seen many interesting races and species die out, he has developed a great interest in preserving what can be saved. It was he who conceived of using the Hollow World as a haven for endangered races and cultures, he who founded the Council of the Hollow World, and he who has guided the development of the Hollow World throughout all these centuries.

Personality: Ka is a studious and

thoughtful creature with a keen appreciation of the diversity of life. He likes to help his followers and any beings interested in the pursuit of knowledge, along the path he himself took—the path from blind hunger and self-interest to enlightenment and awareness. However, part of him is still reptilian; he thinks things no human, demi-human, or humanoid can understand, and if attacked he will respond with a carnosaur's savagery.

Allies: Ka, because he is usually willing to help other Immortals with their quests for knowledge, has many allies. They especially include Ixion, Korotiku, and Ordana, who have helped him create the Hollow World. He is a good friend of Diamond; these two Lawful reptiles have much in common. He is no longer a subordinate of Terra, having earned his independence millennia ago, but helps her when she is in need.

Enemies: Ka has an absolute hatred of all Entropic Immortals; he considers each to be his personal enemy. Alphaks, Atzanteotl, Hel, and Thanatos are his particular enemies.

Appearance: Ka has several Manifestation Forms, and each one is most commonly associated with one of his names or titles. As Ka, he appears as a huge Allosaurus-like reptile with amber skin. As the Amber Serpent, he takes the form of a golden dragon. As Kalaktatla, the name by which he is best known in the Hollow World, he manifests as an amber-colored serpent with feathers and wings (a *couatl*). He does have a humanoid form, tall and golden-skinned, but he only takes it on in circumstances when it is to his advantage to be shaped like a human.

Symbol: A feathered, winged, amber-colored serpent.

Kagyar

(Ka-gar; The Artisan; Flasheyes)

Game Statistics: Eternal, Sphere of Matter. 28th level Immortal; AC −12; hp 650; HD 42; MV 150′ (50′); #AT 4; D 4d6+7 (Punch), 3d4+11 (*throwing hammer*), or 3d4+10 (*dagger*); AM 80%; Save IM28; AL N; Str 30, Int 28, Wis 20, Dex 10, Con 12, Cha 9. Powers: Detection Suite, Improved Saving Throws vs. Mental Attacks, Thief Special Abilities, Turn Undead. Weapons: *throwing hammer +4 of flying, dagger +3* (shaped like a chisel).

Followers' Alignment: Any. Clerics may be of any alignment.

Special Clerical Powers: Kagyar's clerics receive a +1 saving throw vs. rods, staves, and spells. At 9th level, that power vanishes, to be replaced by the mystic's *resistance* power.

History: In life, Kagyar was named Ka-gar. He was a member of the Brute-Men, a Neanderthal-like race which appeared on the Known World at about the same time as the earliest humans. Ka-gar was a Brute-Man artist, a cave-painter and carver of icons. He found Immortality along the Path of the Polymath; Ka was his sponsor. As an Immortal, he has become a patron of the arts and creativity. As an Immortal of the Sphere of Matter, he shares Ka's concerns for the preservation of things, especially in light of the technological self-destruction of the human city of Blackmoor and the worldwide devastation it wrought.

Kagyar is the "father" of the Known World's dwarven race. He took members of the old, Blackmoor-era dwarf race and altered them to make them more resistant to magic (and to the non-magical radiations which accompanied the destruction of Blackmoor), giving them a greater love of safe underground homes and artistic expression in durable mediums (gold, metalwork, statuary). He took this action in the hope that if mortals managed to wreck the world with an even greater holocaust, at least one artistic race would survive.

Personality: Kagyar's interest lies only in the field of the promotion of the arts. He has little concern for the life or death of non-creative mortals but will often provide inspiration, motivation, and spiritual help to a struggling artist who has great potential. He is a strange, distant Immortal, always thinking about artistic expression and not about what is going on around him; consequently, he doesn't interact much with his peers.

Allies: Kagyar's only Immortal ally is Garal Glitterlode, whom he sponsored. He has sponsored other Immortals but, owing to his distant personality, has never become close with any of the others.

Enemies: Kagyar's chief enemy among the Immortals is Jammudaru, who enjoins his followers to destroy blindly; Jammudaru's followers routinely destroy art and craftsmanship, which infuriates Kagyar. If Kagyar sees any Immortal enjoining minions to destroy works of art (this includes destroying beautiful architecture by razing cities), he'll plot and conspire against that Immortal.

Appearance: Kagyar appears as a hairy, bearded, gnarled man with deep-set, somewhat beady eyes; he wears plain grey robes and hood and carries a hammer and chisel as his weapons. It is not obvious from looking at him that he was born to the Brute-Men race, since Brute-Men were very similar in appearance to modern men.

Symbol: Hammer and chisel crossed in an "X."

Karaash

(Ilneval)

Game Statistics: Initiate, Sphere of Thought. 5th level Immortal; AC −2/−9; hp 95; HD 19; MV 150′ (50′); #AT 2; D 2d6+6 (Punch), 4d4+8 (*heavy crossbow*), or 3d6+13 (*two-handed sword*); AM 50%; Save IM5; AL N; Str 25, Int 16, Wis 12, Dex 16, Con 24, Cha 10. Powers: Control Undead, Height Increase, Summon Weapons, Weapon Mastery (Grand Master of Heavy Crossbow, Mace, Two-Handed Sword). Weapons: *heavy crossbow +4, two-handed sword +1*. Armor: Spiky plate mail providing −7 to AC.

Followers' Alignment: Any. Clerics (and shamans) must be Chaotic or Neutral.

Special Clerical Powers: Karaash's clerics can use crossbows.

History: In life, Karaash was an orc-king, the leader of orc hordes which ravaged cities and kingdoms. He was a great hero of the orcish people, and a very intelligent and strong-willed orc; these qualities led him to the unusual choice of the Sphere of Thought when he began to quest for Immortality along the path of the Epic Hero; Diulanna was his patron. He represents the warrior ideal to which exceptional orcs aspire.

Personality: Karaash is the ultimate stern, uncompromising war-leader. He is not given to rages or expressions of emotion of any sort. He is very fond of proving his personal strength in individual combat, a holdover trait from his mortal life. He is a strategic planner and greatly enjoys watching his followers build mighty empires

based on military conquest. He has an indomitable will. Though he was an orc in life, he is not specifically a patron of orcs. However, many orc tribes, such as the Krugel Horde of the Hollow World, admire him greatly, and he has many shamans and would-be imitators among them.

Allies: Karaash is an independent Immortal and has no specific allies among the Immortals, even among the other patrons of humanoid races. Karaash and Halav Red-Hair have a deep-rooted military respect for one another; they are neither enemies nor allies, but if they found a common goal they would collaborate and probably create a plan of tactical brilliance to achieve their objective.

Enemies: Karaash's chief enemy is Atzanteotl, who has offended him by interfering in the lives of the humanoid races. He has a second enemy in Ranivorus, the gnoll-patron, who keeps trying to steal away Karaash's Krugel Horde followers.

Appearance: Karaash appears as a strong orc-king in the prime of his life. He has healthy yellow skin and perfect tusks protruding from his lower jaw; his head and shoulders are thick with black hair. He has exceptionally intelligent eyes and a stern military manner. He dresses in custom-made, spiky, flanged plate mail armor and carries the special sword that is his symbol.

Symbol: A huge two-handed great-sword; the lower half of the blade is normal, but the upper half of the blade has an even row of many wicked-looking flanges on both edges.

Khoronus

(Father Time)

Game Statistics: Hierarch, Sphere of Time. 36th level Immortal; AC −24; hp 2,000; HD 50; MV 150′ (50′); #AT 6; D 6d6+4 (Punch) or 5d6+9 (*scythe*); AM 90%; Save IM36; AL N; Str 20, Int 54, Wis 100, Dex 20, Con 60, Cha 44. Powers: Extra Attacks Per Round (2), Height Increase, Increased Damage. Weapons: *scythe +5 of slicing* (treat as a short sword).

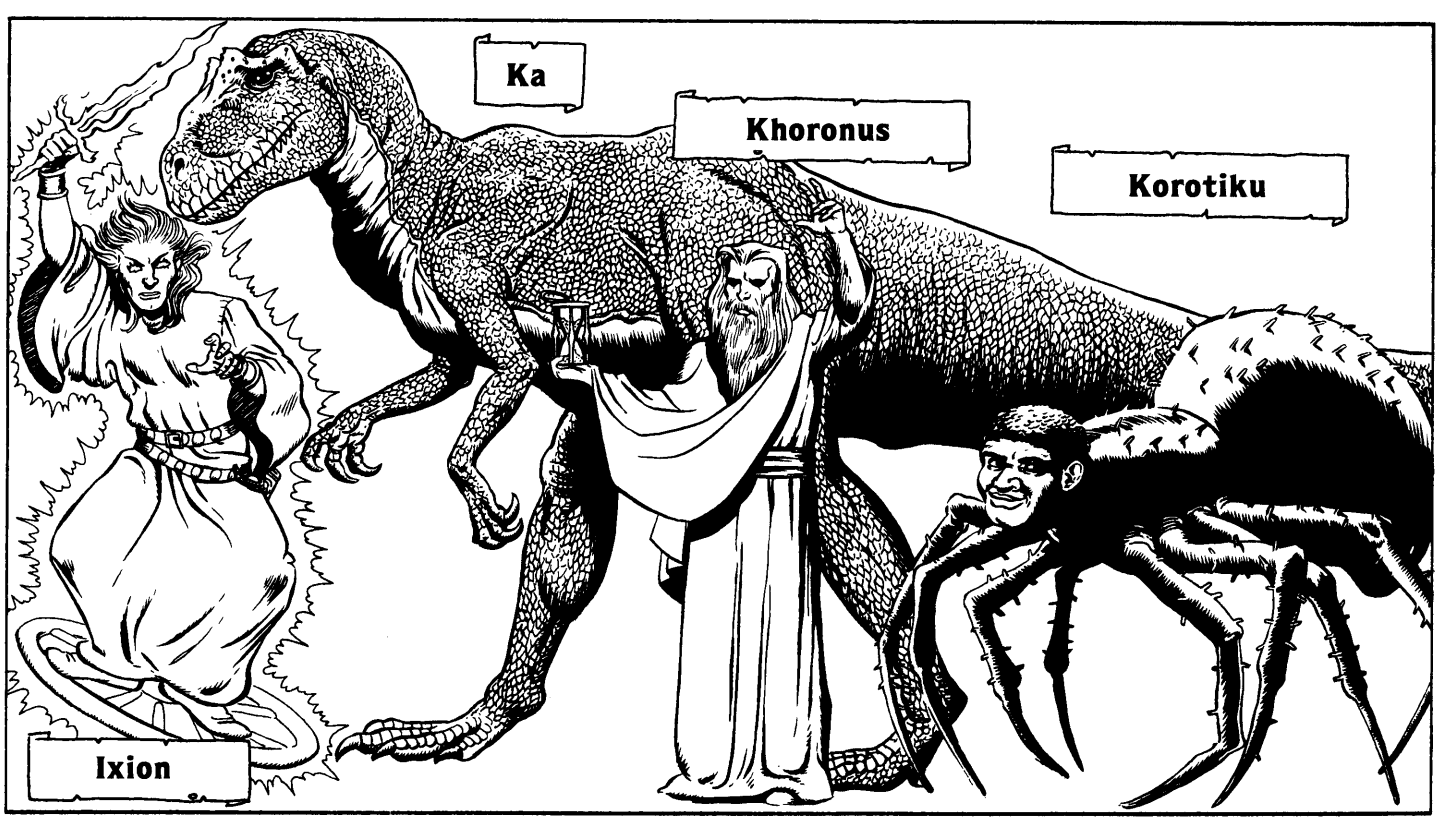
Followers' Alignment: Any. Clerics may be of any alignment.

Special Clerical Powers: Khoronus' clerics have a superior sense of timing and so receive a +2 to their individual initiative rolls.

History: In life, Khoronus was one of the early founders of the city of Blackmoor and a counselor to the city's first rulers. Concerned because his countrymen rarely considered the consequences of their acts, he invented a time machine to see how his descendants and their city would fare. He traveled forward in time only to witness Blackmoor's complete destruction. Realizing that he would never be able to change his countryman's attitude enough to prevent the disaster, he decided to take steps that would preserve his family and culture without altering the future.

He travelled a century into the future, assumed a new identity, and persuaded a number of his descendants to travel with him to a world which was far, far away in the Prime Plane. There, they built a new culture inspired by Blackmoor; Khoronus, ever the engineer, designed their capital city himself. He then used his time machine to make further excursions into the future to help the colony survive challenges to come. In the course of his adventures, he discovered an artifact which did everything his time machine did but was far more reliable, so he used it to help him complete his tasks.

Finally, the fate of the colony secure,



Khoronus sent his time machines far into the future so that no one in his time could abuse them or undo his work. And then he died, ending a long and fruitful life... or so he thought.

He awoke as an Immortal. Though no Immortals of the Sphere of Time were known to the men of Blackmoor, Khoronus had accidentally stumbled onto the Path of the Dynast and accomplished it without ever realizing the fact. Though he must have had an Immortal sponsor, he awoke without knowing who the individual was.

Over the millennia to follow, he rose in power and wisdom, devoting much of his time to trying to teach mortal rulers the lessons of time and experience. He eventually became the most powerful Immortal of the Sphere of Time.

Recently, in a nostalgic mood, Khoronus re-created his original time machine, this time much improved and built as an Immortal's artifact. But he accidentally hit the wrong knob on the device and sent it back into time. Moments later, it returned, and in the company of the original time machine that he built. This has left Khoronus with the disturbing realization that the artifact he found as a mortal was the one he later created as an Immortal, making him wonder if he were actually his own sponsor.

Personality: Khoronus is an old, thoughtful Immortal: a lecturer and a thinker, a peacemaker and a moderate. Many Immortals grow impatient with his insistence on examining all the options before committing himself to a course of action. However, once his mind is made up he will not hesitate to do what he thinks is right; hence he is highly respected. He's capable of very human emotions; long ago, he fell in love with Djaea, an Immortal of the Sphere of Matter, and she with him. They have been a couple since that long-ago time.

Allies: Khoronus has sponsored many Immortals, but none is close to him.

Enemies: Khoronus often finds himself in opposition to Valerias, a passionate Immortal who wants mortals to make important decisions based solely on emotion; they often interfere with one another's plots. Oddly, though, they like one another; though their disputes are often heated, their differences are ideological rather than personal.

Appearance: Khoronus appears as a tall, stately man, so old as to appear ageless. He has long white hair and a very long beard (also white), but is neither wizened nor stooped.

Symbol: A water-clock or hourglass.

DMing Notes: Of all the present-day Immortals, Khoronus is the one most interested in finding out more about the Old Ones, and the one closest to becoming an Old One himself. He seeks to discover what happened to the preceding generation of Immortals and worries about whether whatever catastrophe overtook them could happen again.

Korotiku

(The Spider; The Trickster)

Game Statistics: Hierarch, Sphere of Thought. 32nd level Immortal; AC −40; hp 900; HD 46; MV 300′ (100′); #AT 4; D 4d6+6 (Punch) or 3d4+9 (*dagger*); AM 90%; Save IM32; AL C; Str 25, Int 78, Wis 25, Dex 100, Con 25, Cha 60. Powers: Detection Suite, Height Decrease, Increased Movement Rates, Thief Special Abilities. Weapons: Four *daggers +3 of hiding* (*invisibility* power).

Followers' Alignment: Any. Clerics may be of any alignment.

Special Clerical Powers: A cleric of Korotiku is able to use the Hide in Shadows ability as if a thief of the same experience level.

History: Korotiku is one of the oldest Immortals and, like beings such as Thanatos, does not really remember having been a mortal being. Given his affinity to spiders, he thinks that he might have been a planar spider but cannot remember his mortal life or his Immortal patron; he speculates that his patron may have taken that memory away when Korotiku achieved Immortality.

Korotiku is a patron of cleverness and trickery; he is a favorite Immortal of clever fighters and thieves. In the outer world, he is especially followed in the Pearl Islands and Tangor. He is often called the Spider because that creature is his symbol.

Personality: Korotiku is a mischievous being, a prankster. His goal in Immortality is to shake up the lives of the complacent, to make the pompous look silly, to shatter illusions, to reward the clever and self-sufficient. These traits are all related to his Sphere: every time he shatters an illusion, he forces someone to think about his or her beliefs; every time he makes someone look silly, he forces that individual to reconsider his or her values; every time he startles the calm, he shocks that person out of a non-thinking state. His true goal is to trick or convince every sentient thing to think about everything as much as possible; he simply prefers to manifest his goal through seemingly-random pranks and mischief. He does not spare Immortals from this; in fact, they are the most common targets for his mischief.

Allies: Korotiku's personal friends include the clever Immortals Asterius and Eiryndul; he is the sponsor of Immortals such as Diulanna.

Enemies: Korotiku, in all the multiverse, most hates the Immortal Loki. Loki is also a patron of mischief, but always for destructive and harmful purposes, which galls Korotiku. He opposes Loki wherever he perceives that Immortal at work.

Appearance: Korotiku has two Manifestation Forms. One is a huge black spider, comically roly-poly, with a human face; the other is a tall, elegant dark-skinned Pearl Islander.

Symbol: A black spider silhouette.

Koryis

(Patron of Peace; Patron of Prosperity)

Game Statistics: Temporal, Sphere of Thought. 10th level Immortal; AC −2; hp 140; HD 24; MV 150′ (50′); #AT 2; D 2d6+2 (Punch); AM 50%; Save IM10; AL L; Str 17, Int 18, Wis 15, Dex 12, Con 14, Cha 15. Powers: Detection Suite, Enhanced Reflexes, Improved Saving Throws vs. Mental Attacks, Turn Undead.

Followers' Alignment: Neutral or Lawful. Clerics must be Lawful.

Special Clerical Powers: Koryis' clerics, at 1st level, are able to cast the magic-user's *protection from evil* spell once per day. This is a special power in addition to their normal daily complement of spells.

History: In life, Koryis was an Alphatian magic-user, born when the Alphatians lived on their far-away world before it was destroyed by war. He was an adventurer called "the Negotiator" because he preferred discussion to combat.

He embarked on the Path of the Epic Hero long before the wars that destroyed the Alphatian homeworld; he achieved Immortality and returned "home" only to find it had been destroyed, but he managed to follow his people to the Known World. He has a strong following among the merchants of Alphatia, but is not very

popular among the wizards of Alphatia, despite his affection for that empire. He has a strong following in the nation of Ochalea.

Personality: Koryis was not a typical Alphatian. He was a pacifist, a firm believer in solving problems, *all* problems, through negotiation and commerce. As such, most of his fellow Alphatians thought him naive and unrealistic; today, less-patient fellow Immortals feel much the same.

Allies: Koryis' only Immortal ally is Alphatia, who shares both his interest in the Alphatians and his preference for peace.

Enemies: Koryis' chief enemy is Alphaks. Koryis knew Alphaks in life and disliked him then; in Koryis's considered opinion, the transformation to Immortal Fiend has not improved his old acquaintance one whit; he has pledged to thwart Alphaks at every turn. Korotiku has fun poking holes in what he sees as Koryis' devout pompousness, but Korotiku isn't truly his enemy.

Appearance: Koryis appears as a pale-skinned Alphatian man, hollow-cheeked and gaunt, wearing simple robes, bearing an expression of long-suffering determination.

Symbol: A hand held palm forward, fingers up, representing a hand-sign of peaceful intent.

Loki

(Bozdogan; Farbautides; Lokar; The Prince of Deceit)

Game Statistics: Eternal, Sphere of Entropy. 30th level Immortal; AC −22; hp 750; HD 44; MV 150′ (50′); #AT 4; D 5d6+4 (Punch); AM 80%; Save IM30; AL C; Str 20, Int 55, Wis 30, Dex 36, Con 18, Cha 60. Powers: Control Undead, Detection Suite, Increased Damage, Thief Special Abilities.

Followers' Alignment: Chaotics and Neutrals. Clerics must be Chaotic.

Special Clerical Powers: Loki's clerics can use the thief abilities Find Traps and Remove Traps as though they were thieves of the same experience level.

History: Loki was a clever trickster and magic-user in one of the Antalian tribes which eventually became the peoples of the Northern Reaches. A master of fire-magic, he began his quest for Immortality along the path of the Paragon, hoping for Immortality in the Sphere of Energy; his sponsor was Rathanos. But somewhere along his path, he began listening to the smooth, seductive, corrupting words of the Immortal Thanatos. He listened, and he believed, and eventually he switched his allegiance to the Sphere of Entropy.

Loki, a master of betrayal, of turning people against one another, swiftly achieved immortality in Entropy. Perhaps the most charming of Entropic Immortals, he does not cooperate with the other Entropics but occasionally does favors for the Immortals of other Spheres, to lure them into a false sense of security or to persuade them that he might be lured away from evil. This is all falsehood; he is having too much fun with his destructive mischief ever to abandon Entropy.

Personality: Loki has largely confined his attentions to two areas. First and foremost are the mortals (and the Immortals) of the Northern Reaches, descendants of his own tribes. The second is the nation of Hule, a theocracy ruled by his priesthood in the name of "holy decent." He delights in trickery and pranks, ranging from the harmless to the most malicious sorts. He doesn't actively recruit his following but finds followers anyway in mortals who admire his spirit and freedom. He is the patron of thieves, trouble-makers, con men, and politicians everywhere.

Allies: Loki has no allies. He and Hel get along wonderfully but do not conspire together. He sometimes convinces other Immortals that he is willing to renounce the Sphere of Entropy, return to a mortal existence, and quest for Immortality in another Sphere, which prompts naive Immortals to help him choose "the correct path," but he always betrays (or at least humiliates) them and returns to his old ways.

Enemies: Loki's greatest enemies are the other Immortals of the Northern Reaches—Freyja, Frey, Thor, and Odin—whom he is constantly harassing, and Korotiku, who despises the way Loki uses his superior intelligence to bring grief to the world of mortals.

Appearance: Loki appears as a slender, hawk-faced, bright-eyed man of the Northern Reaches. He has red flaming hair and wears the furs and clothing of men of the Northern Reaches; he carries no weapons.

Symbol: A beautiful drinking-goblet containing a bubbling, boiling, nasty-looking liquid.

DMing Notes: Loki does not have many followers. In the Known World, he is followed as Loki by some men of the Northern Reaches and as Farbautides by some men of Thyatis and the Isle of Dawn. In the Hollow World, there are some evil tribes of Antalians and Neathar who follow him under the name of Lokar. In Hule, he is honored as Bozdogan.

Masauwu

Game Statistics: Eternal, Sphere of Entropy. 28th level Immortal; AC −21; hp 650; HD 42; MV 150′ (50′); #AT 4; D 4d6+12 (Punch), 3d10+17 (*two-handed sword*), or 3d4+17 (*torch*); AM 80%; Save IM28; AL C; Str 68, Int 27, Wis 23, Dex 45, Con 40, Cha 100. Powers: Call Other, Control Undead, Enhanced Reflexes, Summon Weapons. Weapons: *two-handed sword of slicing +5, torch of draining +5.*

Followers' Alignment: Any. Clerics must be Chaotic.

Special Clerical Powers: Masauwu's clerics all possess the General Skill "Persuasion" in addition to other General Skills, even if the campaign does not normally use General Skills.

History: In his mortal existence, Masauwu was a confidence man from Minrothad on the Known World. He was expert at convincing gullible people to give him their fortunes, reputations, daughters—whatever he wanted. He had absolutely no conscience or restraint. He stayed on the move, keeping only a step ahead of the outraged people he'd ruined, until the dark day when a hunting-party of his enemies caught up to him. They tied him to a stake, lit the fire beneath... and he suddenly found himself transported to a faraway place of safety.

There, he met his rescuer, the Immortal Hel. Hel recognized that the Entropic sphere needed a smooth-talking negotiator, one who could convince Immortals of other Spheres of things which were just not true, and so she encouraged Masauwu to embark on the Entropic path to Immortality. He did, with glee and energy, and the ruin he left in his wake while performing his tasks is legendary.

When he achieved Immortality, Hel gave him two duties: act as a spokesman for the Entropics, and actively scour the Known World for more candidates. Hel

knows that the Entropic Sphere is strengthened by the addition of Entropic Immortals, and so Masauwu became the Sphere's chief recruiter.

Personality: Better than anything else, Masauwu likes manipulating others—convincing them of falsehoods, persuading them to give up their treasures and secrets, obliging them to make themselves look like fools. He actually has little craving for personal power; it tickles him to manipulate Immortals who are so much more powerful than he.

He sees his duty as a recruiter and sponsor of new Entropic Immortals as part of his calling. He really prefers to corrupt good adventurers, turning them to evil, though he's content to recruit those who are already committed to evil lives.

Allies: Masauwu has no real friends or personal allies. He takes orders from Hel, but he's on his own "in the field;" Hel is not likely to help him if he gets into trouble. Masauwu can give orders to any of the Immortals he has sponsored.

Enemies: Owing to his great charisma and smooth technique, Masauwu has very few personal enemies. He takes care not to offend any important Immortals, only those who are unlikely to be able to do him any serious harm in return.

Appearance: Masauwu has two Manifestation Forms. He usually appears as a tall, elegant, dusky-haired man; clean-shaven, with high cheekbones and arresting eyes; very handsome, wearing rich garments of silk. If his silver tongue fails, however, and direct measures are called for, he can become a huge dark-skinned man wearing animal skins and carrying a flaming torch with which he pounds his enemies.

Symbol: His symbol looks like the letter "Y," but actually represents a crossroads.

Mealiden Starwatcher

(The Red Arrow)

Game Statistics: Empyreal, Sphere of Energy. 23rd level Immortal; AC −15; hp 420; HD 37; MV 150′ (50′); #AT 3; D 3d6+7 (Punch) or 2d6+11 (*long bow*); AM 70%; Save IM23; AL L; Str 30, Int 48, Wis 39, Dex 25, Con 45, Cha 38. Powers: Detection Suite, Enhanced Reflexes, Fighter Options, Thief Special Abilities. Weapons: *long bow +4 of flying.*

Followers' Alignment: Any. Clerics must be Lawful.

Special Clerical Powers: Mealiden's clerics can use long bows and short bows. They have the General Skill "Blind Shooting" in addition to other General Skills they might possess.

History: Mealiden was an adventuresome elf of the Sylvan Realm in the west of the Known World. When the Sylvan Realm became surrounded by enemy human cultures and its elves became trapped, Mealiden devoted his efforts to discovering a way for them to escape. Eventually, he discovered the Rainbow Path, a magical mode of travel which enabled him to lead thousands of elves out of the Sylvan Realm and to the lands which later became Alfheim. Once that was done, Mealiden embarked on the Path of the Paragon and eventually (BC 250) earned Immortality in the Sphere of Energy. Since then, he has served as Ilsundal's "bodyguard," making sure that Ilsundal remains safe while that Immortal safeguards the elves.

Personality: In life, Mealiden was a brisk adventurer, the sort of archer-elf who leaps from tree to tree and laughs at his groundbound foes. As he undertook the responsibility for saving the elves of the Sylvan Realm, he became somewhat more serious and studious, but he still likes bold, mocking, light-spirited adventurers. He has no personal ambitions.

Allies: Mealiden's closest ally is Ilsundal, whom he serves.

Enemies: Mealiden considers Ilsundal's enemies his own enemies, while Ilsundal's enemies consider Mealiden just a lackey to be battered aside; they do not have any personal enmity for Mealiden.

Appearance: Mealiden appears as a young, cocky elf-warrior, clad in forest-green and carrying an elvish longbow; several starlike sparkles flit around his head, moving slowly when he is peaceful and quickly when he is agitated.

Symbol: A rainbow with one star above it and one star below.

Noumena

Game Statistics: Hierarch, Sphere of Thought. 34th level Immortal; AC −22; hp 1,250; HD 48; MV 150′ (50′); #AT 4; D 5d6+7 (Punch) or 4d6+11 (*rapier*); AM 90%; Save IM34; AL N; Str 30, Int 98, Wis 66, Dex 20, Con 38, Cha 20. Powers: Detection Suite, Height Decrease, Improved Saving Throws vs. Mental Attacks, Increased Damage. Weapons: *rapier +4* (treat as a short sword).

Followers' Alignment: Any. Clerics must be Neutral or Lawful.

Special Clerical Powers: Noumena's clerics can detect hidden and secret doors just as elves do.

History: In life, Noumena was a Pharaoh of the outer-world Nithian civilization in the years before that culture's downfall. Though he ruled a mighty nation, his main interest was in unravelling puzzles. An expert military tactician, he helped his people achieve great success in warfare, but his position meant less and less to him. Ultimately, he abdicated his throne in favor of a more kingly nephew and began to wander the world in search of greater puzzles and challenges.

Eventually, he was drawn back to Nithia when he discovered that the culture was sliding into decay and dissolution. He was less interested in the fate of the dissipated Nithians, reasoning that anyone who willingly embraces decay should receive what he or she deserves, than in the reason why the change occurred. He could see no internal cause for the decay, which made this a puzzle on a grand scale. Eventually, his investigations revealed that Entropic Immortals were behind the decay; his long quest for this knowledge brought him to the attention of Odin, an ancient Immortal who respected wise kings. Odin sponsored him on his path to Immortality.

As an Immortal, Noumena has grown to great prominence in the Sphere of Thought. He has long been a member of the Council of Intrusion, and time and again has been the one to discover the reasons behind puzzling phenomenon long after others had dismissed them as meaningless.

Personality: Noumena is a compulsive puzzle-solver, one with very little concern for the fates of individuals—mortal or otherwise. He is rather distant and thoughtful and seldom interacts with other Immortals. He tends to be silent when he has nothing to say, and so is sometimes overlooked or underestimated by others, to their regret. Noumena rarely talks, but when he does, everybody listens.

Allies: Noumena has no specific allies.

Enemies: Likewise, Noumena has made no specific enemies.

Appearance: Noumena's Manifestation Form is that of a lean old man; his hair is balding but his beard is long and grey. He tends to wear black garments so that only his head and hands are visible.

Symbol: A game-board.

Nyx

Game Statistics: Hierarch, Sphere of Entropy. 33rd level Immortal; AC −24; hp 1,000; HD 47; MV 150′ (50′); #AT 4; D 4d6+13 (Punch) or 3d8+18 (*sword*); AM 90%; Save IM33; AL N; Str 73, Int 50, Wis 33, Dex 28, Con 44, Cha 68. Powers: Control Undead, Improved Saving Throws vs. Power Attacks, Leech, Thief Special Abilities. Weapons: *normal sword +5 of extinguishing.*

Followers' Alignment: Any. Clerics may be of any alignment.

Special Clerical Powers: At 1st level, Nyx' clerics can cast *darkness* (a reversed *light* spell) once per day; at 2nd level, twice per day; and at third and higher levels, three times per day. This is a special power, in addition to their normal spell complement. They cannot reverse these spells to cast *light.*

History: Nyx was born in a faraway plane and belonged to a species which resembled the humans of Mystara. A victim of a vampire-like creature native to that world, she existed as one of the living dead for many centuries.

In spite of her unliving condition, Nyx embarked on the Entropic path to Immortality for some long-vanished patron she will not name. She won her Immortality by creating races of night-monsters and acting as their protector until they could thrive and survive on their own. Since then, she has achieved great power in the Sphere, eventually becoming one of the most powerful Entropic Immortals interested in the Known World.

Personality: Nyx is a creature of darkness. She thinks that darkness and nighttime are beauty and majesty, and she would like to see darkness encompass all the world. She also is very fond of creatures of the night, especially undead creatures. Most of her personal followers are undead, and she is constantly creating new varieties of undead ailments to inflict on humankind.

Unlike most Entropic immortals, Nyx is not particularly evil. She simply wants to change the multiverse to a condition most other Immortals find abhorrent, where her own favorite races, the undead creatures, would dominate. She sees the living as children who should one day mature into undead, a day she works hard to bring about.

Allies: Nyx has no staunch allies. Because of their similar ages and interest in creating new types of monsters, she has become the friend of Terra.

Enemies: Nyx is opposed by many Immortals, especially by Ixion, the embodiment of light; the two Hierarchs constantly interfere in one another's plots. Ironically, though, she and he get along very well together "off duty," recognizing that their differences come from opposing perceptions of reality rather than from matters of good or evil.

Appearance: Nyx' primary Manifestation Form is that of a small woman with pale skin, beautiful and exotic features, long black hair, and black eyes. She dresses in long flowing robes of black. When it suits her purposes, she can appear as a wizened, bearded, scholarly male—a form she feels helps her keep the attention and respect of some of the more greybearded Immortals.

Symbol: A solar eclipse—darkness coming between the sun and the world.

Odin

(Wotan; Viuden)

Game Statistics: Hierarch, Sphere of Thought. 36th level Immortal; AC −28/−35; hp 2,000; HD 50; MV 150′ (50′); #AT 4; D 4d6+9 (Punch) or 4d4+20 (*spear*); AM 90%; Save IM36; AL L; Str 45, Int 99, Wis 99, Dex 35, Con 40, Cha 56. Powers: Detection Suite, Fighter Options, Improved Saving Throws vs. Spell Attacks, Weapon Mastery (Grand Master of Battle Axe, Spear/two-handed, Pike). Weapons: *spear +5.* Armor: Plate mail armor providing −7 to AC.

Followers' Alignment: Any. Clerics must be Lawful or Neutral.

Special Clerical Powers: Odin's clerics can use spears, javelins, and pikes; they can Set Spear vs. Charge just like a fighter.

History: Odin is one of the great old Immortals; he does not remember existing as a mortal. Knowledgeable in the ways of the Immortals, he concludes that he must once have been a mortal, somewhere, and that whatever process made him Immortal also stripped away his memory of his mortal life.

He is the most powerful Immortal known in the Sphere of Thought, and has spent much of his immortal existence travelling the multiverse, observing sentient races and learning how their minds worked.

In the Known World, Odin's following is most widespread through the Northern Reaches (in fact, it's compulsory in the nation of Ostland), where he is known as Odin. In the Hinterlands, he is called Viuden; in the Hollow World, Wotan.

Personality: Odin tells his followers to use their intelligence to appreciate and enjoy their existences, to seek wisdom but not to be made cold and distant by knowledge. A leader of warriors who rarely takes the field himself, he teaches kings to rule wisely but also encourages them to enjoy life while they can.

Allies: Odin's greatest allies are Frey, Freyja, and Thor, fellow Immortal patrons of the Northern Realms.

Enemies: Odin has two great enemies. Loki, who concentrates so much of his evil on the men of the Northern Reaches, is one. Hel, who hates his pure, glowing love of life, is the other, especially since Odin began reincarnating the spirits of good beings into the children of important nobles and rules; a trick he stole from her.

Appearance: Odin is one of the few Immortals who forgoes an immaculate appearance: his Manifestation Form is that of a bearded old man with broad shoulders but a bent back. He dresses all in grey, from his weatherbeaten hat to his tattered cloak, and leans on a staff (in fact, his *spear +5*) as he walks. He wears a patch over one eye. Wherever he goes, his two pet ravens, Hugin and Mugin, will be somewhere nearby.

Symbol: Silhouettes of two ravens facing one another, with the head of a man between them; they whisper into his ears.

Opal

(The Sun Dragon, Ruler of All Neutral Dragons)

Game Statistics: Celestial, Sphere of Matter. 13th level Immortal; AC −9; hp 180; HD 27; MV 180′ (60′), 420′ (140′) flying; #AT 9 (two bites, two claws, two wing-strikes, two kicks, one tail-swing); D 6d8+4 (Bite) and 2d8+4 (claw, wing-strike, kick, tail-swing); AM 60%; Save IM13; AL N; Str 20, Int 20, Wis 20, Dex 22, Con 35, Cha 23. Powers: Detection Suite, Dragon Breath, Dragon Form.

Followers' Alignment: Any. Clerics must be Neutral.

Special Clerical Powers: At 1st level, Opal's clerics gain the ability to cast one *continual light* spell per day. This is a special power, in addition to their regular spells.

History: Opal was hatched on the Known World as a Jade Dragon of the deep jungle. She acted like any other dragon—claiming a territory and slaying any other monster which wanted to occupy it, preying on animals and passing humans, and gradually accumulating a modest hoard of treasure. She also found a mate and laid a nest full of eggs.

Not long after her dragon-chicks hatched, Opal left her home to find food for them. She fell upon an elephant, but it gored her badly before she killed it, injuring her wing. Unable to fly back to her nest, it took her several days to return home.

There, she discovered an awful scene: her mate and chicklings slain, her treasure stolen, and no clues left behind other than the sort of rubbish that humans drop everywhere. Her subsequent sweep of the surrounding area revealed no sign of the murderers.

Her mind became fixed on revenge. With remarkable foresight, she kept all the trash her mate's killers had left, guarding it as jealously as the most precious treasure. She spent years learning magic from others of her kind. Eventually, when she knew enough to cast *polymorph self*, she changed herself into human form and took her odd "treasure" with her to the nearest human community.

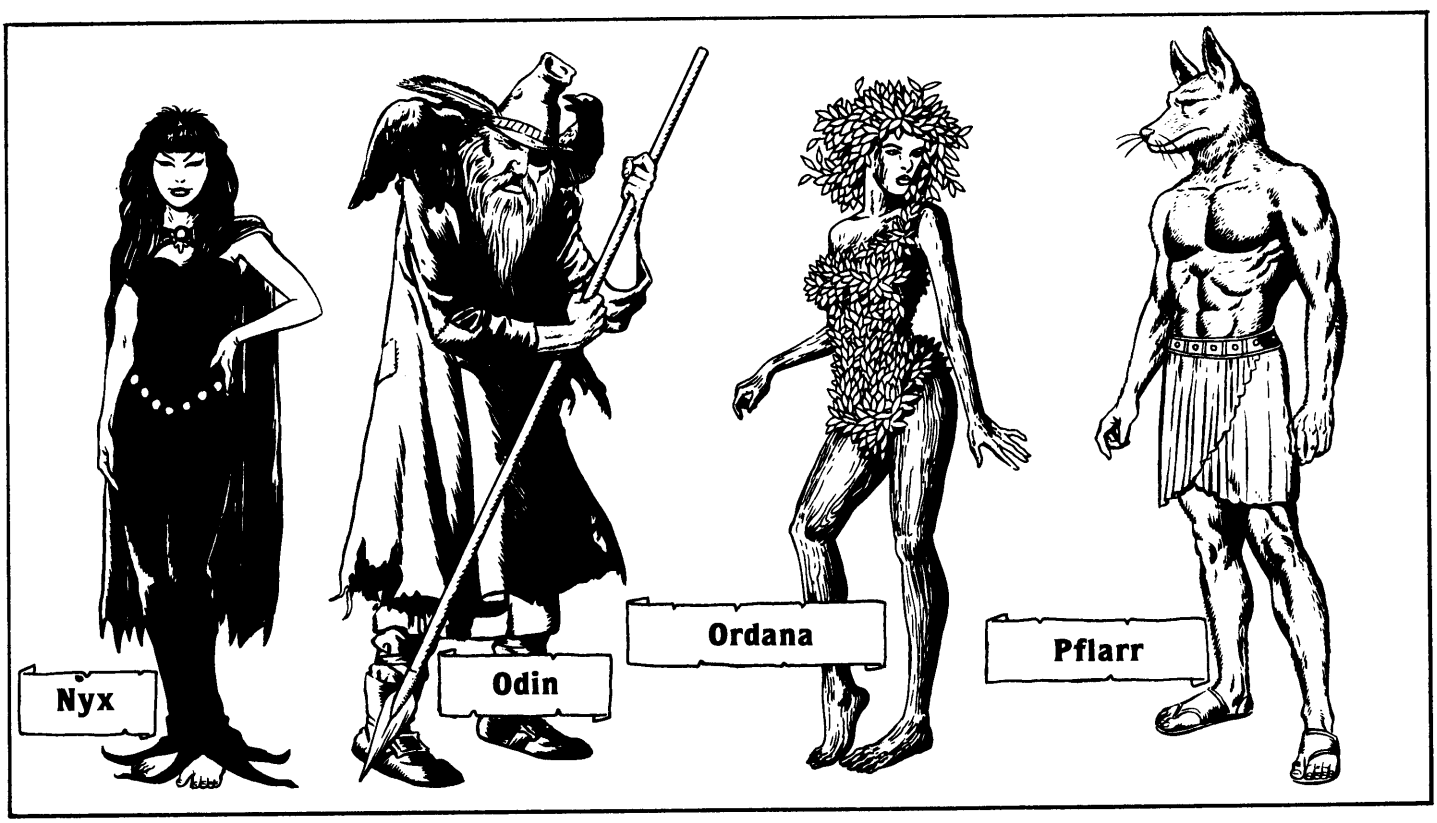
Over the next twenty years, using the clues left behind in her caverns, she tracked down the murderers of her family and killed them one by one. During this time, she met many humans—some she grew to hate and a few she grew to like, but almost all of them with one thing in common: they believed that dragons existed only to be robbed and killed. This, not unnaturally, gave her an immense dislike of the entire human race.

Her remarkable efforts to avenge her family drew the attention of the Great One, who became her sponsor to Immortality.

As an Immortal, Opal acts as a patron of all Neutral dragons (White, Onyx, Jade, and Blue).

Personality: Opal is a vengeful creature, but her vengeance is always well-planned. She has a basic dislike of human adventurers, who are usually (to her way of thinking) murderers and thieves. Yet she has a soft spot for sole survivors of slaughtered families and will often help them to seek vengeance, whatever their race (even humans!), as their grief reminds her of her own loss.

Allies: Other than the Great One, her patron, Opal has no real friends. She doesn't like Diamond (who is far too friendly with humans) or Pearl (who is



more than a little crazy), so she only associates with them when ordered to by the Great One.

Enemies: Opal has no specific enemies, but she dislikes Immortals such as Halav and Bemarris who were dragon-slaying heroes in their mortal lives.

Appearance: Opal's Manifestation Form is that of a huge dragon. Her scales are an iridescent white, decorated with hundreds or thousands of tiny specks of color in all the hues of the rainbow.

Symbol: A crown sculpted to resemble a snake swallowing its tail, with a huge opal stone set in the top of the snake's head.

Orcus

(The Goat; Master of the Dead; The Black Prince)

Game Statistics: Eternal, Sphere of Entropy. 25th level Immortal; AC −19; hp 500; HD 39; MV 150′ (50′); #AT 4; D 4d6+20 (Punch) or 3d2+25 (*whip*); AM 80%; Save IM25; AL C; Str 100, Int 68, Wis 34, Dex 40, Con 47, Cha 13. Powers: Call Other, Control Undead, Height Increase, Poison Sting. Weapons: *whip +5 of draining*.

Followers' Alignment: Neutral or Chaotic. Clerics must be Chaotic.

Special Clerical Powers: Orcus' clerics receive a bonus of −2 to AC when fighting demihumans (dwarves, elves, and halflings).

History: In his mortal life, Orcus was a *devil swine* (one of the more destructive types of lycanthrope) in long-ago Traldara, the land which eventually became Karameikos. His hatred of all things living attracted the eye of Thanatos, the master of destruction, who sponsored him on his path to Immortality.

Personality: Orcus lives to destroy—people, places, or things. He has no other interests beyond mass destruction; he wants to see the end of everything that exists. But he is far from being a raving madman; his bestial form often makes others forget his genius. His manner is coldly cruel and cynical.

Allies: Not many Immortals, even the Entropic ones, like Orcus's single-mindedness, so he has few allies. Thanatos deplores his lack of subtlety but occasionally finds him useful in one of his plots.

Enemies: The Immortal who most hates and opposes Orcus is Djaea; she often interferes with his plans. He has a bitter rivalry based on jealousy with the other Immortal-level Fiends, especially Alphaks and Demogorgon; the three often sabotage each other's plots in petty ways.

Appearance: Orcus looks like a 15′-tall goat-headed humanoid with two great, curling ram's horns. His arms and torso are manlike, while he has the legs of a goat.

Symbol: A goat's head with ram's horns.

Ordana

(Forest Mother, Thendara)

Game Statistics: Hierarch, Sphere of Time. 31st level Immortal; AC −22; hp 800; HD 45; MV 150′ (50′); #AT 4; D 4d6+9 (Punch) or 3d4+14 (*club*); AM 90%; Save IM31; AL N; Str 43, Int 70, Wis 69, Dex 28, Con 48, Cha 50. Powers: Call Other, Height Increase, Improved Saving Throw vs. Physical Attacks, Turn Undead. Weapons: *club +5* (oak).

Followers' Alignment: Any. Clerics must be Neutral.

Special Clerical Powers: Ordana's clerics have the Move Silently and Hide in Shadows of thieves of the same experience level but can only use these skills when among trees.

History: Most mortals believe Ordana was an Evergrun elf who achieved Immortality, but this is not the case. She was actually a treant who found Immortality in the Sphere of Time long before the elves or any other human-like race walked Mystara. She never knew the name of her patron, although Khoronus suspects he might have acted from the future or his own forgotten past to fill that role.

It is Ordana who created the elvish race on the Known World to be the friend and protector of her beloved forests. Later, when the Evergrun elves abandoned her way and left their forests to settle in cities built by Blackmoor technology, she waited patiently for them to return to her philosophy of *dainrouw* ("the forest way").

After the great Rain of Fire destroyed both Blackmoor and the Evergrun civilization, she subtly aided Ilsundal's "back to the forest" movement, helping his followers on their journey, and became the patron of wood-elves who settled on the Minrothad islands. On the outer world, she is largely forgotten by the elves outside of the Minrothad territories; most outer world elves are followers of Ilsundal and Mealiden. Some other elves and forest-dwellers know her by the name of Thendara.

Personality: Ordana is a force of nature; she identifies first with mighty forests and second with creatures which live with nature within those forests. So she is the friend of treants, most elves, centaurs and dryads, and all the forest folk who do not follow Entropy. She despises people who cut down or burn down forests; thus she is friendly to very few human cultures, only those who respect forests and the lives they shelter.

Allies: Ordana's closest Immortal friend and subordinate is Calitha Starbrow, an elvish Immortal who is the patron of water-elves. She gets along fairly well with Ilsundal and Mealiden, although those two elf-patrons feel she should devote more time to elves and less to other forest creatures. She appreciates the efforts of Zirchev the Huntsman on behalf of the forest races. Ordana's allies in the maintenance of the Hollow World are Ka the Preserver, Ixion, and Korotiku.

Enemies: Ordana dislikes, and sometimes launches petty plots against, Immortals who are fire-oriented; these include Rathanos and even her own ally Ixion. But these are mere dislikes, not genuine enmities. She opposes the activities of all Entropic immortals.

Appearance: Ordana has several Manifestation Forms: a mighty oak treant; a beautiful dryad with green hair and eyes wearing a simple garment of oak-leaves; an elvish woman with oak-brown hair and light green skin (Thendara); a mighty she-centaur with a great mane of green hair.

Symbol: Oak leaf.

Pearl

(The Moon Dragon, Ruler of All Chaotic Dragons)

Game Statistics: Temporal, Sphere of Matter. 10th level Immortal; AC −8; hp 140; HD 24; MV 180′ (60′), 420′ (140′) flying; #AT 9 (two bites, two claws, two wing-strikes, two kicks, one tail-swing); D 6d8 (Bite) or 2d8 (claw, wing-strike,

kick, or tail-swing); AM 50%; Save IM10; AL C; Str 12, Int 20, Wis 20, Dex 24, Con 35, Cha 23. Powers: Detection Suite, Dragon Breath, Dragon Form.

Followers' Alignment: Any. Clerics must be Chaotic.

Special Clerical Powers: Pearl's clerics possess *infravision* identical to that of dwarves and elves.

History: In life, Pearl was a particularly fierce red dragon. She was an intelligent, spell-casting dragon who had never been defeated by mortal adventurers.

The Great One had already sponsored a Lawful and a Neutral dragon to Immortality; his sense of symmetry was offended because he did not have a Chaotic subordinate. Searching until he found the world's most powerful and unyielding Chaotic reptile (Pearl), he sponsored her to Immortality.

As an Immortal, Pearl is the sponsor of all Chaotic dragons (Black, Green, Red, and Amber).

Personality: Pearl is as clever, wily, and cruel as an Immortal as she was in mortal life. She loves the new power of her position and has transformed her Home Plane into a dragon's paradise, where inept knights and clumsy thieves provide plenty of tasty sport. She spends most of her time here, like an Immortal cat playing with mortal mice, guarding an enormous hoard she has created. The Great One believes she will outgrow this behavior in a few centuries; Diamond and Opal rather doubt it.

Allies: Pearl's only ally is the Great One.

Enemies: Pearl and Diamond hate one another with a passion and only refrain from attacking one another because the Great One forbids it.

Appearance: Pearl looks like an enormous dragon with scales like mother-of-pearl—white but iridescent, constantly shifting, appropriate to her Chaotic nature.

Symbol: A crown sculpted to resemble a snake swallowing its tail, with a huge, round pearl set in the top of the snake's head.

Petra

Game Statistics: Celestial, Sphere of Time. 17th level Immortal; AC −10/−16; hp 260; HD 31; MV 150′ (50′); #AT 3; D 4d6+4 (Punch) or 3d6+9 (*war hammer*); AM 60%; Save IM17; AL L; Str 20, Int 38, Wis 50, Dex 20, Con 18, Cha 20. Powers: Fighter Options, Improved Saving Throws vs. Physical Attacks, Increased Damage, Turn Undead. Weapons: Paired *war hammers +5 of flying*. Armor: Ancient-style bronze plate providing −6 to AC.

Followers' Alignment: Any. Clerics must be Lawful or Neutral.

Special Clerical Powers: Petra's clerics receive a permanent +1 bonus to their Strength scores (up to a maximum of 18) and receive the General Skill "Leadership" in addition to any other General Skills they possess.

History: Petra was a high-level cleric, queen of the city of Krakatos in the Traldar lands of what is now Karameikos, when the gnollish invasions began. Her husband was killed in an early gnollish raid, and Petra joined forces with Halav, who was then uniting the Traldar chieftainships; her support was a key factor in his success. An accomplished warrior-cleric in her own right, she became Halav's co-ruler and lover, personally directed the Traldar defensive efforts in several bitter battles while Halav carried the fight to the enemy. After Halav was slain defeated the gnoll king in the final battle of the war, she *raised* him from the dead. She, Halav, and Zirchev then separated on their individual quests for Immortality; each of them achieved it (Petra's patron was Vanya) and they were eventually reunited.

Personality: Petra is a very practical, no-nonsense Immortal. She has a short temper for people who feel sorry for themselves or don't have the courage to accomplish their goals but is very fond of heroes who overcome personal weaknesses to succeed in their quests. Petra is a patron of fighting-clerics and defenders; she is often appealed to by those who live in besieged cities.

Allies: Halav and Zirchev, Petra's allies in the Traldar days, are still her greatest allies. All these centuries later, Halav and Petra are still lovers, and Zirchev is still the couple's closest friend.

Enemies: Petra does not share Halav's unbending hatred of the Immortal patrons of humanoid races. She has no personal enemies among the Immortals, though she is often in conflict with her ex-sponsor Vanya, who dislikes the Milenian culture (which is descended from Petra's Traldar race).

Appearance: Petra appears as a small, fair, dark-haired woman wearing the stylish bronze armor of the ancient Traldar peoples or the sculpted leather armor of the later Milenians and carrying a large flanged mace.

Symbol: A circular shield with a round boss in the center; many of her Karameikan clerics erroneously interpret this as an overhead view of a potter's wheel.

DMing Notes: Since the Thyatian invasion of Karameikos, native Traladarian faiths like those of Petra have been discouraged by the Thyatian conquerors; Petra is currently trying to remedy this situation and greatly increase her following in that part of the world.

Pflarr

(The Jackal-Head)

Game Statistics: Eternal, Sphere of Energy. 25th level Immortal; AC −13; hp 500; HD 39; MV 150′ (50′); #AT 4; D 4d6+7 (Punch) or 3d10+12 (*two-handed sword*); AM 80%; Save IM25; AL N; Str 30, Int 48, Wis 20, Dex 18, Con 15, Cha 10. Powers: Dragon Breath, Improved Saving Throws vs. Spell Attacks, Thief Special Abilities, Turn Undead. Weapons: *two-handed sword +5 of draining* (shaped like a sickle).

Followers' Alignment: Any. Clerics and shamans must be Neutral.

Special Clerical Powers: Pflarr was a guardian, and his clerics have superb hearing appropriate to guardians. A cleric of Pflarr has the Hear Noise ability of a thief of the same experience level.

History: Pflarr was created, not born, as the jackal-headed bodyguard of a powerful wizard of the culture that eventually became the Nithian Empire. Pflarr wasn't 100% successful at this occupation: his creator was assassinated by a rival.

Once Pflarr killed that rival, he had two entire wizard's libraries at his disposal; so began his education in magic. By the time the Nithian culture was beginning its ascension, Pflarr was reaching his personal heights as a powerful magician and questing on the Path of the Paragon, sponsored by the Immortal Rathanos. By the time the Nithian Empire was in place, Pflarr was its first native-born (or native-created) Immortal. Pflarr was a patron of magical learn-

ing and the creator of the jackal-headed Hutaaka race, but he paid very little attention to political developments in the Nithian Empire. He, like the other Immortals, was caught off-guard by Thanatos' sudden corruption of the Nithian ruling class; unable to stem the tide of Nithian moral decline, he participated in the Immortals' scouring of that culture from the face of the Known World.

Personality: Pflarr is not human in his outlook, and he is unlike most other Immortals. If a follower (or nation of followers) disappoints him or turns away from his teachings, Pflarr will give them the time and opportunity to return to the "correct path" but will not interfere or prompt them to do so. If they do not mend their ways, he will abandon them and start over elsewhere, with a new set of followers. He feels no particular loyalty to his followers, feeling instead that they should feel loyalty to *him*; if they fail him, he is content to let them perish.

Allies: Pflarr's chief Immortal ally is Rathanos, his sponsor.

Enemies: Pflarr intensely dislikes Thanatos and all his agents for their part in the downfall of Nithia.

Appearance: Pflarr is a tall (7') humanoid, covered in fine brown fur and bearing the head of a jackal. He wears simple Nithian-style robes of white cotton.

Symbol: A jackal head with human eyes.

Protius

(The Old Man of the Sea; Manwara; The Spuming Nooga)

Game Statistics: Eternal, Sphere of Time. 29th level Immortal; AC −20; hp 700; HD 43; MV 300' (100'); #AT 4; D 4d6+12 (Punch) or 3d6+24/+26 (*trident*); AM 80%; Save IM29; AL N; Str 65, Int 38, Wis 40, Dex 30, Con 45, Cha 40. Powers: Increased Movement Rates, Poison Sting, Thief Special Abilities, Weapon Mastery (Grand Master of Trident/two-handed, Trident/ one-handed, Net). Weapons: *trident +3, +5 vs. giants; net +1 of flying.*

Followers' Alignment: Any. Clerics may be of any alignment.

Special Clerical Powers: Protius' clerics have a swimming movement rate equal to their movement rates on land and cannot drown unless they are tied or unconscious.

History: Protius is an ancient Immortal who predates the appearance of human-like races upon the world; in life, he was the last and most intelligent member of a race of primitive porpoise-like mammals. A magic-user, he eventually learned to travel through time to his far, far future... the distant past of the Known World. There, Khoronus helped him achieve Immortality and sent him back to his own era.

Over thousands and millions of years, Protius embodied the sea in all its aspects: treacherous, beautiful, bountiful, and terrifying. Throughout the history of the sentient races, he has dwelt and dominated the seas, causing storms here and quelling waters there, the master of the oceans. That was his whole ambition; he never strove to attain ultimate power in his Sphere.

Protius swam through the ages to the modern era, meeting Khoronus again, though Protius was now a very old Immortal compared to the chief Hierarch of Time.

In the Northern Reaches area, especially in Vestland, Protius is known as the Spuming Nooga; his symbol there is of a spuming, or spouting, whale. Among the sea-dwelling peoples—such as mermen, tritons, nixies, etc.—he is called Manwara. Each sea-dwelling race affectionately claims Manwara as a member of its own species; for example, to sea elves he's the Old Elf of the Sea, just as to humans Protius is the Old Man of the Sea.

Personality: Protius is not a particular admirer of humans or human-like races. He doesn't dislike them; he just doesn't care whether they succeed or fail, live or die. He receives the prayers of ship-captains and sea-travellers, sometimes heeding them and often not; if he loves anything, it is the native races of the seas, especially sea-mammals and creatures like the merfolk. However, he can be persuaded to help humans and demihumans who perform great acts of appreciation of the sea or who devote themselves to performing great deeds with the world's waters.

Allies: Protius is a very independent Immortal. Calitha Starbrow and he have very different interests and so do not compete or cooperate. He recently sponsored al-Kalim to Immortality but this is a bond his protege takes more seriously than he does; Protius cannot be bothered to think up tasks for al-Kalim to do, but the latter would rush to his defense in the unlikely event he needed it.

Enemies: Protius has no genuine enemies among the Immortals... only opponents.

Appearance: Protius usually appears as an aged man or merman with seaweed-green mustache, beard, and hair. Regardless of the setting, he is always dripping with sea-water. He is usually nude but sometimes appears wrapped with seaweed. His face is very mercurial: cheerful one moment, angry the next, briefly thoughtful, then calm and impassive. He carries a trident.

He has two alternate Manifestation Forms: a large, intelligent dolphin and a gigantic whale.

Symbol: The trident.

Rad (Etienne d'Ambreville)

Game Statistics: Empyreal, Sphere of Energy. 22nd level Immortal; AC −16; hp 390; HD 36; MV 150' (50'); #AT 3; D 3d6+6 (Punch); AM 70%; Save IM22; AL L; Str 25, Int 72, Wis 65, Dex 35, Con 47, Cha 59. Powers: Dragon Breath, Improved Saving Throws vs. Mental Attacks, Improved Saving Throws vs. Spell Attacks, Turn Undead.

Followers' Alignment: Neutral or Lawful. Clerics must be Lawful.

Special Clerical Powers: Rad's clerics receive a permanent +1 bonus to their Intelligence and Wisdom scores (up to a maximum of 18).

History: In mortal life, Etienne d'Ambreville was a brilliant magician: the head of a large, talented, and eccentric family. The d'Ambrevilles lived far away in another dimension, in a land where magic was a capital crime. Persecuted by their enemies, he and his family discovered how to open gates which gave them access to different planes and even different dimensions, and fled through one to the Known World, where they settled in the Principalities of Glantri. They quickly rose to rule their own principality, which they named New Averoigne after their lost home. In just a few years, the d'Ambrevilles (now known as the House of Sylaire) were the most powerful of the princely houses in Glantri. The family suffered a major setback when Etienne's wife and brother tried to kill him, activating a *wish* Etienne had cast years be-

fore which trapped the whole family in their castle until a group of brave adventurers undid the curse.

Free once more, Etienne founded the Great School of Magic and helped turn Glantri into a magocracy, with himself as the country's ruler. In his quest to find out everything there was to know about magic, he discovered a powerful Artifact called the Nucleus of the Spheres buried beneath Glantri. He found a way to use the strange energy emanating from this Artifact (the Radiance) to allow him to achieve Immortality in the Sphere of Energy—without having ever had a sponsor or undergoing the Path of the Paragon, a fact which did not make him popular with the Hierarchs of that Sphere.

In the century and a half since becoming Immortal, this unorthodox magist has continued his quest for knowledge in two ways. By continuing to rule Glantri in the Mortal Identity of Prince Etienne d'Ambreville, Grand Master of the School of Magic, he helps train a new generation of mortal magic-users to study the Radiance's energy. At the same time, under his new Immortal name of Rad, he is the patron of all Glantrian magic-users, especially those devoted to studying the new kinds of magical effects the Radiance makes possible. He has also gradually become the focus and spokesman of various anti-traditionalist forces of Immortal society, particularly within his own Sphere of Energy, a fact which sets off the events of **The Immortals' Fury** and the disasters which follow.

Personality: Rad is a complex Immortal— brilliant, unpredictable, solitary, and stubborn. As Etienne d'Ambreville he pretends to be vague and unworldly because he finds this makes people assume (wrongly) that he is slipping into his dotage. With the warped sense of humor typical of the d'Ambrevilles, he enjoys teasing those who think along more rigid lines, like his own Hierarch, Ixion, or many of his ambition-starved fellow princes of Glantri. Underneath he is a kindly soul who finds it hard to take his enemies seriously.

Allies: Because of his unusual origin and personality, Rad had no specific allies before the formation of The Fellowship of the Star. He and Rafiel are friendly because of their shared interest in the effects of the Radiance, and trickster Immortals like Korotiku, Eiryndul, and Loki admire his wit and sense of humor. Once open war is declared between Ixion and Rad, a number of Immortals who take Rad's side decide to help him, including Asterius, Eiryndul, Ka, Korotiku, Rafiel, Rathanos, and Vanya.

Enemies: Until the events of **The Immortals' Fury** begin, Rad has no specific enemies, although tradition-bound Immortals tend to find him irritating. Once that adventure starts, however, Ixion, Valerias, Ilsundal, and Alphatia ban together to seek his destruction.

Appearance: In mortal or Immortal identity, Rad appears as an old man with an enormous white beard and sharp, inquisitive eyes.

Symbol: Three hemispheres which connect to form a triangle inside.

DMing Notes: Rad's Mortal Identity, Etienne d'Ambreville, is a 36th level magic-user with the following stats: Str 9, Int 18, Wis 16, Dex 13, Con 12, Cha 11, AL L.

Rafiel

Game Statistics: Empyreal, Sphere of Energy. 21st level Immortal; AC −18; hp 360; HD 35; MV 150′ (50′); #AT 3; D 3d6+7 (Punch); AM 70%; Save IM21; AL L; Str 32, Int 75, Wis 44, Dex 46, Con 54, Cha 70. Powers: Detection Suite, Improved Saving Throws vs. Physical Attacks, Improved Saving Throws vs. Spell Attacks, Thief Special Abilities.

Followers' Alignment: Any. Clerics may be of any alignment, but most are Neutral.

Special Clerical Powers: Rafiel's clerics receive a +1 to saving throws vs. Rods, Staves, and Spells, and also receive the General Skill "Engineering" in addition to other General Skills they possess.

History: In ancient times, Rafiel was a nuclear physicist in the high-technology city of Blackmoor, an experimenter in thought-transference sciences that rivalled magical spells in their complexity and usefulness.

He was conducting one of these experiments when the men of Blackmoor, in their great wisdom, accidentally blew up their entire culture. Rafiel's mortal body died then, but his mind, caught in the energy matrix of his experiment, survived and was sustained by the explosion's great energies.

Rafiel drifted in an existence deprived of all sensations. Gradually, though, his questing mind made contact with the Shadow Elves, an elvish race driven underground by a similar explosion to that which destroyed Blackmoor. The Shadow Elves' need of guidance sustained him, allowed him to coalesce a new body for himself... and ultimately Rafiel found himself to be an Immortal of the Sphere of Energy and patron of the Shadow Elves.

Since that time, Rafiel has worked hard to help the Shadow Elves survive their subterranean existence (and the ravages which nuclear radiation wrought on their genes), to oppose the Immortal Atzanteotl (who has on several occasions meddled with the Shadow Elves), and to further his own knowledge of the nuclear energy which caused the Blackmoor disaster.

Personality: Rafiel is a calm, wise, and kindly Immortal. It is this kindliness that prompted him to guide the Shadow Elves to their refuge in the subterranean cavern called the City of Stars. However, his followers believe him to be a stern and harsh Immortal, since he requires the Shadow Elves to leave mutated and misshapen children in tunnels leading to the surface world, in order that the Shadow Elf race might someday recover from the damage done by radiation. In truth, Rafiel leads humanoids from the surface down to find these abandoned babies; the children are raised by orcs, goblins, trolls, and other humanoids. Rafiel, like Rad, achieved Immortality without following the traditional candidate paths, so Rad's work is of great interest to him; this is why Rafiel helps the Fellowship of the Star.

Allies: Rafiel normally acts independently. Ordana likes him, but they are not allies. Until Rafiel joins the Fellowship of the Star, Rafiel has, in fact, no Immortal allies.

Enemies: Rafiel's chief enemy is Atzanteotl, who wooed several elements of the Shadow Elves away from his following. During the events of **The Immortals' Fury**, the members of Ixion's Ring of Fire become his enemies as well.

Appearance: Rafiel appears as a middle-aged human male wearing starched white robes and spectacles.

Symbol: A book-cover with a star in its center, representing wisdom and celestial learning.

Rathanos

Game Statistics: Eternal, Sphere of Energy. 28th level Immortal; AC −19; hp 650; HD 42; MV 150′ (50′); #AT 4; D 5d6 + 10 (Punch) or 4d4 + 13 (*club*); AM 80%; Save IM28; AL C; Str 53, Int 78, Wis 44, Dex 28, Con 23, Cha 48. Powers: Groan, Improved Saving Throws vs. Spell Attacks, Increased Damage, Swoop. Weapon: *club +3 of flaming* (shaped like a torch).

Followers' Alignment: Any. Clerics must be Neutral or Chaotic.

Special Clerical Powers: At 1st level, Rathanos's clerics can cast one *resist fire* and one *produce fire* spell each day; these are special powers in addition to their usual spells.

History: Rathanos, in life, was a magic-user of the outer-world Oltec culture in the ancient past. He was fascinated with the elemental plane of fire and fire magics. He became an undisputed master of fire magics and eventually embarked on the path of the Paragon to achieve Immortality in the Sphere of Energy; Ixion was his patron. As an Immortal, he became interested in the rising Nithian Empire and gathered about him a cult of Nithian followers.

Though Thanatos and his agents managed to bring about the downfall of the Nithian Empire, the Nithian colony on the Isle of Dawn was more interested in their own brand of mysticism and the teachings of Rathanos. Nithia was destroyed, but the colony on the Isle of Dawn (Thotia) still thrived and an uncorrupted Nithian culture was planted in the Hollow World by concerned Immortals; members of both cultures still follow him.

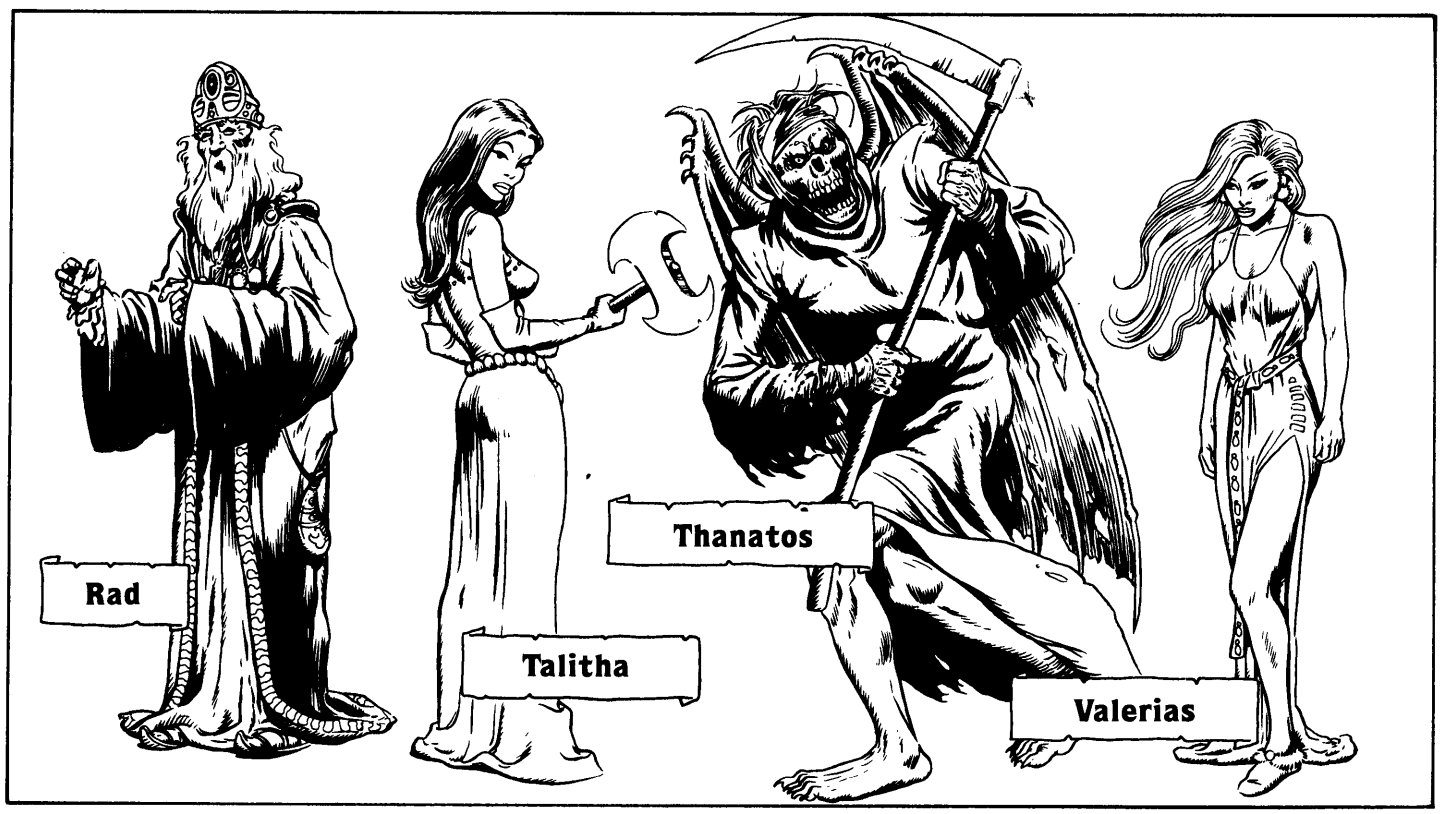
Personality: Rathanos is interested mainly in the transformation of matter to energy; he is especially interested in creating a spell of transformation which will allow his followers to transform themselves into beings of pure energy—imperishable, immortal, and beautiful. He has not found the spell that will do this reliably and so continues his magical researchers, requiring his magic-user followers to do the same until an answer can be found. His ultimate goal is to create a great, powerful nation of energy-beings: born as mortal beings, educated as quickly as only humans can be, and then transformed into powerful energy beings serving the Sphere of Energy. Unfortunately, after several thousand years Rathanos still hangs on to one of his mortal prejudices: he believes that women should be subject to men. This attitude naturally brings him into conflict with numerous female Immortals.

Allies: Rathanos is too enraptured in his project to court many allies; Pflarr, who was also an Immortal of the Nithians, is about the only one. He sponsored Eiryndul as well as Pflarr, so both will aid him if he calls upon them. Fascinated by the possibilities that the Radiance might help him achieve his goal, he becomes the highest-ranking Immortal of the Sphere of Energy to support Rad during the latter's struggle with Ixion.

Enemies: Rathanos' personal enemies include Diulanna and Vanya, who resent his attitudes about mortal women. Once the Ring of Fire is founded, its members become his foes as well.

Appearance: Rathanos appears as a manlike being made all of fire.

Symbol: A burning brand.



Razud

Game Statistics: Hierarch, Sphere of Energy. 31st level Immortal; AC −19; hp 800; HD 45; MV 150′ (50′); #AT 5; D 4d6+8 (Punch) or 3d12+8 (Gentle Touch) or 3d6+11 (*staff*); AM 90%; Save IM31; AL N; Str 36, Int 90, Wis 33, Dex 20, Con 43, Cha 40. Powers: Extra Attack Per Round, Mystic Special Abilities (counts as three choices). Weapon: *staff +3* (made of stone).

Followers' Alignment: Any. Clerics may be of any alignment.

Special Clerical Powers: Razud's clerics receive a +1 bonus to individual initiative and a permanent +1 bonus to their Wisdom scores (up to a maximum of 18).

History: In ancient times, on another world, Razud was a man of the golden-skinned Cypri people who were eventually conquered by (and who ultimately assimilated) the pale-skinned "pure" Alphatians. A powerful, thoughtful magician, he was sponsored by Ixion and earned Immortality in the Sphere of Energy long before the Alphatians conquered that culture; once the Alphatians had conquered the Cypric culture and then adopted most of its ways, they also adopted the following of Razud. In the millennia since, Razud has been a patron of the Alphatians. It was he who guided the Alphatians fleeing the destruction of their world to the Known World.

Personality: Razud likes to help the self-sufficient; he looks most kindly on those who seek guidance from him but are brave and resolute enough to forge out on their own if he offers none.

Allies: Razud has no close allies among the Immortals, though Alphatia (a fellow Cypris-Alphatian) and Koryis are usually willing to cooperate with him.

Enemies: Razud opposes Alphaks' efforts to destroy the Alphatian people. Alphaks takes this much more personally than Razud, and considers Razud his enemy.

Appearance: Razud appears as a young man, perhaps 16, of the old Cypric race: golden-skinned, brown-haired, green-eyed, with a smiling moon face. He is very handsome, and wears thin silken robes in emerald green.

Symbol: The Granite Tree, a tree of any sort (especially oak) made entirely of stone; it represents strength and durability.

Talitha

Game Statistics: Eternal, Sphere of Entropy. 25th level Immortal; AC −17; hp 500; HD 39; MV 150′ (50′); #AT 4; D 5d6+10 (Punch) or 4d8+12 (*battle axe*); AM 80%; Save IM25; AL C; Str 48, Int 80, Wis 39, Dex 28, Con 30, Cha 76. Powers: Control Undead, Enhanced Reflexes, Increased Damage, Summon Weapons. Weapon: *battle axe +2*.

Followers' Alignment: Any. Clerics must be Chaotic.

Special Clerical Powers: A cleric of Talitha can use the thief's Pick Pockets ability as if a thief of the same experience level.

History: In life, Talitha was a master thief in Alphatia. Though a second-class citizen by Alphatian law (because she had no spell-casting ability), she lived like a princess owing to her great thieving ability. She especially enjoyed observing high-ranking Alphatian magic-users go about their plans and plots and then stealing the physical objects which were most crucial to those plots, causing disaster and ruin to those unfortunates.

Thanatos saw and appreciated this trait, and guided her onto the Entropic path to Immortality. She not only gained Immortality, she did so while identifying candidates to Immortality in other Spheres and spoiling their efforts by stealing the artifacts they'd won.

Personality: In her long history as an Immortal, Talitha has been a powerful symbol of self-gratification at the expense of others. She does not feel that simply stealing something is good enough; the theft must hurt or ruin its victim.

Talitha is very proud of her "accomplishments" and easily angered by failure on the part of others to praise them.

Allies: Talitha often cooperates with Masauwu and Orcus on projects of mutual interest, but they are not formal allies.

Enemies: Talitha is widely disliked by many less-powerful Immortals for the parts she played in humiliating them in the past and by more powerful Immortals from other Spheres for spoiling the chances of some of their most promising candidates.

Appearance: Talitha appears as a tall, well-built brunette woman of the copper-skinned Alphatian race. Her features are beautiful, but her expression is often petulant and spiteful. She wears revealing gowns but, incongruously, carries a double-headed axe.

Symbol: A crying baby—by ancient tradition, the child who has lost its candy to a thief.

Tarastia

(Patroness of Justice and Revenge)

Game Statistics: Eternal, Sphere of Energy. 30th level Immortal; AC −21/−28; hp 750; HD 44; MV 450′ (150′); #AT 4; D 4d6+16 (Punch) or 3d8+19 (*battle axe*); AM 80%; Save IM30; AL L; Str 90, Int 49, Wis 50, Dex 28, Con 33, Cha 48. Powers: Fighter Options, Increased Movement Rates (twice), Thief Special Abilities. Weapon: *battle axe +3* (shaped like a headsman's axe). Armor: black plate armor providing −7 to AC.

Followers' Alignment: Any. Clerics must be Lawful.

Special Clerical Powers: Tarastia's clerics are able to use axes; they also possess the General Skill "Detect Deception" in addition to other General Skills they possess.

History: Tarastia was a cleric of an ancient Jennite tribe on the outer world. Offended and abused by the unjust chieftain of her tribe, she effected her own revenge and ran away into exile. Later in life, having achieved great power and wisdom, she became an Immortal of the Sphere of Energy for her patron, Ixion, who admired her tempestuous nature. Since then, she has devoted herself to the achievement of justice and just revenge.

Personality: Tarastia often helps those who have been wronged. She is a patron of justice; she does not help those who want the revenge to be nastier than the original offense, and she does not help those who want revenge for slights or inconsequential matters. But she provides information and guidance to those who take on honorable quests for vengeance.

Allies: Tarastia has few long-term allies, but often helps other Immortals, of any plane except Entropy, when they are dealing with wrongs and abuses on the mortal world. Her sole friend is Diulanna, the strong-willed Celestial of Thought.

Enemies: Tarastia does not get along well with pacifists like Koryis and Alphatia, but does not consider them enemies; she is the sworn enemy of any Immortal who seeks senseless revenge.

Appearance: Tarastia appears as a

dusky-skinned, strong-jawed, unsmiling woman in black plate armor, carrying a headsman's axe.

Symbol: Black headsman's axe.

Terra

(Yamuga; Mother Earth)

Game Statistics: Hierarch, Sphere of Matter. 36th level Immortal; AC −29; hp 2,000; HD 50; MV 150′ (50′); #AT 4; D 4d6+20 (Punch); AM 90%; Save IM36; AL L; Str 100, Int 76, Wis 85, Dex 44, Con 100, Cha 78. Powers: Call Others, Extra Attack Per Round, Height Increase, Improved Saving Throws vs. Physical Attacks.

Followers' Alignment: Neutral or Lawful. Clerics must be Lawful.

Special Clerical Powers: Terra's clerics possess the mystic's *speak with animals* ability.

History: Terra began her existence as an elemental on the Elemental Plane of Earth. She was a great warrior against intruders from other Elemental Planes.

In her youth, she was contacted by a disembodied voice who spoke to her, helping to guide her actions so that she would learn more about the ways of the multiverse. This voice entreated her to go on long, dangerous quests for her own benefit and that of her plane; it was only much later that she realized that this voice was that of an Immortal. Terra did not go on the Path of the Polymath; either she attained Immortality before that Path was established, or her race could not undertake that Path. Regardless, on the last of these adventures, she was exposed to an enormous amount of magical energy while destroying an evil creature from the Plane of Fire... and, though she thought she was killed by that energy, she was in fact transformed to an Immortal. She never learned the name of her sponsor.

In her Immortal explorations of the multiverse, she became fascinated with the way things of Matter, such as planets, could spawn whole cultures of small creatures. The creation of creatures and species became her hobby, and the sponsorship of other mortals to Immortality her chief duty; thousands of years later, she is the most powerful Hierarch of her Sphere.

Her philosophy encompasses many different aspects of life and earthy matters. In the Ethengar Khanates, for instance, her followers know her as Yamuga, and concentrate on her aspects as a patroness of life, death, and the cycle of the year.

Personality: Terra's main interest is in creating and protecting new creatures, helping them thrive in worlds where Matter is an important or dominant Sphere. And though she dislikes all the silly plotting and conspiring which go hand-in-hand with being an Immortal, she does everything she can to promote the advancement of her own Sphere above the others. She is hard-headed and literal, distrusting new ideas—nor does she get involved in plots very often. She prefers traditions and laws, and she insists that justice be served.

Allies: Terra has few friends; not many Immortals share her interests. Oddly, it is because of her hobby of creating new species that she has become a friend of Nyx, with whom she often compares notes. She is also friendly with Diamond, the ruler of Lawful dragons.

Enemies: Terra has no specific enemies.

Appearance: Terra changes her appearance from era to era. For the last few thousand years, because so many other Immortals are human of aspect, she has taken on the appearance of a human woman: dark-skinned and strongly built, whose hair color varies throughout the day (rosy red at dawn, rich earth-brown in the morning and afternoon, blonde at noon, black at dusk and through the night). She wears gowns of green or brown.

Symbol: A circle of stones with any sort of plant or creature (often a flower) growing from it.

Thanatos

(Tha-to; The Grim Reaper)

Game Statistics: Hierarch, Sphere of Entropy. 35th level Immortal; AC −31; hp 1,500; HD 49; MV 150′ (50′); #AT 4; D 5d6+4 (Punch) or 4d8+9 (*scythe*); AM 90%; Save IM35; AL C; Str 20, Int 98, Wis 33, Dex 67, Con 99, Cha 77. Powers: Control Undead, Groan, Increased Damage, Leech. Weapons: *scythe +5 of draining* (treat as a normal sword).

Followers' Alignment: Chaotic. Clerics must be Chaotic.

Special Clerical Powers: Clerics of Thanatos are able (in fact, required) to use scythes as their main weapon.

History: Thanatos is one of the greatest and oldest known Immortals of the Sphere of Entropy. Like many of the oldest Immortals, he does not remember his mortal existence, but isn't curious; he doesn't care how he came to be. Throughout his existence, he has simply sought to spread death and pain since the oldest memory of the oldest sentient being.

Personality: Thanatos hates all life and seeks the death of all living things everywhere. He is very subtle and patient, and believes that he will eventually succeed in this goal. He juggles more evil plans and plots than all the other Entropic Immortals combined and is rumored to have an uncomfortably high success rate. He sometimes kills and takes the identities of important mortals in order to lead their loved ones and followers into acts of destruction. He will lavish as much care on a plan to ruin a single person as on a scheme to destroy whole nations and empires.

Allies: Thanatos has no true allies; he manipulates his fellow Entropic Immortals just as he manipulates everyone and everything else. Nevertheless, he can call upon any of those he sponsored to Immortality (their numbers include Talitha, Loki, Orcus, Alphaks, and Atzanteotl) for aid, and none would dare refuse. He often uses other Immortals in his plots without their ever becoming aware of the fact until long afterwards.

Enemies: All living things are enemies of Thanatos, including his fellow Immortals. He especially hates Immortals of the Sphere of Thought, each of whom must destroy an artifact of Entropy in order to achieve Immortality. Asterius destroyed an artifact of which Thanatos was particularly fond, and Thanatos has neither forgiven or forgotten.

Appearance: Thanatos usually appears as a mummy swathed in dark, stained bandages and covered in cumbersome black robes. Rotted black wings grow from his back and he carries a corroded black scythe.

Symbol: The scythe.

Thor

(Donar; the Thunderer)

Game Statistics: Eternal, Sphere of Energy. 28th level Immortal; AC −24/−29; hp 650; HD 42; MV 150′ (50′); #AT 6; D 4d6+20 (Punch) or 3d6+31 (*throwing hammer*) or 3d8+30 (*war*

hammer); AM 80%; Save IM28; AL N; Str 100, Int 20, Wis 18, Dex 63, Con 90, Cha 46. Powers: Extra Attacks Per Round (2), Fighter Options, Weapon Mastery (Grand Master of Throwing Hammer, War Hammer, Battle Axe). Weapons: *throwing hammer +5 of flying, war hammer +3*. Armor: scale armor providing −5 to AC.

Followers' Alignment: Any. Clerics must be Lawful or Neutral.

Special Clerical Powers: Clerics of Thor roll their hit points on 1d8 instead of 1d6 and receive a permanent +1 bonus to their Strength ability scores (up to a maximum of 18).

History: In ancient times, under the name Donar, Thor was a mighty warrior-chieftain of the Antalian tribes that eventually became the races of the Northern Reaches. Inspired by the Immortal Wotan (Odin), but following the Path of the Paragon for his sponsor Ixion, Thor achieved Immortality after a series of epic battles against evil wizards and giants, battles which have become legends of the men of the Northern Reaches. Since achieving Immortality, Thor has become the right-hand-Immortal to Odin, serving him as chief warrior in spite of their differing Spheres.

Personality: Thor is the ultimate warrior, and demands that his fighter followers pursue a very strict warrior's code of honor and courage. Cheerful and reckless, he is capable of sudden rages but a loyal friend to his allies.

Allies: Thor's Immortal allies are his fellow Northern Realms Immortals: Freyja, Frey, and Odin.

Enemies: Thor's greatest enemy is Loki, who has on many occasions professed overtures of friendship to Thor but ended up tricking him, stealing from him, and embarrassing him. Thor has, on occasion, replied by beating Loki to an Immortal pulp.

Appearance: Thor appears as a huge, red-headed, red-bearded warrior; mightily muscled, wearing armor like that worn in the Northern Reaches, wearing a stout metal belt and metal gloves, carrying a huge battle-hammer.

Symbol: The war-hammer.

Valerias

(Patroness of Love; Girder-On of Weapons)

Game Statistics: Hierarch, Sphere of Matter. 31st level Immortal; AC −28/−37; hp 800; HD 45; MV 150′ (50′); #AT 4; D 5d6+4 (Punch) or 3d6+9 (*short sword*); AM 90%; Save IM31; AL C; Str 20, Int 28, Wis 10, Dex 76, Con 33, Cha 80. Powers: Improved Saving Throws vs. Mental Attacks, Increased Damage, Thief Special Abilities, Turn Undead. Weapon: *short sword +5*. Armor: Suit Armor providing −9 to AC (seldom worn).

Followers' Alignment: Any. Clerics may be of any alignment, but most are Neutral or Chaotic.

Special Clerical Powers: Starting at 1st level, Valerias' clerics can cast each of the following spells once per day: *locate, remove fear,* and *ventriloquism*. These spells are supposed to aid them in the promotion of romance but are also useful elsewhere; they are special powers rather than true spells.

History: Valerias is as old as the oldest of the Immortals, and like many of them does not remember her mortal life.

Once disinterested in the Known World, she found her true calling when humans appeared. She became fascinated by them and their love customs and affairs. She has become the patroness of romance, especially of passionate, ill-considered affairs. She has also been known to bring weapons and armor to lovers facing death together, and so is called the Girder-On of Weapons.

Personality: As her specialties would indicate, Valerias is passionate and quick-tempered. She is easily swayed to help a handsome hero or a lovely heroine. But her attentions are fickle and she quickly loses interest in individuals; after all, each love story only lasts so long, and then it's time to watch another one.

Allies: Valerias' chief ally is her lover Ixion, the Sun-Prince. With her nature, it is impossible for her to remain always true to him, but it is to him that she always returns.

Enemies: Valerias detests all Immortals of Entropy, who are constantly interfering with the happy endings she arranges for mortal romances, but they count her as an opponent of little worth. She also often finds herself at odds with Khoronus, whom she considers a stodgy old bore for urging people to think before they act; a philosophy directly opposed to her belief that people should always follow their emotions. Her impulsiveness and (as he sees it) lack of good sense in turn irritates the more cerebral Immortal.

Appearance: Valerias always appears to mortals as a beautiful woman of the race to which most of them belong; if she is appearing to the men of Tangor, for instance, she will be lithe and dark-skinned; before men of the Northern Reaches she will be buxom and blonde. She will be dressed in the most costly and exquisite clothes and jewels of that culture. Whatever her form, she always wears the golden earrings bearing imprints of the rising sun, a present from Ixion.

Symbol: A delicate rose with especially-sharp thorns.

Vanya

(Patroness of War and Conquerors)

Game Statistics: Empyreal, Sphere of Time. 23rd level Immortal; AC −20/−25; hp 420; HD 37; MV 150′ (50′); #AT 4; D 3d6+12 (Punch) or 3d6+24 (*normal sword*) or 2d6+24 (*short sword*); AM 70%; Save IM23; AL N; Str 70, Int 32, Wis 28, Dex 56, Con 50, Cha 33. Powers: Extra Attack Per Round, Fighter Options, Thief Special Abilities, Weapon Mastery (Grand Master of Normal Sword, Short Sword, Two-Handed Sword). Weapons: *normal sword +4, short sword +3*. Leather armor providing −5 to AC.

Followers' Alignment: Any. Clerics may be of any alignment.

Special Clerical Powers: Vanya's clerics can use swords, daggers, and lances.

History: In ancient times, Vanya was a warrior-woman of the Kerendan people, who later became part of the Thyatian Empire. While the Thyatians, Kerendans, and Hattians, then on the southern continent, were fleeing before the advancing armies of the Milenian Empire, Vanya was a warrior-princess harassing the Milenian forces and delaying their advance. Her desperate campaign allowed all her kinsmen to escape across the Sea of Dread, though her entire force was killed by the Milenians.

Captured by the Milenians and forced into servitude among them, she was befriended by a Milenian cleric who helped her first to escape, then to find the Path of the Dynast, where she eventually found Immortality in the Sphere of Time; her patron was Khoronus. Since then, she has been a patron of warfare

and conquest, seeing it as the foremost influence on the development of human history and culture... and a lot of fun for an Immortal to watch.

Personality: Vanya is the perfect example of the person who lived life in great leaps and bites. In life, she threw herself unquestioningly into wars, quests, challenges, and relationships, and as an Immortal she is fondest of heroes who live as she lived. Though she is not treacherous as the Thyatian peoples who are her most numerous followers, she is very fond of the Thyatians. Because in life she suffered at the hands of the Milenians, she does not like that culture. She is the patron of the Heldannic Knights.

Allies: Vanya has no special allies before the formation of the Fellowship of the Star.

Enemies: Vanya often finds herself in conflict with Halav and Petra, the special patrons of the Milenians. She is also an enemy of Rathanos, the Immortal patron of male dominance.

Appearance: Vanya appears as a woman of medium height, with long brown hair in a single braid. She wears leather armor made from the skin of a red dragon, riding clothes, spurs, and she carries weapons—usually a normal sword and a short sword.

Symbol: A vertical lance with two horizontal short swords, one above the other, crossed over it. In the Heldann Freeholds, her symbol is of a black lion on a white background.

Zirchev

(The Huntsman)

Game Statistics: Celestial, Sphere of Energy. 17th level Immortal; AC −13; hp 260; HD 31; MV 300' (100'); #AT 3; D 3d6+7 (Punch) or 2d6+10 (*long bow*); AM 60%; Save IM17; AL N; Str 31, Int 50, Wis 18, Dex 28, Con 20, Cha 25. Powers: Detection Suite, Fighter Options, Increased Movement Rates, Thief Special Abilities. Weapon: *long bow +3.*

Followers' Alignment: Any. Clerics must be Neutral.

Special Clerical Powers: Zirchev's clerics receive the General Skills "Tracking" and "Alertness" in addition to any other General Skills they might have, even if the General Skills rules are not customarily used in the campaign.

History: In life, Zirchev was a high-level Traldar magic-user trained by the Hutaaka race in the Traldar lands. He was also a friend of elves and forest-dwelling races; he devoted a lot of his magic to summoning and befriending animals and the forest folk. When the gnolls invaded Traldar territories, Zirchev became chief magical advisor to Halav and Petra and participated in many campaigns against the gnolls. Once the gnolls were routed, Zirchev, Petra, and Halav all embarked on paths to Immortality, and all eventually reached it; Zirchev's sponsor was Ilsundal.

Since that time, Zirchev has acted as a patron of the forest folk, and will often aid centaurs, dryads, and other such races, as well as adventurers who help them.

Personality: Zirchev has always been shy. In life, he was always uncomfortable around warriors, women, and children; animals were his closest friends. Consequently, he's sympathetic to intelligent humans who are social misfits.

Allies: Zirchev's chief allies are Halav and Petra, his companions from his mortal life. He is also friends with Eiryndul, Faunus, Ordana, and the other patrons of the forest races.

Enemies: Remarkably, Zirchev has no personal enemies among the Immortals.

Appearance: Zirchev, in life, was a pudgy, unattractive, clumsy man. Consequently, he made himself a Manifestation Form which is a strongly-muscled, handsome huntsman. He wears forest-green clothes, carries a bow, and is usually accompanied by a retinue of either tame animals or forest-race followers.

Symbol: A hawk riding on the shoulders of a wolf.

Other Immortals

The Immortals detailed above are merely a sampling of those who devote time to the world of Mystara, who in turn are only a smattering among the thousands of known Immortals. Below are brief listings of other Immortals who interact with the Known World in some way, along with the rulebook, module, or accessory in which he or she appears.

Ahmanni Turtlerider: Celestial, Sphere of Thought; AL L. In life, member of one of the Atruaghin Clans and Atruaghin's lover; now patron of the Turtle Clan. *(GAZ 14, Referee's Guide, page 14)*

Arik: Celestial, Sphere of Entropy; AL C. A violent, evil Immortal banished to a prison dimension for his crimes; he seeks ways to return to the multiverse. *(B3, page 4 and B1-9, page 47)*

Bagni Gullymaw: Celestial, Sphere of Entrophy; AL C. The only troll to ever achieve Immortality; in his lifetime he devoured more good beings than any humanoid before him. Masauwu was his sponsor. *(GAZ 10, page 10)*

Bartziluth: Celestial, Sphere of Energy; AL C. In life, a Broken Lands bugbear, famous for his huge spiked mace; now a patron of bugbears, warfare, and berserkers. *(GAZ 10, page 9)*

Bemarris: Initiate, Sphere of Energy; AL C. In life, an Alphatian fighter in Norwold; now an Immortal patron of combat. Temperamental and stubborn. *(IM2, page 23, as "Ares")*

Brissard: Temporal, Sphere of Entropy; AL C. A smooth-talking, high-Charisma negotiator for the Entropics; in life, he was a cleric of Talitha's, and she was his sponsor. *(IM2, pages 23 and 28)*

Chardastes: Celestial, Sphere of Time; AL N. A native Traladarian Immortal with a small following in Karameikos. A patron of healing and medicine; his symbol is the bell. *(B1-9, page 30)*

Chiron: Initiate, Sphere of Matter; AL L. In life, a wise and nearly-Immortal centaur, a great teacher and healer, revered by all the forest races. Accidentally poisoned and doomed to suffer eternally, he gave up his life. Later, Immortals of the Sphere of Matter decided that his death was unfair and premature, so they fabricated him a new body and returned his life force to it. Very recently he won his Immortality and is now a patron of the forest races, especially centaurs; he has still-living mortal children. *(PC1, page 7)*

Crakkak of the Sharp Tooth: Temporal, Sphere of Matter; AL C. In mortal life, a member of the underwater shark-kin race, famous as a slayer of dolphins; now the shark-kins' Immortal patron. *(PC3, page 53)*

Cretia: Celestial, Sphere of Thought; AL C. In life, a trickster and warrior of the Ethengar people. He is devoted to tricks and jokes that bring chaos to lives which he considers too ordered or humorless. *(X3, pages 13-20 and 23-25, and GAZ 12, Player's Guide, page 19)*

Danel Tigerstripes: Celestial, Sphere of Entropy; AL C. In life, the leader of

the Tiger Clan who was corrupted to the service of Entropy by Atzanteotl. Now the Immortal patron of the Tiger Clan, he still serves Atzanteotl. Atruaghin, Ahmanni, Hattani, and Mahmatti, the other patrons of the Atruaghin clans, are his bitter enemies. *(GAZ 14, page 19)*

Demogorgon: Eternal, Sphere of Entropy; AL C. One of the most powerful Immortal Fiends and a deadly rival of Orcus and Alphaks. His Manifestation Form is an 18'-tall reptilian humanoid body with two apelike heads, tentacles instead of arms, and a forked tail. *(Original Immortals set, DM's Guide, page 34)*

Forsetta: Temporal, Sphere of Matter; AL L. He is a minor Immortal followed in the nation of Vestland; his philosophy is one of unswerving obedience to lawful rulers. *(X3, page 6)*

Garl Glittergold: Temporal, Sphere of Matter; AL C. A protege of Kagyar the Artisan, Garl created gnomes in emulation of his patron's dwarves. His main interests are gnomes, gadgets, and craftsmanship. *(HOLLOW WORLD® DM's Sourcebook, page 102)*

Gorm: Empyreal, Sphere of Energy; AL C. Once king and now one of the three Immortal patrons of Cynidicea, an ancient underground city. His particular interests are justice, storms, and war. Along with his associates Usamigaras and Madarua, Gorm has only a few dozen mortal followers. *(B 4, page 3, and B1-9, page 98)*

Gorrziok the Wave Lord: Empyreal, Sphere of Matter; AL L. In mortal life a Sea Giant, Gorrziok is now a patron of giants (particularly sea giants and other intelligent giants) everywhere. A magical innovator. *(PC3, page 53)*

Harrow: Temporal, Sphere of Thought; AL C. In life, a diabolus from the Nightmare Dimension; first diabolus to earn Immortality in the multiverse. He and Kythria are lovers. *(IM3, page 3)*

Hattani Stoneclaw: Celestial, Sphere of Matter; AL N. A contemporary and ally of Atruaghin. In life, chief of the Bear Clan; now their Immortal patron. His mortal life was ended by Danel Tigerstripes, who is thus his greatest enemy. *(GAZ 14, page 16)*

Jammudaru: Initiate, Sphere of Entropy; AL C. In life, an ogre turned into a slimy monster by a *curse*; became an Immortal after a campaign of unparalleled revenge and destructiveness. *(GAZ 10, page 9)*

Kallala of the Seven Veils: Celestial, Sphere of Time; AL N. Chief Immortal patroness of the nixie race, the being who taught them to cast *charm* spells. *(PC3, page 53)*

Kythria: Initiate, Sphere of Energy; AL C. In life, an Ierendian cleric of the Immortal Valerias. She failed to earn Immortality in Valerias' service and so sought Eiryndul's patronage instead. Much like Valerias in personality. *(IM2, page 23, as "Aphrodite")*

Leptar: Celestial, Sphere of Entropy; AL C. An Immortal Fiend; a hairy, dull-witted brute who wants only to hurt others. *(B1-9, page 34)*

Liena: Initiate, Sphere of Time; AL L. In life, Aline Sigbertsdatter, a high-level cleric of Oceansend, was the mother of Thrainkell Torson (better known as Thincol Torion, Emperor of Thyatis). After her son left to seek his fortune, she undertook the path of the Dynast, succeeding only a few years ago. She is fascinated by the effects of war on history. Though her son now rules an empire, her interest in Thyatis ended once she'd secretly helped him take the throne and defend it against various menaces; she is more a patron of Norwold. *(IM3, page 36)*

Lokena: Initiate, Sphere of Matter; AL L. In life, a magic-user of Glantri who envied fighters' abilities. She earned Immortality as a Polymath with Ka as her patron and now enjoys a good fight. *(IM2, page 23, as "Athena")*

Maat: Eternal, Sphere of Matter; AL L. A paladin during her mortal life, renowned for her beauty as well as her courage; patroness of multi-talented characters. *(Original Immortals set, DM's Guide, page 41, and Master DM's Book, Artifacts chapter)*

Madarua: Empyreal, Sphere of Energy; AL L. In life, Madarua was one of the rare fighting-women of the Nithian Empire. After Nithia's destruction, she became a wandering adventurer. Discovering the small and hidden nation of Cynidicea, she was much impressed with its beauty and took it under her protection; upon achieving Immortality, she became one of its Immortal patrons. Although her following has dwindled as the Cynidiceans slowly die out, she has recently begun recruiting new followers elsewhere and is now a minor patroness of women warriors in many places. *(B1-9, page 98)*

Mahmatti Running Elk: Celestial, Sphere of Energy; AL L. In life, a shaman of the Atruaghin Clans; now the Immortal patron of the Elk Clan. *(GAZ 14, page 20)*

Malafor the Dolphin-Friend: Celestial, Sphere of Matter; AL N. A member of the undersea merrow race who became Immortal; a patron of merrow and dolphins. *(PC3, page 53)*

Marwdyn, the Hanged Man: Temporal, Sphere of Energy; AL C. In life, a sorcerer who was hanged as a witch early in his career and then raised from the dead. Fascinated with necromancy, he wears a noose around his neck as his symbol and is noted both for his macabre sense of humor and his habit of speaking of himself in the third person. *(IM3, page 23)*

Minroth: Celestial, Sphere of Energy; AL N. In mortal life, a prince of the Nithians who led followers south, followers who eventually settled the islands of the Minrothad Guilds. Since attaining Immortality, he has continued to be a patron of the Minrothad area. He is very much a "hands off" Immortal, supplying no fresh advice, philosophies, or magical miracles to his followers; his few corrections and manipulations are very subtle. *(GAZ 9, page 4)*

Palartarkan: Temporal, Sphere of Energy; AL N. In life, a powerful Alphatian magic-user named Ar who specialized in creating flying mountains; the nation of Floating Ar is named for him. A patron of wizards, especially Alphatians. *(Dawn of the Emperors, page 45)*

Palson: Initiate, Sphere of Thought; AL L. In life, an archer and strategist, sponsored to Immortality by Noumena; now a military advisor to other Immortals. A multi-talented and amorous Immortal. *(IM2, page 23, as "Apollo")*

Patura: Initiate, Sphere of Energy; AL C. In life, a queen of Thyatis. Bitter because of the lot of women in Thyatis, she initially sought Immortality in the sphere of Entropy but switched her allegiance and gained Immortality under Ixion's sponsorship. A patron of downtrodden women everywhere. *(IM2, page 23, as "Hera")*

Polunius the Designer: Eternal, Sphere of Matter; AL N. In life, a particularly creative triton mage/cleric; as an Immortal, the patron of tritons. He created the spells which allow triton spellcasters to manipulate coral and is also a patron of sculpture. *(PC3, page 53)*

Ranivorus: Celestial, Sphere of Entropy; AL C. In life, a destructive gnoll warleader; sponsored by Thanatos, he became the Immortal patron of his race. Probably the cleverest of the evil humanoid patrons, he was the chief agent responsible for corrupting the Nithians. A bitter enemy of Pflarr and Halav; also known as Yeenoghu. *(GAZ 10, page 10)*

Saasskas the Destroyer: Celestial, Sphere of Entropy; AL N. A female devilfish who sacrificed thousands of tritons in order to become an Immortal. She is a patron of the devilfish and a patient corruptor and destroyer of other sentient sea-races. She collects the bodies of those drowned by the sea to add to her vast undead army. *(PC3, page 59.)*

Sharpcrest the Squid Slayer: Celestial, Sphere of Time; AL N. In life, one of the kna, a heroic slayer of giant squids and gatherer of treasures; as an Immortal, a patron of the kna race. *(PC3, page 52)*

The Shining One (Kurtulmak): Temporal, Sphere of Energy; AL C. The ultimate kobold, he taught his people never to confront their enemies with direct force but always to use tricks, traps, and the enemies' own strengths against them. *(HOLLOW WORLD® DM's Sourcebook, page 115; GAZ 10, page 10)*

Sinbad: Celestial, Sphere of Thought; AL C. He came from far away in the multiverse; no Immortal knows his origins. He claims to have been a sailor in his mortal life and encourages mortals to leave their homes to seek fame and glory; he has the ability to make anyone who listens to one of his stories depart at once on a journey. Persistant rumor would have it that he is secretly an Old One or one of their agents; the truth of this is unknown. *(Original **Immortals** set, DM's Guide, page 41, and **Master DM's Book**, Artifacts chapter)*

Slizzark the Lurker: Celestial, Sphere of Energy; AL C. The only Immortal who was once one of the strange undersea kopru race. *(PC3, page 52)*

Ssu-Ma: Empyreal, Sphere of Thought; AL L. Called the "Father of Written Knowledge," he believes strongly that civilization is only made possible by the written word. Said to have invented spell books and magical scrolls. Literacy and scholarship are his main interests. *(Original **Immortals** set, DM's Guide, page 41, and **Master DM's Book**, Artifacts chapter)*

Tahkati Stormtamer: Celestial, Sphere of Energy; AL N. Ancient ruler of the Atruaghin Clans long before they'd heard of Atruaghin; first domesticated horses among clans. Patron of the Horse Clan. Fierce, stubborn, and warlike. *(GAZ 14, page 15)*

Taroyas: Initiate, Sphere of Time; AL N. In life, a cleric of Khoronus in the Milenian culture of the Known World. An Immortal patron of kingship. *(IM2, page 23, as "Zeus")*

Tiresias: Initiate, Sphere of Thought; AL N. In life, a curious mix of musician, entertainer, and prophet; as an Immortal, one who uses poetry and music to reveal hidden truths. A thoughtful, rather than merry, bard. *(IM3, page 21)*

Turmis: Initiate, Sphere of Thought; AL N. A Thyatian thief sponsored to Immortality by Korotiku. Turmis is a patron of cleverness, of thieves who prefer showing off to mere theft. *(IM2, page 23, as "Hermes")*

The Twelve Watchers: Initiate, Sphere of Matter; AL N. In life, a magic-user and craftsman from Darokin named Doregar. The only survivor of a slaughtered adventuring party, he developed multiple personalities as a result, one for each of his slain friends. Sponsored by Kagyar, he did not regain his sanity when he achieved Immortality. An important patron of craftsmen; uses avatars to provide bodies for each of his personalities.

Tyche: Eternal, Sphere of Thought; AL C. An ancient Immortal, patroness of luck—both good and bad. She has a large following among adventurers and others whose lives are at risk daily. *(Original **Immortals** set, DM's Guide, page 41, and **Master DM's Book**, Artifacts chapter)*

Usamigaras: Empyreal, Sphere of Energy; AL N. In mortal life, Usamigaras was a halfling who, thanks to the effects of a *wish*, gained the ability to cast spells. He used his new-found power to eventually became the ruler of Cynidicea, plundering the city to enrich himself. Although in life he discouraged the worship of Gorm and Madarua, his predecessors, after he became an Immortal he became their ally and part of their clique. To his few remaining followers, he is considered a patron of healing, messengers, and thieves. *(B 4, page 4 and B1-9, page 98)*

Verthandi: Hierarch, Sphere of Time; AL N. An powerful Immortal who disappeared after fabricating a number of artifacts which allow mortals to travel through time; many mortals on the Path of the Dynast quest for his artifacts, even if he is not their sponsor. *(Original **Immortals** set, DM's Guide, page 41, and **Master DM's Book**, artifacts chapter)*

Wayland: Empyreal, Sphere of Matter; AL N. A craftsman and artisan who fabricates artifacts from the Power Points others grant to him. He was the chief architect of Pandius. *(Original **Immortals** set, DM's Guide, page 41, and **Master DM's Book**, Artifacts chapter)*

Wogar the Wolf Lord: Initiate, Sphere of Matter; AL N. The best wolf-rider and trainer goblinkind has ever known, who led his hordes pillaging and conquering across the Known World thousands of years ago. Bold and cunning, he seeks to inspire latter-day goblins to follow his example. *(HOLLOW WORLD® DM's Sourcebook, page 118)*

Yagrai (He-Who-Always-Rises): Temporal, Sphere of Entropy; AL N. Possibly the most stubborn Immortal of them all. He has an indomitable will: once set on a path he cannot be turned from it. Widely venerated by humanoids seeking vengeance. *(HOLLOW WORLD DM's Sourcebook, page 119-120)*

Yav: Celestial, Sphere of Time; AL N. Primary interest is prophecy and divining; patron of the Yavdlom Divinarchy, which lies west of the best-known lands of the Known World. *(**Dragon®** magazine #170, June 1991)*

Becoming Immortal

This chapter reveals how player characters can become Immortal. It also reviews and elaborates on the brief overview describing how player characters could achieve Immortality given in Chapter 15 of the **D&D® Rules Cyclopedia**. When there is any conflict between the rules in this book and those in the **Rules Cyclopedia**, the rules given here take precedence.

The Petition

There are four paths to Immortality open to player character. Any intelligent creature may try to earn immortality in any Sphere, although player characters should not be allowed to become Immortals of the Sphere of Entropy.

Prerequisites

Before he or she can set out on the path to Immortality, a human character of the cleric, fighter, magic-user, thief, or druid class must first reach at least 30th level; a mystic or demi-human must have earned at least 1,000,000 experience points.

Prior to undertaking this quest, the character should have learned of the existence of the Immortals and heard rumors that some Immortals were once mortal adventurers themselves. The character should also have learned that the quest for Immortality is a very personal thing, a closely-guarded secret, and that sharing information about the quest with another character will hurt his or her own chances for success.

Until player characters reach the proper experience level, it's best that they not even suspect it might be possible for them to one day achieve Immortality.

How They Learn

Once the character is at the necessary experience level, it's time for him or her to learn about the paths to Immortality. The DM should put the character through an adventure which will allow him or her to gain this information.

For example, a PC who models her career after that of a legendary adventurer who achieved Immortality might eventually attract that Immortal's attention and gain her role-model's sponsorship. Or an NPC rescued from long imprisonment might himself be a candidate for Immortality who receives persmission from his own sponsor to share information regarding the Paths with his rescuer. Or the PC might unknowingly further an Immortal's plans by defeating some of her traditional enemies or by rescuing one of her favorite clerics from certain death. If the player character continues to advance causes dear to the Immortal's heart, she will eventually consider whether the character might not be able to serve her better as a fellow Immortal and, if so, set him on the appropriate Path.

What the PC Finds Out

Regardless of the way the PC first learns about the path to Immortality, it is essential that he or she gains the following information:

The PC Must Select A Sphere

Since all Immortals serve and draw their power from one of the five Spheres of Power (see Chapter One), the PC must learn what the Spheres are and choose which will receive his or her allegiance. The PC will also learn that the various Spheres favor specific character classes and alignments (see below). However, regardless of the character classes which a Sphere favors, any Sphere looks with favor upon a cleric, paladin, or avenger who is a follower of an Immortal of that Sphere. Finally, the character should know that it *is* possible for fighters to gain Immortality in a Sphere which favors magic-users and vice versa: *any* character class may attempt to achieve Immortality in any of the Spheres—it just may be a little harder in a Sphere which does not favor that particular class or alignment.

Next, the PC must learn about the Four Paths, including the *Quest, Trial, Testimony,* and *Task* requirements of each. While the player does not learn any specific details of the adventures that his or her character will be undertaking, this does give the player a rough idea of the type of challenges ahead and the choice of which he or she prefers the character to face.

The PC Must Find a Sponsor

It is not enough, however, for a character to just pick a Sphere to serve; the PC must also find an Immortal of that Sphere who is willing to serve as his or her sponsor. The PC will learn that no Immortal will simply say "Sure, you're on your way"; the PC must persuade the Immortal to become his or her sponsor. This requires that the PC find the **Site** where the Immortal entertains these requests. The PC must also take a **Gift** when going to make the **Petition**.

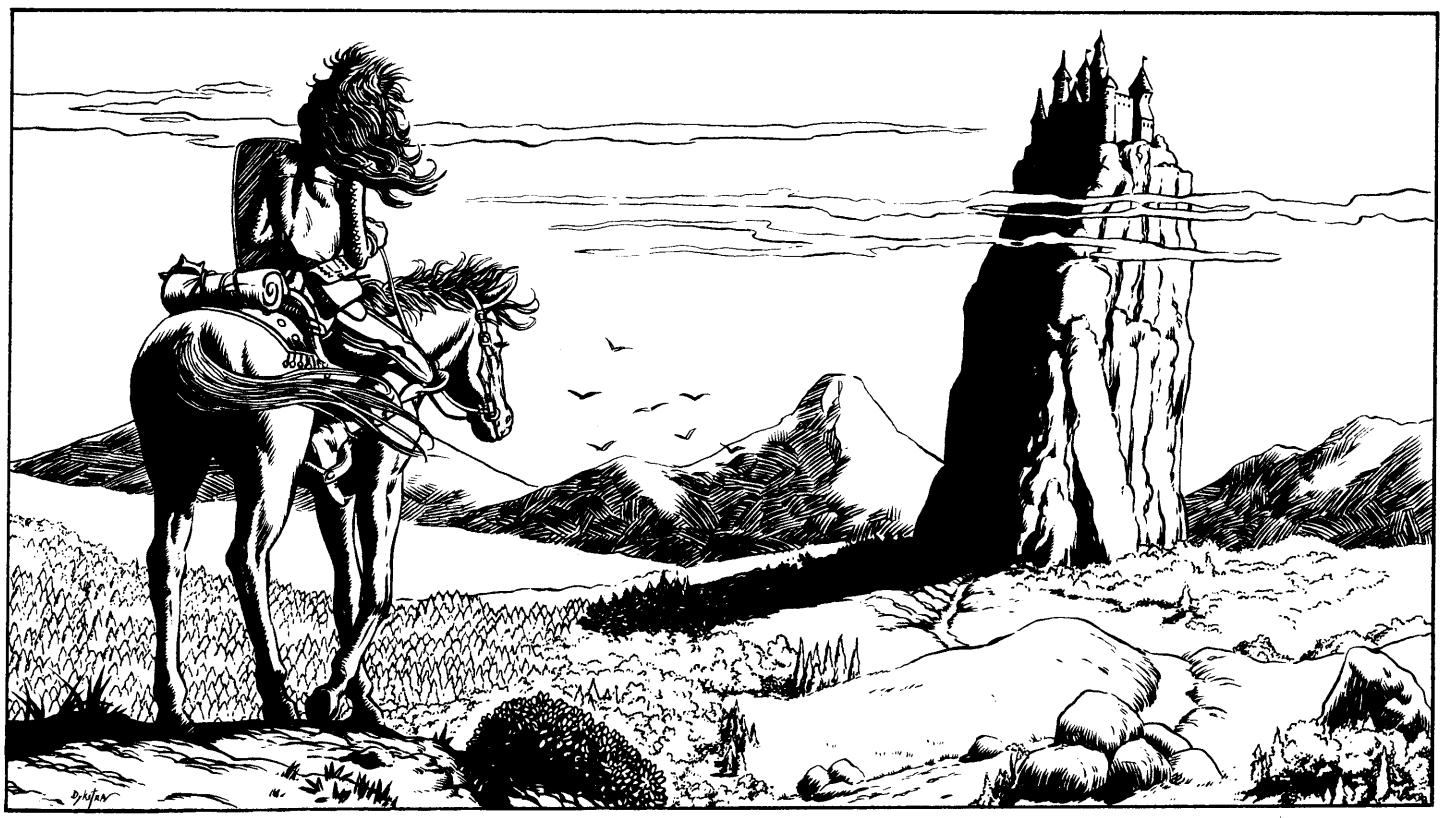
Instead of choosing a Sphere first and then trying to find a sponsor within that Sphere, many characters may decide on a sponsor first; that choice will decide the Sphere as well. PCs typically do this when they already feel admiration for a particular Immortal, as is often the case with clerics, paladins, and avengers, or when they feel they're already in a particular Immortal's good graces (they may be correct on that point, but it won't help them very much as they try to complete their Path).

This is a valid approach; PCs should not be discouraged from choosing their sponsors this way. Note, though, that just because a PC chooses an Immortal to be his or her sponsor doesn't mean the Immortal will automatically accept the candidate. An Immortal will not even automatically accept one of his or her own clerics as a candidate if that cleric has not been both faithful and impressive through the years—there's a big difference between a faithful servant and a equal companion throughout all eternity.

The PC Must Find the Site

Once the character has decided upon a Sphere and sponsor, he or she must next discover where that sponsor entertains petitions from humans seeking Immortality. Each Immortal has one and only one Site where he or she receives candidates: it is up to the player character to prove his or her mettle by finding and reaching it. The DM should decide how difficult it should be both to locate the site and to get there; usually this will depend on the personality of the Immortal involved.

The site could be literally anywhere—at the top of a remote mountain, in a mystic grove surrounded by deep forest, in a trench at the bottom of the sea, or in a perfectly safe and nondescript temple or shrine, one the PC may have passed or visited a number of times but whose special nature it took several dangerous adventures to uncover.



Discovering the secret of the site can be a relatively simple or difficult process. Patriarchs of the Immortal's clerical order might be able to give a deserving candidate some idea of where to go, based on oral traditions and written records in their keeping. They will only be willing to share this information if the character does them a suitable favor in return (endows a temple, defeats an enemy of the order, recovers a lost relic, or something of the sort).

Whatever method is used to discover the location of the site, the character must be careful not to reveal why he or she wants the information, since the quest for Immortality must be kept secret at all times, even from his or her friends and companions. The ability to pursue a goal without letting others know the reasons behind it is another good test to see whether the candidate would make a good Immortal, since Immortals favor subtlety over direct action to achieve their goals.

The PC Must Make A Gift

Once he or she has discovered the location for the petition, the player character must create a gift of particular relevance to the Sphere or personality of the Immortal. By this point, the character should know enough about the Immortal's interests and personality to be able to decide upon an appropriate offering.

This gift should be especially beautiful and have the qualities of the Sphere. For example, a glorious crown made of precious metals and stones would be appropriate for the Sphere of Matter, whereas an allegorical painting or a rare book of philosophy would serve better for the Sphere of Thought.

The gift should be valuable; the more valuable the gift, the higher the chances for the character to receive a favorable response from the Immortal. The candidate should know that a minimum value of 25,000 gp is recommended but have heard that some candidates have been accepted with lesser gifts.

The gift may be a "normal" (nonmagical) work of art and craftsmanship, or it may be a magical item. If it is nonmagical, the PC will need to find a craftsman or artist appropriate to the task and pay him or her for the creation of the gift. If it is magical, the PC, if not a high-level spellcaster, must find a spellcaster to make the item, using the magic item creation rules from the **D&D® Rules Cyclopedia**, pp. 250-255.

In most cases, the best possible gift would be an artifact: a magical item created by an Immortal which has at some time passed into the possession of the player character. The money value of such items is impossible to calculate, but they certainly qualify as appropriate gifts for an Immortal.

The PC Must Be Alone

Up to this point, the PC may have been able to hide his or her private quest and continued to adventure with other player characters. Now the time has come for the character to do some things alone, away from other PCs. This is most easily accomplished if the DM and PC get together for several one-on-one sessions between the normal games with the full group. In these sessions, they should game out the following events.

However, the other player characters don't have to be aware that the PC is out doing strange things. The regular campaign could skip several months of game

time, with all the characters getting together again after the candidate and Immortal sponsor have met.

The PC Must Make His or Her Petition

Once the gift is prepared, the site known, and the preferred sponsor selected, the character should embark on the journey to the place where the Immortal visits candidates to Immortality. This journey should be very dangerous; the character should rise one level or gain roughly 120,000 XP during the journey, perhaps being distracted by several side adventures along the way. He or she must take care that the gift is not damaged or stolen; if it is, the damage must be repaired or the item recovered before the candidate can continue.

Upon reaching the area of the site, within a mile or two, the candidate must leave his or her horse or other mount behind and proceed on foot to the site itself. And that's the last information the PC receives—no matter how good his or her sources, they will reveal nothing about what the character will face upon actually completing that journey.

The Seven Tests

Once he or she has found out where the Immortal meets candidates, made his or her gift, and taken the dangerous voyage to the site, it is time for the PC to undertake the Seven Tests.

Walking the last couple of miles to the site—whether walking up the slopes of a mountain, moving on the ocean floor toward the mysterious land of coral, or slipping and sliding through caves into the depths of the earth—the PC will have seven encounters. Each one tests the character's mettle and worth in one specific trait:

Honor and Trustworthiness
Dedication to the Sphere of Power
Resourcefulness
Bravery
Persistence in the Face of Adversity
Mercy and Charity of the Heart
Wisdom

Most of these encounters should be non-combat, role-playing situations. In each one, the character must make the correct decision based on the trait being tested. The PC does not have to succeed in every test in order to reach the site, but he or she must not skip any, since collectively they are yet another trial by the Immortal to test the candidate's potential worth.

Immortal Arrival

After encountering all seven tests, the character finally reaches the site where the Immortal receives petitions. Whatever the surroundings, the site itself will be exceptionally peaceful and beautiful.

Once he or she arrives, the character must stay here and meditate on the Immortal and the quest until contacted. He may be notified by an NPC who disappears immediately thereafter, or there may be an obelisk or other monument with the Immortal's commands inscribed upon them. In any case, the wait itself is a final test, for obedience and patience.

To find out how the Immortal will respond, roll 1d10 and apply all the following modifiers which pertain to the situation:

Arrival Modifiers

−8	Per additional character accompanying the candidate character
−5	If the character is of an alignment not favored by the Sphere
−3	Per test failed
−3	If the character has revealed any of the Immortality Path secrets to other characters
−3	If the character is a cleric or paladin of an Immortal this Immortal does not like
−2	If the character is of a different alignment from the Immortal
+1	Per test passed
+1	If the Immortal has already been favorably disposed toward the character
+1	If the character is of the same alignment as the Immortal
+1	If the character is a druid and the Immortal is of the Sphere of Matter
+1	If the character is a cleric of another Immortal of this Immortal's Sphere
+1	If the character brings a minor artifact
+2	If the character brings a lesser artifact
+3	If the character is a cleric or paladin of this Immortal
+4	If the character brings a greater artifact
+8	If the character brings a major artifact

Treat results of less than 1 as 1, and results of greater than 10 as 10.

Once the DM has rolled the d10 and applied all pertinent modifiers, he or she should compare the result to the chart below.

Arrival Results

1-2	The Immortal is displeased and lets the character know (by an omen or messenger, within 1d6 days) that he or she will not answer the call.
3-8	The Immortal is agreeable. He or she sends an omen of his or her impending arrival within 1d4 days; he or she actually arrives in d100 days.
9-10	The Immortal is very pleased and arrives in 1d6 days.

While awaiting the Immortal's response or arrival, the character should remain at the site and meditate for 80% of his or her waking hours. If the character leaves the site, check the Immortal's response again with a −2 modifier. If the response is still favorable, he or she sends an omen to tell the character to return to the mountain. Please note that the reason the candidate left is important, as an Immortal is apt to be annoyed if the PC simply became bored and wandered off (the Immortal might be more forgiving if a lawful PC was forced to leave in order to fulfill some other obligation).

If the second result is 9 or 10 (see above), the Immortal will appear wherever the character is at the end of the waiting time, possibly in Incorporeal Form if it is difficult otherwise to find the character alone.

The Meeting

The arrival of an Immortal is always a performance. This arrival may be grand-

iose or mysterious. If grandiose, the Immortal appears in a magical display based on his or her Sphere. In any case, with this first appearance, the Immortal will automatically choose to utilize the *paralysis* aspect of the Aura Attack ability on the PC (and all other mortals in the area, if any). He or she may release creatures from this *paralysis* at will.

The Immortal examines the character and then communicates either verbally or telepathically, asking what the character wants. The character must humbly present his or her petition to be accepted as a candidate for Immortality, beseeching this Immortal to be his or her sponsor, and presenting the gift as a gesture of respect.

To determine the Immortal's response to the request, roll 1d10 and use the following modifiers:

Petition Modifiers

−10	If the character failed more tests than he or she passed
−5	If the character is haughty
−5	If the character has previously petitioned some other Immortal for candidacy
−2	If the gift's value is less than 25,000 gp
+3	If the petitioner passed every one of the tests
+2	If the petitioner passed more tests than he or she failed
+1	If the petitioner is of the character class favored by the Immortal's Sphere of Power
+1	If the gift's value is 25,000 gp or more
+1	For each doubling of the gift's value beyond 25,000 (+2 if 50,000 gp; +3 if 100,000 gp, and so on)

Again, treat all results of less than 1 as 1, and results of greater than 10 is 10. If the character failed all of his or her tests, that candidate will automatically be rejected.

Once you know the result, compare it to the chart below:

Petition Results

1-2	Petition Rejected. The Immortal destroys the gift. He or she describes how and where the character failed along the way. At the DM's discretion, the Immortal can either tell the character never to return or can set the character a very difficult quest before he or she can return to petition again.
3-8	Petition Accepted. The Immortal takes the gift and informs the character that he or she has accepted the petitioner as a candidate in the Immortal's Sphere and is willing to act as the character's sponsor.
9-10	Petition Accepted, with Pleasure. The Immortal takes the gift and in return gives the character a small magical item (not an artifact) from his or her Sphere of Power as a token. The Immortal then *teleports* the character home, along with his or her mount and any gear that might have been left behind at a base camp.

Once the Immortal accepts the character's petition, he or she instructs the character in the steps required to complete the path to Immortality (see The Four Paths, below). The Immortal answers most of the character's questions if they are reasonable. The Immortal then sets the conditions for the next meeting and leaves as if he or she had never been there.

Once the Immortal sponsor leaves, he or she will not be seen again by the candidate until the path is completed or the character returns to petition again. From this point on, the Immortal (though unseen) is overlooking the character's progress and will be instrumental in placing challenges and obstacles in the character's path as he or she sees fit.

The Four Paths

Once a character gains an Immortal sponsor, he or she must reach the highest-possible experience level before setting off on the path to Immortality. The quester must be true to his or her chosen Sphere of Power and bring it glory and honor during the trials.

Each path requires that a mortal pass several tough requirements:

Experience

The character's adventures must gain him or her a specific amount of experience. This amount is 600,000 XP for most classes but only 400,000 XP if he or she belongs to the class the sphere favors. There is, of course, no penalty for earning *more* than the required amount of experience, but no benefit either.

Artifact, Trial, Testimony, and Task

The character must complete a quest to retrieve an artifact belonging to his or her Sphere of Power. This must be a new quest, not one he or she had begun before the meeting with the Immortal. The Immortal sponsor will tell the candidate which artifact to retrieve when accepting the petition; usually the artifact will be in the hands of beings from another Sphere.

The character must also accomplish a set of events called the Trial, Testimony, and Task, the details for which vary for each Path (see below). Each Path has a different set of requirements its candidates face, and even within a single Path the Immortals will set up a different series of events for each candidate. The DM should take the time to dream up the specific goals to be fulfilled by each candidate, tailoring it to his or her own campaign and the personality of the player character involved. The structure of each Path is described below, but the details are up to the DM.

Order of Events

Unless it is suggested by the Path's descriptions that the Artifact, Trial, Testimony, and Task must be accomplished in a specific order, no such order is required. Sometimes, since many of these objectives take a long time to accomplish, they can be accomplished almost simultaneously.

The four paths to immortality are the paths of the Polymath, Paragon, Dynast, and Epic Hero.

Polymath (Matter)

This is the path to the Sphere of Matter. This path does not favor any character class; it attracts members of all classes and is the path which most monster-race candidates attempt.

Quest and Task

The Polymath will be reincarnated in three additional lives. Each of these lives is as a different character class or species.

Each time the candidate is reincarnated, roll on the following table, disregarding any result which is the same as the character's original class or which the Polymorph has already lived through.

Polymath Table One

Die Roll	*New Class or Species*
01-10	Cleric
11-15	Druid
16-25	Dwarf
26-35	Elf
36-50	Fighter
51-55	Halfling
56-65	Magic-User
66-70	Mystic
71-80	Thief
81-00	Monster: Roll on Table Two

Polymath Table Two

Die Roll	*New Species*
01-03	Actaeon
04-06	Adaptor
07-09	Blink Dog
10-12	Bugbear
13-15	Centaur
16-18	Cyclops
19-21	Djinn (Lesser)
22-24	Dragon (Small Blue)
25-27	Dragon (Small White)
28-30	Dryad
31-33	Efreeti (Lesser)
34-36	Faerie
37-39	Gargoyle
40-42	Giant (Stone)
43-45	Gnoll
46-48	Gnome
49-51	Goblin
52-54	Gremlin
55-57	Hobgoblin
58-60	Kobold
61-63	Lizard Man
64-66	Merman
67-69	Metamorph
70-72	Minotaur
73-75	Nixie
76-78	Ogre
79-81	Orc
82-84	Pixie
85-87	Sasquatch
88-90	Sprite
91-93	Troglodyte
94-96	Troll
97-00	Roll Again; the Polymorph will be of the race determined by the second roll, but he or she will have the abilities of a shaman or wokan (see the table on page 216 of the **D&D® Rules Cyclopedia**).

The Polymath begins each new career at first level, with no memories of his or her previous lives. In the case of monster species, he or she starts at 1 HD or the creature's normal Hit Dice level −3 HD, whichever is greater, and gains new Hit Dice at the experience rate of a magic-user; such a PC monster can attain a Hit Dice figure that is 3 HD greater than normal for the species. For example: a Polymath reincarnated as a djinn would begin that life at 4+1 HD, not the 7+1 HD of NPC djinni, and could eventually reach a maximum of 10+1 HD.

A Polymath keeps the same ability scores he or she had before being reincarnated in a different form; at the DM's discretion the same numbers can be assigned to different abilities. For example, a very dexterous halfling candidate could be reincarnated as an unusually clever magic-user and vice versa.

The Polymath also keeps his or her original alignment, even if it is not normal for that monster type. The Polymath may keep his or her original sex through all three incarnations, or the Immortal (and DM) may decide to change the character's sex each time.

At the DM's discretion, the character may have false memories supplied by the Immortal or may be amnesiac. In either case, he or she doesn't grow up from childhood again; the Polymath appears on the world in his or her new form as an adult. The player, of course, knows that this is the same character but may not use any knowledge that the character might have had in another incarnation.

During each of the Polymath's three lives as another character class, the character must quest for and gain the same artifact. The DM should work to make each of these quests individual and interesting. One good way to do this is by changing the vessel (appearance) and name of the artifact each time, then putting it in a different hidden place surrounded by different dangers. The sponsoring Immortal's usual tactic is to change its nature, then plant it in the midst of some actual menace or enemy forces the Immortal wants to see eradicated—so the danger is completely real.

The first two times the artifact is gained, the Immortal reappears to the character within 1d20×10 days to claim it. He or she momentarily restores the character's memories to congratulate him or her on completing another stage of the Path, then reduces the character back to first level in the next character class and meddles with his or her memories again.

The third time the character acquires the artifact, he or she may keep it for the time being; the Immortal will return the Polymath to the form in which he or she made the petition and restore all his or her memories.

Testimony

During each of his or her quests, the Polymath must be accompanied by at least one cleric or druid, one fighter, dwarf, or mystic, one magic-user or elf, and one thief or halfling (these companions can change from quest to quest). Unless the DM decides otherwise, these comrades may not begin at a level higher than the character—this is the character's quest, after all, so he or she should be the central character. If any of these characters is slain, the aspiring Polymath must take steps to resurrect or replace him or her, setting aside the quest if necessary.

Once the quest is completed and before beginning the trial, the character must erect a monument at least 100 feet tall to the glory of his or her deeds. This monument must stand for at least ten years.

Trial

After completing the final step of the quest and building the monument, the character must undertake a final solo adventure. The Polymath begins again as a first level adventurer, but can draw on the special abilities on all four character classes or races he or she has experienced to date. Thus a fighter who was transformed successively into a magic-user, cleric, and thief would begin this last stage as a first-level fighter able to cast both clerical and magical spells (at first-level proficiency, of course), turn undead, pick locks, or do any of the other things a first level fighter, magic-user, cleric, or thief could do. The character uses the most favorable Attack and Saving Throw tables. However, he or she must use the most costly of the four experience charts, dividing all experience gained and advancing in all four classes equally. Once the Polymath has achieved 12th level in this final challenge, the Immortal sponsor will return and welcome the

fledgling Immortal to the ranks; see "When PCs Become Immortal" below.

The Other Player Characters: Optional Rules

Let's talk for a moment about how this Path to Immortality affects the other player characters in the campaign.

There are several different ways to run the Polymath's path. The DM can run a one-on-one campaign, special sessions where he or she runs adventures just for the candidate PC while the regular campaign for the full group goes on normally *without* the candidate PC. Or the DM could put the regular campaign on hold for awhile and run an alternate campaign instead, with all the other players rolling up new, 1st level characters. Each time the Polymath changes identities, the other players roll up new characters of the appropriate species.

Finally, the DM could continue the regular campaign, allowing the candidate PC to join the established group as a new, 1st-level PC accompanied by four hirelings (his or her companions for the quest). This solution works best in a campaign where characters have a wide range of experience levels. From the perspective of the other player characters, it appears as though their party hooks up with one inexperienced hero and his or her hirelings; this hero helps them stumble into an adventure where they all must retrieve an artifact; supernatural forces retrieve the artifact and the inexperienced hero leaves them. And then it happens again, and once more, before the Polymath is through with all three extra lives.

In order to keep this campaign from seeming like the same plot over and over, the Immortal should change the name and appearance of the artifact each time it is sought. On one occasion it could be the Crown of Ka; on another, it could be the Serpent Sceptre; on the third, it could be the Throne of the Malformed King. It's the same artifact; the Immortal is just changing details from quest to quest.

No matter which approach the DM and the candidate character's player agree upon to take, the candidate character will be "dropping out of sight" in his or her regular identity. He or she may pretend to retire, invent some pretext for splitting off from the main group, or just vanish after telling friends that he or she wants to be alone for a while. In any case, that PC identity will completely disappear: even the character won't know who he or she is until the quest has been completed for a third time. The other characters will not know that the new character is the same person as their old friend: appearance, age, class, race, and even sex may all be different. *Players* may know or be suspicious of who the new character is, but their characters should not be.

Paragon (Energy)

This is the route to the Sphere of Energy. This path favors the magic-user and elf classes.

Quest

The Paragon must quest for a lesser artifact of the Sphere of Energy. Details of this quest are left entirely to the DM, but the quest should be both long and difficult—whereas the Polymath has to acquire an artifact *three times*, the Paragon has one very hard quest instead.

Trial

The Paragon must create an entirely new magical item. The player should submit to the DM a list of ideas for magical items; the DM will let him or her know which of these has been created before in this campaign world. If the DM decides that every item on the player's list already exists, then the player must keep trying until he or she comes up with a suitable idea for an item that does not exist in that campaign world.

If the character is a magic-user, cleric, elf, or spellcasting monster, then he or she must create the magical item. If he or she is of some other class,then the character must hire a spellcaster to create it on his or her behalf. In any case, the spellcaster must follow the rules for magical item creation found in the **D&D® Rules Cyclopedia** when creating this magical item.

The cost of the research to create such an item equals the XP of the player character. In other words, a character with 400,000 experience points will spend at least 400,000 gp before the magical item is completed.

The amount of money spent dictates how long it takes to research and complete the magical item. To create the item takes one week, plus one day per 1,000 gp spent on it. In the case of our 400,000 gp item, that's 407 days—about a year and a month.

The components to make the item should be extremely rare and difficult to find, including at least one impossible item (for example, the sound a shadow makes when it crosses the floor). The character, not some hired magic-user creating the magic item, must acquire all those components and must be creative in devising a means to acquire the "impossible" ingredient.

Testimony

The Paragon must recruit at least six apprentices, and they must rise at least 12 levels while in his service. He or she must also transform the land for 100 miles around his or her home, giving the area a unique appearance and range of inhabitants.

Task

If the Paragon is a magic-user, he or she must duel and defeat a number of high-level magic-users, and be acknowledged their superior. The character may accomplish this by seeking out, challenging, and duelling with these magic-users wherever they are, or by driving all other magic-users out of his or her domain. The character must duel at least eight magic-users of 25th level or greater.

If the Paragon is not a magic-user, he or she must duel with and defeat high-level members of his or her own character class, and be acknowledged their superior. Again, whether he or she seeks out and challenges these rivals or simply drives them out of his or her lands is irrelevant. The character must duel at least seven members of his or her class who are of 25th level or greater, *and* must duel at least one magic-user of 25th level or greater.

A duel is a formal, one-on-one fight. The player character must issue a challenge to single combat to one specific enemy. It is possible that the enemy will bring "seconds" (helpers, often high-level characters) to a fight; it is permitted for the player character to do likewise. The seconds are not supposed to get involved in the fight. However, they often do.

The player character's seconds are not permitted to attack *in any way* the single party the Paragon challenged; their interference might help the candidate survive

the duel, but any victory that does not result from the candidate's efforts alone will not count in the eyes of the Immortal. Unfortunately, depending on their alignment, the enemy's seconds are sometimes under no such scruples. If a free-for-all does break out, with one of the enemy's seconds attacking the Paragon, the Paragon's seconds can attack the enemy's seconds without endangering the results of the duel, so long as the Paragon is the only one to engage his or her rival.

Driving a character out of the Paragon's lands means ordering the character to leave those lands—either forever, or until the Paragon permits his or her return—and then enforcing the order if the character refuses. If the character has an army or fellow adventurers, the Paragon may bring his or her own friends to the conflict, but the Paragon's friends may not attack the exiled character if this conflict is to count toward the Paragon's Task. Killing the exile does count as a victory.

If the Paragon is not a magic-user, he or she will be at a great disadvantage when it is time to duel the magic-user opponent. For this reason, the character would be wise to make the magical item he or she commissions be an item that would prove handy against a high-level magic-user.

The Other Player Characters

The path of the Paragon is a good one for player characters who wish to remain in the company of their PC friends during their quest for Immortality.

Obviously, the PC has to settle lands somewhere, meaning that the character and his or her friends have to render them safe for habitation. The PC has to transform these lands (which can be anything from enchanting every square mile of these lands with an interesting magical effect, to introducing a striking new architectural element into every community in those lands); this is a lot of hard work with which the other PCs can help. The Paragon has to go through his or her eight (or more) duels, and the other PCs can be there to help out if needed against the enemies' seconds. None of this requires the kind of secrecy required of the Polymath.

If the Paragon does succeed in all these events, he or she has won Immortality; see "When PCs Become Immortal" below.

Dynast (Time)

This is the route to the Sphere of Time. This path favors clerics, druids, paladins, avengers, and dwarves.

Testimony

The character must create a realm with a population of at least 50,000 people (if human; 10,000 if demi-human). He or she must also design and build a great new capital for this land.

Task

The character must found a Dynasty. The character or his or her chosen successor (usually the character's son or daughter) must rule a dominion for at least 20 years.

At the end of this time, the character must have a living grandchild to inherit the dynasty. This grandchild may be adopted instead of a blood relative, but he or she must be announced as the official heir.

During these 20 years, the character

should face at least four major challenges to his or her dynasty's rule of the land. Even if the character has abdicated in favor of a son or daughter, the PC must still face these challenges in person as a guardian of the land his or her family rules.

Quest

The character must quest for an artifact that will allow travel through time. The artifact should be dangerous and unpredictable; if it were easy to use and reliable, the character would happily wander through time correcting all the mistakes and failures he or she ever made, utterly destroying the campaign's history. Details of this quest and the artifact itself are left to the DM, but through it the candidate should learn the importance of preserving time, rather than trying to change it to suit his or her personal needs.

Trial

The character must travel ahead in time to three separate periods and help three different descendants to retain their kingdoms and perpetuate the dynasty. These descendants should be further ahead in time than the living grandchild described in the "Task."

If the character performs the Trial (travels ahead in time and helps his or her descendants) before undertaking the Task, this does *not* mean that the character was automatically successful in the Task of founding a dynasty. Should the character perform his or her Trial first and then fail in the Task, the future will be rewritten because of that failure, and all the events of the Trial will never happen.

A Note About Druids

Since druids are notoriously disinterested in human communities, they typically adopt a child to raise in the tradition of rulership and then contrive to get that child crowned as a head of state. In such a case, the druid never actually rules the nation, remaining the power behind the throne while the dynasty he or she founds does the actual ruling.

Druids aren't the only characters who can take this approach—as an optional rule, the DM can allow king-makers to come from all character class.

The Other Player Characters

The path of the Dynast is a pretty good one for the PC who wants to continue to adventure with his or her old friends.

Founding a new kingdom is a task in which many PCs can participate; it often involves combat, the clash of armies, and political role-playing. Founding a dynasty to rule it can be an adventure in itself. If the character has yet to find a mate, the DM can arrange for this to be a mighty quest as well. Even acquiring the time-travelling artifact is likely to be a major undertaking, suitable for a band of heroes.

Once the new kingdom is established, the new king or queen can reward his or her companions by endowing a state church headed by a PC cleric, appointing a PC thief the new realm's Chief Treasurer and tax collector, granting a PC magic-user his or her own tower and the post of Court Wizard, and the like.

When the time comes for the Dynast to depart on his or her travels through time, he or she can either be accompanied by the other player characters (in which case the campaign simply continues as a time-travelling mini-series) or by NPCs of suitable level sent by his or her Immortal sponsor.

If the Dynast does succeed in all these events, he or she has won Immortality; see "When PCs Become Immortal" below.

A Final Note

By the time the character has attained Immortality, his or her subsequent actions (or the other characters' actions, or other events in the campaign) could mean that the future is not as the Dynast encountered it when travelling ahead in time. He or she could discover that the future exists as a whole set of alternatives, with different futures existing in different dimensions of reality. As an Immortal, the Dynast might watch his or her family's future actually develop along very different lines from what he or she encountered and might be interested enough to track down the alternative reality he or she visited in order to see what's happening there.

Epic Hero (Thought)

This is the route to the Sphere of Thought. This path favors the fighter (including the paladin, knight, and avenger), halfling, mystic, and thief classes.

Quest

The Epic Hero must quest for a Major artifact from the Sphere of Thought. Details of the artifact, its placement, and the adventures required to retrieve it are left up to the DM, but it should be a major undertaking—whereas the Polymath's quest is a series of test under the complete control of the Immortal sponsor, in the Epic Hero's case the artifact is genuinely lost, or in the hands of minions of another Sphere. Recovering it will be a challenge worthy of becoming legendary.

Trial

The Epic Hero must track down and bring about the permanent destruction of an artifact of the Sphere of Entropy. Naturally, this will bring him or her into opposition with minions of the Sphere of Entropy. The DM must design the artifact and the means by which it may be destroyed, then trickle clues and obstacles in the path of the Epic Hero.

Testimony

The Epic Hero must find and train a successor. The successor must be the player character of a different player. He or she does not have to be of the same character class as the Epic Hero but should be dedicated to the same ideals. The successor should gain at least 12 experience levels while in the company of the Epic Hero and should succeed the Epic Hero in some important position (for example, as leader of the knightly order or good-guy pirate crew, as general of a specific army, or as the main hero supporting a specific goal or quest).

In addition, an Epic Hero must create a new legendary weapon. If the character is a magic-user or cleric, he or she must personally use his or her magic to create the weapon; if not, he or she must arrange and pay for its creation. In either case, the character must go adventuring for all the necessary components. Once it is created, the character must wield the weapon in adventure after adventure until its name becomes legendary. Once the Epic Hero achieves Immortality, if the weapon is still in existence, he or she must give it to his to her successor to carry on the fight.

Task

The Epic Hero must live up to the heroic ideals of courage, steadfastness, and dedication.

He or she must perform some nearly impossible task, such as driving all dragons from the land or building a castle in the sky. This task should take about five game-years to complete.

In addition, the character's Immortal sponsor is constantly watching the candidate, possibly testing him or her for signs of unheroic behavior. It's all right for a candidate to fail occasionally in this regard—after all, he or she is only human (or demi-human, as the case may be). But if the Immortal has reason to suspect that the character is being deceitful and just simulating heroic ideals and sentiments in order to achieve Immortality, the Immortal may decide that the candidate has failed in his or her Task.

The Other Player Characters

This Path is all about glory. Though it's a good one for campaigns, since the Epic Hero can continue adventuring with his or her old friends, it's easy for a DM to make the mistake of pointing all the quests and campaign glory at the Epic Hero. The DM has to remember to continue giving sub-plots and the possibility of personal successes to all the other characters as well; otherwise the entire campaign becomes centered on the one character, with the other PCs forever in his or her shadow, little better than henchmen.

If the Epic Hero does succeed in all these tasks, he or she has won Immortality; see "When PCs Become Immortal" below.

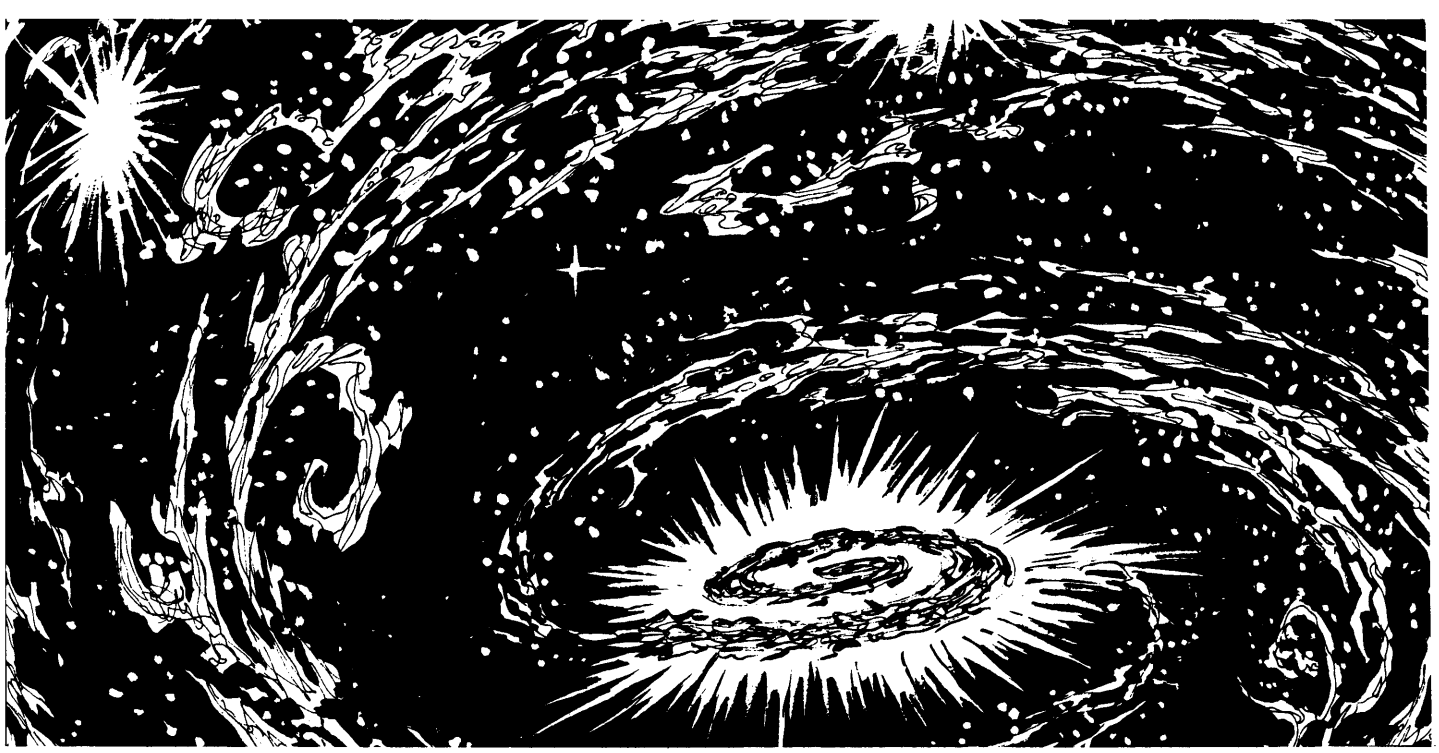
When PCs Become Immortal

Whichever Path the candidate follows—Polymath, Paragon, Dynast, or Epic Hero—once he or she has completed the Quest, Trial, Testimony, and Task assigned to each, he or she has now earned the right to join the Immortals as an equal. The player character now has a year to wrap up all his or her mortal affairs; during this time, he or she is still a mortal. Once he or she is ready to depart, the sponsor Immortal comes for the character. The Immortal arrives when the PC is all alone and tells the character that it is time to go. The Immortal then takes the character by the hand and draws him or her out of his or her own body.

The player character leaves his or her mortal body behind; the Immortal will let the character decide what is to be done with it. It can be *disintegrated*, or left behind for family and friends to inter. However, the DM should note that no *raise dead* or *resurrect* spell will work on this body; no *reincarnation* spell will bring the character back in a new body; and a *clone* spell cast on flesh previously taken from the body will result in a clone who is 1st level in the character's class, a clone who has the character's abilities and features but none of his or her memories.

Meanwhile, having left his or her mortal life behind, the player character lives on as an Immortal. His or her Immortal sponsor transports the character's spirit either to the sponsor's Home Plane or to a new Home Plane the sponsor has created for the character (see Chapter 8: Planes and Dimensions). The fledgling Immortal's spirit will be in Incorporeal Forum; the sponsor will now help the PC create his or her permanent Manifestation Form. The Manifestation Form need not resemble the character's mortal body in any way—appearance, age, character class, sex, race, or species. In fact, the sponsor will encourage the PC to make a clean break between his or her mortal and Immortal identities, even to the extent of choosing a new name.

It's now time for the player and DM to recreate the character as an Immortal, and the next chapter will describe how this is done.



This chapter describes how to create individualized Immortal characters, including Immortal player characters.

All Immortals belong to a single character class, the Immortal class. The Immortal class resembles other character classes, except that players cannot normally just *decide* for their characters to be Immortals. Player characters earn their way to Immortality as described in the preceding chapter. The sole exception to this rule is when the DM decides to allow players to create Immortal characters for an new all-Immortal campaign.

Class Specifications

Prime Requisite: None.
Experience Bonus: None.
Hit Dice: Determined by Immortal level; add Immortal's experience level to 14 to get Hit Dice (i.e., a 1st level Immortal has 15 HD, a 10th level Immortal has 24 HD, and so forth).
Maximum Level: 36 (50 HD).
Armor: Any, plus shield.
Weapons: Any.
Special Abilities: Advantages; Spells; Powers; Forms; Avatars.

Description

Individual Immortals are actually characters who are built according to the guidelines of the Immortal character class.

The Immortal class is the most powerful character class. No mortal character can substantially hurt the least powerful Immortal if the Immortal is played with even a little bit of good sense.

Immortals have extraordinary fighting skills. The lowest-level Immortal has Attack Rolls on a par with a 15 Hit Dice monster. An Immortal can use any weapon he or she chooses, and can wear any type of armor in addition to having extremely good Armor Class scores to begin with.

Immortals have powerful spell-casting abilities. Typically, every Immortal can cast any mortal spell (clerical, druidic, or magical) as often as he or she wants. In addition, Immortals are automatically immune to spells cast by mortals; they can only be affected by magic cast by other Immortals, certain high-powered monsters, or by artifacts, and they have a high degree of Anti-Magic protection against even these.

Immortals have a variety of special powers as well; these powers make them significantly more capable than any mortal character. However, Immortals often find themselves in conflict with other Immortals or supremely powerful monsters, so they need all their abilities to match the equivalent power wielded by their enemies.

Immortals have a great deal of magical energy, or Power. There are two ways in which Immortals can use this Power. Spending it to achieve temporary effects expends Temporary Power, or TP; these points are regained overnight. To achieve more important effects, it is necessary to spend this power permanently, at which time it is called Power Points, or PP. The only way to replace permanently spent points is by earning new ones.

Immortals gain Power Points instead of experience; each Power Point is the equivalent of 10,000 mortal Experience Points.

With all that in mind, let's look at the rules for creating new Immortal characters.

Alignment and Sphere

With a player character Immortal the character's alignment and have long been determined.

With an NPC Immortal, the DM should choose the alignment most appropriate to the character's personality, then choose the Sphere which fits that NPC's role in the campaign. For example, a patron of magic-users would probably belong to the Sphere of Energy, while a major villain attempting the destruction of the universe would undoubtedly belong to the Sphere of Entropy.

Name, Personality, and Background

With a player character Immortal, whose personality and background have already been determined, the player must now choose an Immortal name for the character. With an NPC Immortal, the DM determines the Immortal's name, personality, and background.

Appearance

As we mentioned at the end of last chapter, an Immortal can decide how he or she looks. This process starts when the character first puts on his or her new body. He or she may shape that body to his or her liking.

He or she can decide on the new body's height, weight, and build; sex; skin color; eye color; hair color, placement, and length; and race. The Immortal does not have to look like the race he or she belonged to when still a mortal, even if he or she still has the mental and emotional outlook of members of that race. He or she can also add wings, horns, or additional arms or legs.

Typically, Immortals form their bodies to be between 3′ and 12′ tall; most choose to be either the height they were when alive or slightly (one-two feet) taller. If an Immortal wishes to be smaller than 3′ or taller than 12′, he or she must take the *height increase* or *height decrease* Power explained later in this chapter.

Many Immortals choose their new forms based on their life experiences. An Immortal who was short in mortal life may become tall and elegant as an Immortal to compensate for bad experiences as a mortal, or he or she might remain short (or become even shorter!) to inspire short mortals. An Immortal who was plain as a mortal might become handsome or beautiful as an Immortal or might become frightfully ugly to punish the mortals who place so much emphasis on personal beauty.

When these choices of appearance are done, the Immortal is now in possession of his or her Manifestation Form. The character can modify this body further later on at the expense of Power Points or even create a secondary Manifestation Form, but other Immortals will tend to identify him or her by the initial Manifestation Form appearance.

With a NPC Immortal, the DM makes all decisions on the appearance of the Manifestation Form, always taking the character's personality into account. A vain character will assume a handsome or beautiful body; an Immortal who wishes to act as a patron of a specific culture or race will take on a form appropriate to that culture or race; and so on.

Most Immortals also choose a symbol, which they might or might not choose to wear on their garments but which represents them in the eyes of their followers. This symbol is often used to decorate the temples of their followers. A PC Immortal does not have to create a symbol right away if his or her player does not wish to, but eventually should come up with one.

Ability Scores

To create an Immortal character, start by determining his or her Ability Scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Mortal PCs Who Become Immortals

If the Immortal is a player character who was once a mortal, use the same Ability Scores the character had in his or her mortal existence. The new Immortal will have the opportunity to raise these, as described a little later in this chapter; either now and later in his or her Immortal career.

In the case of an Immortal character who was never played as a mortal, use the method described in the next paragraph.

PC Immortals (Initiates)

PCs created for a new all-Immortals campaign roll 4d6 is rolled for each characteristic (Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma) instead of 3d6. Each number is then assigned to the characteristic where it best fits. For example, if this Immortal was supposed to have been strong and personable in life, assign the two highest scores to Strength and Charisma. Note that scores above 18 are possible; the prohibition against them applies only to mortal-level characters, not Immortals.

An alternative method is simply to take 84 points and divide them between the six Ability Scores. No score can be less than 3, but scores can exceed 18; this is an advantage Immortals have over mortals.

New Immortals cannot exchange Ability Score points the way mortals do. On the other hand, they don't need to, as they have the ability to spend Power Points to improve their initial scores.

NPC Immortals (Higher-Level)

To create an NPC Immortal at a higher level of power, roll the number of dice given in the Die Roll column for each Ability score—or, alternately, divide the stated number of Points For Abilities between the six abilities.

NPC Immortals Ability Scores

Immortal Rank	Die Roll	Points For Abilities
Initiate	4d6	84
Temporal	6d6	126
Celestial	8d6	168
Empyreal	10d6	210
Eternal	12d6	252
Hierarch	14d6	294

Initiates and Temporals can have ability scores up to 25, Celestials up to 50, Empyreals to 75, and Eternals and Hierarchs as high as 100; Immortals cannot exceed these values for individual ability scores. Any die-rolls which exceed these values must be trimmed back to these maximums.

Ability Score Adjustments

This chart shows adjustments for ability scores from 1 (lower than a player character can achieve in any ability) to 100 (far higher).

Ability Score Adjustments Table

Ability Score	Bonus or Penalty	*Charisma & Retainers:* Max #	Morale	Aura
1	−4	0	3	(+4)
2-3	−3	1	4	(+3)
4-5	−2	2	5	(+2)
6-8	−1	3	6	(+1)
9-12	None	4	7	0
13-15	+1	5	8	−1
16-17	+2	6	9	−2
18-19	+3	7	10	−3
20-21	+4	8	11	−4
22-23	+5	9	12	−5
24-27	+6	10	(+1)	−6
28-32	+7	11	(+2)	−7
33-38	+8	12	(+3)	−8
39-45	+9	13	(+4)	−9
46-53	+10	14	(+5)	−10
54-62	+11	15	(+6)	−11
63-70	+12	16	(+7)	−12
71-77	+13	17	(+8)	−13
78-83	+14	18	(+9)	−14
84-88	+15	19	(+10)	−15
89-93	+16	20	(+11)	−16
94-96	+17	21	(+12)	−17
97-98	+18	22	(+13)	−18
99	+19	23	(+14)	−19
100	+20	24	(+15)	−20

The box below shows the effects these adjustments have on ability scores for an Immortal character:

Strength: Attack rolls for melee weapons and unarmed combat; damage rolls for melee and thrown weapons; opening doors.
Intelligence: Number of plots Immortal can conduct; number of creatures affected by Aura; number of General Skills known (in campaigns which use that optional rule). *No longer affects number of languages known.*
Wisdom: Number of creatures affected by Aura. *No longer affects Saving Throws.*
Dexterity: Attack rolls for thrown and missile weapons; Armor Class.
Constitution: Adjustment equals number of rounds Immortal resists poison effects. *No longer affects hit points.*
Charisma: Reactions from NPCs. The three columns on the chart show (1) number of retainers; (2) morale of retainers; and (3) adjustments to saving throws of Aura Attack victims.

Here are more details on these ability score modifiers.

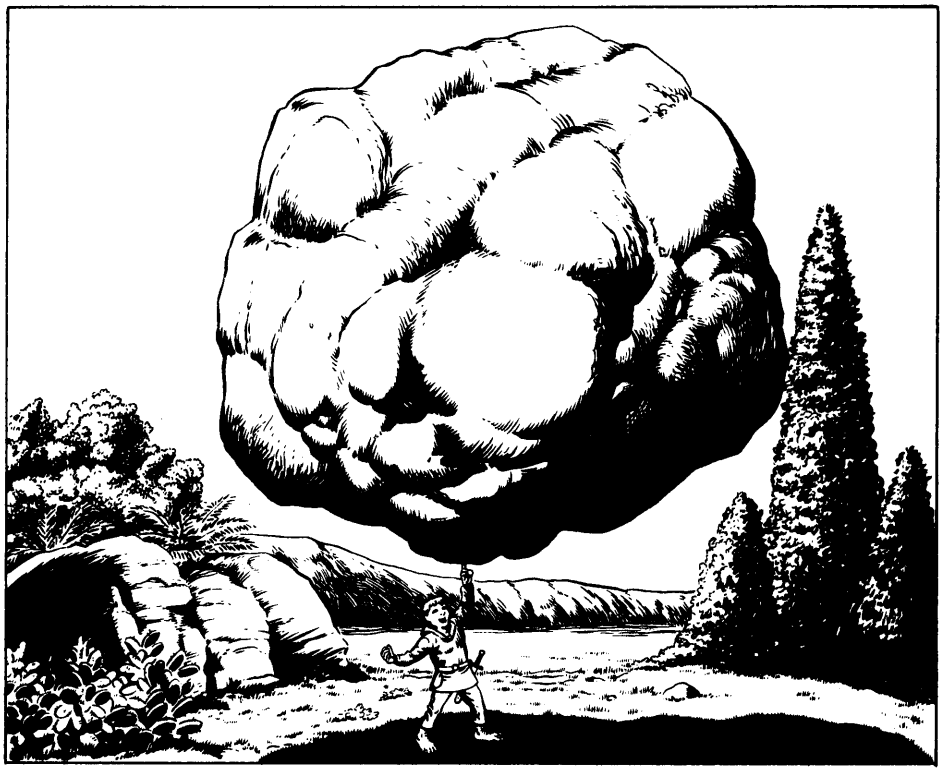
Strength

As with the mortal Strength ability, adjustments from Immortal Strength affect attack rolls for melee weapons and unarmed combat; it modifies damage rolls for melee and thrown weapon attacks (including the Immortal's "Punch" attack); and it modifies the 1d6 rolls for Opening Doors.

Strength has other effects not found in mortal-level campaigns:

Additional Effects of Strength

Strength Score	Effect
18-19	Character can draw heavy crossbows with one hand, firing once per round
20-21	Doubles character's Encumbrance limit
22-23	Character can use two-handed melee weapons with one hand, but still loses individual initiative vs. opponents with one-handed weapons



24-27	Triples character's Encumbrance limit
28-32	Character can use two-handed melee weapons with one hand and no longer automatically loses individual initiative vs. opponents with one-handed weapons
33-38	Quadruples character's encumbrance limit
39-45	Character can cock ballistae by himself or herself at double the normal fire rate
46-53	Character has 5× normal Encumbrance; character can wield bore or battering ram by himself or herself
54-62	Character can cock light catapult by himself or herself at double the normal fire rate
63-70	Character has 6× normal Encumbrance
71-77	Character can cock heavy catapult by himself or herself at double the normal fire rate
78-83	Character has 7× normal Encumbrance
84-88	Character can cock trebuchet by himself or herself at double the normal fire rate
89-95	Character has 8× normal Encumbrance
96-98	Character has 9× normal Encumbrance
100	Character has 10× normal Encumbrance

The weapons-related effects are self-explanatory. The multiples to Encumbrance should be applied to the "Character Movement Rates and Encumbrance Table" on page 88 of the **D&D® Rules Cyclopedia**.

Intelligence

Intelligence adjustments no longer affect the number of languages known, as Immortals have the special ability to know and speak *all* languages, past and present. They do affect the number of General Skills the Immortal starts with if the optional General Skills system is being used in the campaign; as well as the number of plots an NPC Immortal can conduct simultaneously (as explained in Chapter Five: The Immortals Campaign) and the number of victims the Immortal can attack with his or her Aura ability.

Wisdom

Wisdom bonuses no longer affect saving throws: Immortals have their own set of saving throws, which are unaffected by Wisdom. Wisdom bonuses do modify the number of victims the Immortal can attack with his or her Aura; Aura affects a number of creatures equal to the Immortal's Intelligence adjustment plus his or her Wisdom adjustment.

Dexterity

Dexterity adjustments are unchanged. They modify the Immortal's Attack Rolls for thrown and missile weapons attacks; they also modify the Immortal's Armor Class. Please remember that a +3 bonus to AC means a 3-point *improvement*.

Constitution

The Constitution adjustment no longer affects the character's hit points total.

However, this adjustment does do the Immortal some good. The adjustment, if positive, equals the number of rounds an Immortal resists the effects of any poison or harmful substance he or she ingests. The poison tries to go to work immediately, so the Immortal is aware that he or she has been poisoned; a positive adjustment means a delay of that many rounds before the poison actually takes effect, giving the Immortal time to cast *neutralize poison* on himself or herself. Naturally, since Immortals are immune to any poisons produced by mortals, this only applies to poisons created by fellow Immortals.

Charisma

Charisma adjustments still affect several things:

(1) Reactions from NPCs. The modifier in the "Bonus or Penalty" column is applied to the standard 2d6 roll for reactions.

(2) The number of personal retainers an Immortal can have. Unlike mortals, an Immortal can have the number of personal retainers shown in the "Charisma and Retainers: Max #" column on each plot he or she is currently conducting, in addition to this number of personal attendants.

(3) The Morale values of those retain-

ers, as shown in the "Charisma and Retainers: Morale" column. Once the retainers' Morale values go up to 12, the additional numbers—the ones shown in parentheses—are bonuses to the retainers' saving throws when suffering Aura and spell attacks from other Immortals.

(4) The effectiveness of the Immortal's Aura attack. The modifier shown in the "Charisma and Retainers: Aura" column is applied to the saving throws rolled by mortal victims of the Immortal's Aura Attack. The higher the Immortal's Charisma, the harder it is for victims to resist the Aura Attack.

Money and Equipment

When the character first attained Immortality, he or she left behind his or her original body and all material possessions.

Now, as an Immortal, he or she has no need of such things. With but a thought, he or she can create any ordinary objects or magical items and can think them out of existence just as easily (see the "Special Abilities: Advantages" section, below).

General Skills

If the campaign uses the General Skills rules, the Immortal retains all the General Skills he or she possessed in life. Naturally, as the character's Ability Scores improve, so will his or her General Skills success rolls.

If the character is an NPC Immortal, or a PC Immortal who was never played as a mortal, he or she gets the number of General Skill slots appropriate for a 36th level character with no Intelligence bonuses: 12. This applies to demi-human characters as well as human characters.

It is possible for the Immortal to acquire more General Skills at the rate of one new General Skill with every four experience levels he or she earns, gaining the first new General Skill at level 5, the next at 9, and so on; by the time he or she reaches 33rd level, the character will have earned eight new General Skills as an Immortal.

Immortal Experience Levels

Immortals go up in experience levels the same way mortals do. The only difference is that they are awarded Power Points instead of Experience Points; each Power Point is worth 10,000 Experience Points. Player character Immortals always start as 1st-level Initiates with 300 Power Points.

When creating an NPC Immortal, the DM should decide on the character's level based on the role the Immortal will have in the campaign.

A brand-new Immortal, still unsure of his or her own abilities, should be an *Initiate* (levels 1-6).

If the Immortal has been around long enough to be comfortable in his or her new skin and to have acquired a fair idea of what being an Immortal is all about but still has little reputation or personal influence, he or she should be a *Temporal* (levels 7-12).

If the Immortal is becoming well-known among Immortals for his or her activities, receiving more responsibilities, and has pulled off several successful plots, he or she should be a *Celestial* (levels 13-18).

If he or she is a mature Immortal, confident in his or her powers, with a distinct reputation, well-entrenched and sophisticated plots, and a definite place in the hierarchy of his or her Sphere, that character is an *Empyreal* (levels 19-24).

If he or she is a senior Immortal, one who has the ear of the Immortal rulers of his or her Sphere, one who is given choice assignments, he or she is an *Eternal* (levels 25-30).

If he or she is among the most powerful of Immortals, responsible for vast plots and programs of change, an Immortal who has the ear of the rest of the Immortal leaders, he or she is a *Hierarch* (levels 31-36).

Immortal Experience Table

The chart on page 55 shows the Immortal experience levels and what other traits are derived from those levels.

Levels

An Immortal's Level is very similar to a mortal player character's level. It reflects how experienced and powerful the character is in relation to other Immortals.

Power Points

This score reflects the character's personal power.

Power Points are used much like mortal experience points earned by adventuring; each one is the equivalent of 10,000 experience points. When an Immortal earns the listed number of Power Points, he or she achieves the next experience level.

But Power Points have other functions as well. An Immortal can spend Power either temporarily or permanently. Hence it is important to keep track of both Temporary Power and Power Points (permanent power).

Power can be spent temporarily to create avatars (described later in this chapter) and to provide power for spells. An Immortal can also spend it permanently to acquire new powers, to improve his or her Ability Scores, or to create artifacts.

Hit Dice

This number functions much like a monster's Hit Dice figure. Its main use is to determine how powerful some of the character's spells are. Spells which, with mortals, do damage based on the mortal's level now do damage based on twice the Immortal's Hit Dice. For example, a *fireball* thrown by a 1st level (15 HD) Immortal would cause 30d6 worth of damage.

The Hit Dice total also determines the Immortal's attack rolls: an Immortal's Hit Dice determines which column of the Immortals Attack Rolls Chart on the inside front cover he or she should use.

Hit Points

Hit points are to an Immortal what they were to a mortal, with an important exception. Unless the Immortal is on his or her own Home Plane, losing all of his or her hit points results not in death but in banishment back to his or her Home Plane for a number of days equal to his or her total hit points.

Note that it's possible for a character to start out with fewer hit points as an Immortal than he or she had as a mortal. This reflects the extraordinary changes the character has undergone and the fact that he or she now has a wholly new body. It is important to remember that even with fewer hit points the new Immortal is

Immortal Experience Table

Initiate Levels	Power Points	Hit Dice	Hit Points	Anti-Magic	Armor Class	Number of Attacks	Punch Damage
1	300	15	75	50%	0	2	2d6
2	325	16	80	50%	0	2	2d6
3	350	17	85	50%	0	2	2d6
4	375	18	90	50%	0	2	2d6
5	400	19	95	50%	0	2	2d6
6	450	20	100	50%	0	2	2d6
Temporal Levels	**Power Points**	**Hit Dice**	**Hit Points**	**Anti-Magic**	**Armor Class**	**Number of Attacks**	**Punch Damage**
7	500	21	110	50%	−1	2	2d6
8	600	22	120	50%	−1	2	2d6
9	700	23	130	50%	−2	2	2d6
10	800	24	140	50%	−2	2	2d6
11	900	25	150	50%	−3	2	2d6
12	1,000	26	160	50%	−3	2	2d6
Celestial Levels	**Power Points**	**Hit Dice**	**Hit Points**	**Anti-Magic**	**Armor Class**	**Number of Attacks**	**Punch Damage**
13	1,200	27	180	60%	−4	3	3d6
14	1,400	28	200	60%	−4	3	3d6
15	1,600	29	220	60%	−5	3	3d6
16	1,800	30	240	60%	−5	3	3d6
17	2,000	31	260	60%	−6	3	3d6
18	2,200	32	280	60%	−6	3	3d6
Empyreal Levels	**Power Points**	**Hit Dice**	**Hit Points**	**Anti-Magic**	**Armor Class**	**Number of Attacks**	**Punch Damage**
19	2,500	33	300	70%	−7	3	3d6
20	3,000	34	330	70%	−7	3	3d6
21	3,500	35	360	70%	−8	3	3d6
22	4,000	36	390	70%	−8	3	3d6
23	4,500	37	420	70%	−9	3	3d6
24	5,000	38	450	70%	−9	3	3d6
Eternal Levels	**Power Points**	**Hit Dice**	**Hit Points**	**Anti-Magic**	**Armor Class**	**Number of Attacks**	**Punch Damage**
25	5,500	39	500	80%	−10	4	4d6
26	6,000	40	550	80%	−10	4	4d6
27	7,000	41	600	80%	−11	4	4d6
28	8,000	42	650	80%	−12	4	4d6
29	9,000	43	700	80%	−13	4	4d6
30	10,000	44	750	80%	−14	4	4d6
Hierarch Levels	**Power Points**	**Hit Dice**	**Hit Points**	**Anti-Magic**	**Armor Class**	**Number of Attacks**	**Punch Damage**
31	11,000	45	800	90%	−15	4	4d6
32	12,000	46	900	90%	−16	4	4d6
33	13,000	47	1,000	90%	−17	4	4d6
34	14,000	48	1,250	90%	−18	4	4d6
35	15,000	49	1,500	90%	−19	4	4d6
36	16,000	50	2,000	90%	−20	4	4d6

still much tougher than when he or she was a mortal.

Anti-Magic

As noted in Chapter One, Immortals are completely immune to all spells cast by mortals; the number given here reflects the percentage chance of any spell cast by an Immortal against the character failing as well.

Armor Class

Mortal and Immortal Armor Class (AC) are very similar, except that Immortals start with much better Armor Classes than mortals. Both are affected by bonuses from Dexterity.

Armor affects Immortals differently than mortals. Immortals ignore the type of armor for purposes of determining Armor Class and count only the bonuses or penalties it provides. For example, an Immortal with AC0 who put on normal plate mail would still be AC0, whereas the same Immortal who donned a suit of *leather +2* would be AC −2.

Number of Attacks

Immortals have more than one attack per round.

A high-level fighter with the Multiple Attacks ability might find that, upon becoming an Immortal, he or she actually *loses* a number of attacks per round. This will not disadvantage the character too much; he or she can reacquire some of the lost attacks by choosing the "Extra Attacks Per Round" Power described on page 68. Even if he or she does not, the Immortal character is still far more capable and deadly in melee than any high-level mortal fighter.

Punch Damage

Every Immortal can Punch a target, inflicting the amount of damage shown plus any bonuses due to Strength. An

Immortal's Punch attack counts as a +5 weapon when determining what targets can be affected by it.

"Punch" is a general term: the same damage also applies to any other physical attacks made by the Immortal—bites, kicks, elbow-jabs, use of horns or claws, etc.

Immortal Saving Throws

Immortals do not have the same set of saving throws that mortals do. Since they are immune to mortal magic and enjoy the benefits of limited Anti-Magic as well, the following table should only be used for saving throws vs. spells cast by fellow Immortals *after* a failed Anti-Magic roll.

Spell Attacks

Remember that Immortals are immune to all spells cast by mortals, which means they automatically save against them without even having to roll a die. This column applies *only* for Immortal spells or spell-like effects (such as the breath weapon of an Immortal dragon). It does not cover spells and effects which drain Power Points or those which affect the mind.

An Immortal who successfully makes his or her saving throw on 1d20 takes half damage from spells which inflict damage; non-damage causing spells are completely negated by a successful saving throw.

Physical Attacks

Immortals take the minimum possible damage from physical attacks by mortals. In addition, an Immortal physically attacked by another Immortal who can successfully make his or her saving throw on this column will take half damage from the physical attack.

This column is also for Immortal-strength poisons. If the poison does a specific amount of damage, a successful saving throw means the Immortal takes only half damage. If the poison is a type with a specific effect (a *sleep* toxin, for instance), a successful saving throw means the Immortal is unaffected, although he or she is aware of the poisoning attempt.

Immortal Saving Throws Table

Initiate Levels	Spell Attacks	Physical Attacks	Mental Attacks	Power Attacks
1	20	15	18	17
2	20	15	18	17
3	20	15	18	17
4	20	15	18	17
5	20	15	18	17
6	20	15	18	17
Temporal Levels	**Spell Attacks**	**Physical Attacks**	**Mental Attacks**	**Power Attacks**
7	20	14	17	16
8	20	14	17	16
9	19	13	16	15
10	19	13	16	15
11	18	12	15	14
12	18	12	15	14
Celestial Levels	**Spell Attacks**	**Physical Attacks**	**Mental Attacks**	**Power Attacks**
13	17	11	14	13
14	17	11	14	13
15	16	10	13	12
16	16	10	13	12
17	15	9	12	11
18	15	9	12	11
Empyreal Levels	**Spell Attacks**	**Physical Attacks**	**Mental Attacks**	**Power Attacks**
19	14	8	11	10
20	14	8	11	10
21	13	7	10	9
22	13	7	10	9
23	12	6	9	8
24	12	6	9	8
Eternal Levels	**Spell Attacks**	**Physical Attacks**	**Mental Attacks**	**Power Attacks**
25	11	5	8	7
26	10	5	8	7
27	9	4	7	6
28	8	4	7	6
29	7	3	6	5
30	6	3	6	5
Hierarch Levels	**Spell Attacks**	**Physical Attacks**	**Mental Attacks**	**Power Attacks**
31	5	2	5	4
32	5	2	5	4
33	5	2	5	4
34	5	2	5	4
35	5	2	5	4
36	5	2	5	4

Mental Attacks

This column is for Immortal spells or spell effects which affect the mind (such as *charm*, *feeblemind*, etc.). When there is a dispute about whether a specific spell is a normal "Spell" attack or a "Mental" attack, the DM's judgment is final. As a rule of thumb, any spell which will not affect mindless creatures or undead is a Mental Attack.

If the Immortal makes his or her saving throw against such spells, he or she successfully resists their effects.

Power Attacks

This column is for Immortal spells or spell effects which drain TP or PP. If the Immortal character can make his or her saving throw on 1d20, he or she loses only half the Power the attack would otherwise have drained.

Special Abilities: Advantages

All Immortals possess a number of special advantages. These abilities help make them more powerful than mortal characters. Some of these advantages were discussed in Chapter One; others are new. Most of these abilities are available only while in Manifestation Form.

The Immortal can use some of these powers as often as he or she likes. Others require him or her to spend Temporary Power (TP); whenever the Immortal uses these powers, his or her player must mark off the appropriate number of TP. Still others require him or her to spend permanent Power Points (PP); whenever the Immortal uses these powers, the player subtracts the appropriate number from the character's Power Points total and also subtracts the same amount from the Temporary Power total.

Immortal Advantages:
Armor Class
Artifact Creation
Aura Attacks (Awe)
Combat Abilities
Communication
Creation of Ordinary Magical Items
Granting Power Points
Improvement of Ability Scores
Immunities, Miscellaneous
Immunity to Mortal Attacks
Immunity to Mortal Magic
Immunity to Mortal Poisons
Infravision
Movement
Regeneration

Armor Class

Immortals have high natural Armor Class scores. A 1st level Immortal has a base AC of 0, and a 36th level Immortal has an AC of −20. Dexterity bonuses modify their AC scores normally. Mortal magical armor improves Immortal AC scores somewhat, as noted earlier, but Immortals derive different benefits from them than do mortals wearing the same armor (see page 55). Certain artifacts can also improve an Immortal's Armor Class.

Artifact Creation

Immortals can create mighty magical items called *Artifacts*. These items contain some of the Immortal's own energy and so require the Immortal to spend permanent Power Points.

Chapter Six: Artifacts provides rules for artifact creation.

Aura Attacks (Awe)

Aura Attacks were described in Chapter One: What Are Immortals? (see page 9). In a campaign with player-character Immortals, the DM might want to substitute the following optional rule:

Instead of affecting *all* characters and monsters within a 60′ radius, the number of characters and monsters affected by an Aura Attack is determined by the Immortal's Intelligence bonus plus his or her Wisdom bonus. Thus, an Immortal with an Intelligence of 17 (+2 bonus) and a Wisdom of 23 (+5 bonus) can affect up to seven beings with a single Aura Attack—no more. Of course, he or she can make multiple attacks, one per round... but that's not considered very classy.

In any case, whether the DM chooses to employ the optional limit or not, Aura Attacks affect only mortal characters and mortal monsters. They have no effect on other Immortals or on Immortal-level monsters.

Combat Abilities

Each Immortal knows how to use every type of weapon there is.

Each Immortal has an Attack Roll dictated by his or her Hit Dice figure; thus, a 1st level Immortal fights as well as a 15-HD monster. To find the number an Immortal character needs to hit an opponent, see the Immortal Attack Rolls Chart.

For damage from unarmed ("Punch") attacks, see the table on page 55. Initiates and Temporals do the same base damage with weapons as mortals; Celestials and Empyreals do one extra die of damage, and Eternals and Hierarchs do two extra dice of damage with weapons. For example, an Initiate with a normal sword does 1d8 damage (plus applicable bonuses) per successful strike, while an Empyreal would do 2d8 damage with the same weapon; a Hierarch, 3d8.

Communication

Immortals know all languages of their own dimension and can also communicate telepathically with any intelligent creature. This does not give them the ability to read minds, however—for that, they still need the *ESP* spell.

Creation of Ordinary Magical Items

An Immortal can literally think ordinary magical items into existence by spending a little time and Temporary Power. This takes one round per magical item. Such a magical item can be of any sort listed in the **D&D® Rules Cyclopedia**, but it is a temporary object; these created items vanish from existence after one day (in the HOLLOW WORLD® setting, one sleep) or any time the Immortal shifts between Manifestation, Incorporeal, or Mortal forms. The only way the Immortal can keep them from disappearing is by expending permanent Power Points.

The cost of creating such an item temporarily is calculated by consulting the magical item creation rules on pages 251-252 of the **D&D® Rules Cyclopedia**. For every 10,000 gp (or fraction thereof) a magical item costs to make, the Immortal must spend 1 TP (temporary power point) in order to bring the object into existence. No matter how inexpensive a magical item might be to create, it costs a minimum of 1 TP to make the item appear.

To create such an item and make it permanent, the Immortal does exactly the same thing but permanently spends PP (Power Points) rather than TP.

The Immortal can create non-magical items and make them permanent in the same way. For instance, if an Immortal wishes to reward a faithful follower with a chalet in the mountains worth 250,000 gp, he or she would have to spend 25 PP permanently in order to have it be a permanent structure, whereas 25 TP would create an equally impressive-looking building, but one which would vanish overnight.

Granting Power Points

An Immortal can permanently give away some of his or her Power Points. This is, however, a tricky process, and one

which the DM needs to carefully monitor to prevent its abuse.

First, the Immortal can never give a mortal or Immortal character more Power Points than it takes to bring the character up one experience level. Remember that one PP = 10,000 experience points.

Second, the Immortal should not make such an award for frivolous reasons or because the receiving character's player is a friend of the Immortal character's player. Such an award of PP will always be a reward for service above and beyond the call of duty or a way to make a mortal powerful enough to accomplish a task at a critical point in the Immortal's current plot.

Third, the Immortal cannot give Power Points to a more powerful being—for example, a Celestial cannot give points to an Hierarch.

Fourth, the Immortal cannot give away enough Power Points to reduce his or her own current experience level.

Fifth, the Immortal cannot give Power Points away more than once per level. If, for instance, a 6th level Immortal gives some Power Points away to a mortal critical to his or her plans, that same Immortal cannot give Power Points away again until he or she reaches 7th level. An Immortal who does not give points away during one level cannot then give points away *twice* during the next level; he or she has simply lost an opportunity.

When the Immortal gives away Power Points, his or her player erases those PP from the character sheet. The recipient, if an Immortal, adds those same Power Points to his or her own PP total; if a mortal, he or she adds the appropriate number of experience points to his or her total experience.

Improvement of Ability Scores

An Immortal can permanently improve his or her own Ability Scores by expenditure of Power Points. However, the higher an Immortal's experience level, the more Power Points this costs; an Initiate spends far less to improve a score than does a Hierarch.

Each +1 improvement to an ability score permanently costs a number of Power Points (how many is determined by the Immortal's level). There are also limits on how high an Immortal can raise an Ability Score; these are defined by experience level as well. Take a look at the chart below:

Improvement of Ability Scores

Immortal Experience	Power Cost Per Point	Maximum Ability Score
Initiate (Lvl 1-6)	10	25
Temporal (Lvl 7-12)	10	25
Celestial (Lvl 13-18)	20	50
Empyreal (Lvl 19-24)	40	75
Eternal (Lvl 25-30)	80	100
Hierarch (Lvl 31-36)	160	100

There are only two limits on how many Power Points an Immortal may spend to improve his or her ability scores: (1) an ability may never be raised above the maximum allowed at his or her current rank, and (2) he or she may not spend so many points that it reduces the character's current experience level.

Immunities, Miscellaneous

Immortals are immune to the dragon breath of mortal dragons; to normal and magical aging effects; to all mortal diseases; and to the level-draining abilities of all undead monsters.

Immortals retain all five normal senses possessed by mortals. They do not need to eat, drink, or breathe, although they can do all three and do enjoy good food and drink and fresh air. They can safely eat, drink, and breathe substances and elements which are poisonous to mortals.

Immortals are immune to mortals' *life trapping* effects.

Immunity to Mortal Attacks

Every Immortal is highly resistant to physical attacks from mortals. Mortal unarmed attacks do no damage whatsoever; damage inflicted by weapons with magical bonuses of +4 or less do no damage.

Weapons with a +5 (or better) bonus can harm an Immortal but do not do their usual damage. When such a weapon hits an Immortal, the Immortal takes the least amount of damage the weapon could possibly do (i.e., the lowest possible roll on the weapon damage dice, plus additional damage from the weapon bonus and the wielder's Strength bonus).

Example: Oswyth, a mortal knight with a Strength of 18 and a *two-handed sword +5*, manages to hit the Immortal Freyja in combat. She takes 1 points of damage from the sword (the minimum that can be rolled on 1d10), plus 3 points from Oswyth's Strength bonus, plus 5 points from the weapon bonus, for a total of 9 points of damage.

The optional fighter "Smash" maneuver (see page 104 of the **D&D® Rules Cyclopedia**) is handled a little differently. Against fellow mortals, a Smash attack is −5 to hit but does extra damage equal to the attacker's Strength total. If a mortal fighter attempts to Smash an Immortal, the −5 "to hit" penalty still applies, but the damage inflicted by a successful Smash is much reduced: it only equals the fighter's Strength *bonus*, not the ability score. In other words, if in the preceding example Oswyth somehow successfully Slams Freyja, he would inflict an extra 3 points of damage.

Immortals do not get Saving Throws vs. Physical Attacks against damage done by mortal attacks; this saving throw only applies to attacks which have the chance to do full damage to an Immortal.

Immunity to Mortal Magic

The Immortal is completely immune to all mortal magic spells (and spell-like effects, such as dragon breath).

An Immortal can voluntarily lower his or her resistance to mortal magic at will and selectively. For example, an Immortal who is injured and drained of power and spells could voluntarily lower his or her resistance to *cure* and *heal* spells but still remain immune to all others.

Immunity to Mortal Poisons

Immortals are immune to all poisons made by mortals or used by mortal monsters. These poisons simply do not affect Immortals.

Infravision

All Immortals have infravision, just as dwarves and elves do.

Movement

All Immortals have three basic movement rates. They can walk and swim; they can fly; and they can turn into Incor-

poreal Form and fly even faster.

Their basic movement rates are 150′ a turn (50′ a round) when walking or swimming, 360′ a turn (120′ a round) when flying, and 720′ a turn (240′ a round) when flying in Incoporeal Form.

Since all Immortals can fly naturally, each player-character Immortal can decide whether his or her Manifestation Form has wings or not. Wings are not necessary; an Immortal can fly without them. But many Immortals choose to have wings simply because they *like* them.

When an Immortal uses the *shapeshift* spell to take on a monster form, he or she can move that body a little faster than normal: add 30′ a turn (10′ a round) to each of that form's normal movement rates. For example, an Immortal who takes the shape of a Bronze Golem (normally movement rate: 240′ a turn or 80′ a round) can move at 270′ a turn (90′ a round).

An Immortal cannot take on Incoporeal Form while held in baaka chains; see the entry in Chapter Seven: Monsters for more information on baaka.

Regeneration

An injured Immortal regenerates 1d8 hit points per day if he or she does nothing but rest; if the character is active, he or she regenerates half that amount (1d4 hit points per day). Usually an injured Immortal will heal himself or herself with clerical spells, but if an Immortal is trapped someplace where his or her magic does not work or is held in baaka chains, then these are the rates at which his or her injuries heal.

Special Abilities: Mortal-Level Spells

Immortals have access to more spells than any mortal and can cast them more effectively.

Number of Mortal Spells

Once per day, an Immortal can spend some Temporary Power to gain the ability to cast mortal spells. The amount of Temporary Power he or she spends determines how many spells the character can cast and of which type of magic.

Temporary Power Cost	Type and Number of Spells
18	As 36th level spellcaster (magic-user, cleric, or druid); spells forgotten when cast, cannot relearn spells except by spending more TP; duration 1 day
25	All Druidic Spells, any number of times per day; duration 1 day
25	All Clerical Spells, any number of times per day; duration 1 day
50	All Magical Spells, any number of times per day, no spell books; duration 1 day

For example, an Immortal can spend 50 TP and be able to cast every spell available to magic-users (see page 34 of the **D&D® Rules Cyclopedia**) any number of times per day; this power wears off after one day, and the Immortal must spend those 50 points again the next day.

It is possible for an Immortal to choose more than one of these options; most Immortals with the power to spare spend 100 TP every day so as to be able to cast any spell (magical, clerical, *and* druidic) any number of times per day.

Sometimes an Immortal cannot afford to spend 100 Temporary Power points to cast magic this way. The Immortal *can* spend less for a lesser result. For example, by spending 18 TP, he or she can cast magic like any one class of 36th-level spellcaster (for instance, a 36th-level magic-user); he or she is limited to the number of spells a 36th-level spellcaster can hold in memory at a time, and he or she forgets spells once they are cast. The character selects which spells he or she wants for that day and cannot re-learn the spells until he or she spends another 18 TP.

Using this type of expenditure, for instance, a low-level Immortal could spend 54 (18 × 3) TP and cast spells as a 36th-level magic-user, cleric, *and* druid; the next day, any uncast spells vanish from his or her mind and are lost.

An Immortal can spend even fewer Temporary Power for a reduced spellcasting ability. Each 1 TP spent results in 2 experience levels' worth of ability in one spellcasting class. For example, by spending 40 TP (18 on magical, 14 on clerical, and 8 on druidic), an Immortal could cast spells as a 36th-level magic-user, a 28th-level cleric, and a 16th-level druid.

This process of spending Temporary Power to acquire the suite of spells takes one full turn to perform. It's not something that can be done instantly in an emergency; therefore, most Immortals spend the points during their first hour after waking (Immortals do not need to sleep, but they enjoy it so most do), so that they'll have their spells available to them during the day.

Magical Strength of Spells

When magic spells do an amount of damage based on the spellcaster's experience level, substitute the Immortal's Hit Dice figure instead.

Restrictions on Spell-Casting

Immortals have few restrictions on them when casting spells. They don't have to speak or gesture. They can cast spells while wearing any sort of armor. They can cast spells while bound by normal or mortal-magic chains and bonds, but *not* if bound by artifact chains and bonds or baaka. Unless they select one of the lesser suites of spells for the day, they don't forget spells as they cast them. In addition, an Immortal's Anti-Magic does not affect his or her own spell-casting.

Effects on Saving Throws

When an Immortal casts a spell on a mortal, the mortal makes his or her saving throws at a −2 penalty. The Immortal can make that penalty even worse through use of the Immortal-level spell *reduce saving throw* described on page 65.

Variations on Mortal Spells

Not all the spells mortals are familiar with work the same when cast by or against Immortals. The following are explanations of these variations.

Clerical Spell Variations

Remove Fear (Cleric-1st): Cast by an Immortal, this spell also removes the effects of a *terror* result from an Aura Attack.

Hold Person; (Cleric-2nd): The reverse of this spell, ***free person***, removes any *paralysis* effect, including that caused by an Immortal's Aura Attack, when cast by an Immortal.

Cure Blindness (Cleric-3rd): This spell is more potent when cast by an Immortal and will cure blindness caused by a *curse*.

Locate Object (Cleric-3rd): This spell does not cross planar or dimensional boundaries.

Animate Dead (Cleric-4th): Skeletons and zombies created by an Immortal using this spell are not destroyed by *dispel magic*.

Dispel Magic (Cleric-4th): An Immortal counts as a spell-caster of twice his or her HD in experience levels for purposes of this spell. Thus, if a 13th-level Celestial with 27 HD casts *dispel magic*, it counts as if the spell were cast by a 54th-level cleric. If a mortal cleric tries to *dispel* some spell cast by this Immortal, he or she is trying to *dispel* the magic of a 54th-level spellcaster.

Commune (Cleric-5th): Cast by an Immortal in Manifestation Form, this spell allows the Immortal to contact another Immortal in his or her own Sphere. All the other limitations on the spell (such as frequency of use) still apply.

A *commune* spell can only pierce 12 planar boundaries and cannot penetrate a dimensional boundary at all, even when cast by an Immortal.

Quest (Cleric-5th): This spell does not affect Immortals at all, although they can (and often do) cast it on offending mortals.

Raise Dead (Cleric-5th): Once a character has gained Immortality and his or her spirit has fled the mortal body, *raise dead* spells can no longer work on that mortal body. Similarly, *raise dead* will not work on a slain Immortal.

Aerial Servant (Cleric-6th): This spell is very safe for an Immortal to cast, as no Aerial Servant will ever attack an Immortal. Whereas Aerial Servants resent being summoned to serve mortals, they will humble themselves before Immortals rather than attack them.

Create Normal Animals (Cleric-6th): At the end of this spell's duration, the Immortal can decide whether surviving animals disappear or not. However, if they do not disappear, they are no longer under the Immortal's control.

Find the Path (Cleric-6th): This spell does not work across planar or dimensional boundaries; hence it will not allow an Immortal to find his or her way to a specific named plane or alternate dimension.

Word of Recall (Cleric-6th): This spell does not work across planar or dimensional boundaries.

Raise Dead Fully (Cleric-7th): Just as with the 5th-level *raise dead* spell, this spell will have no effect on an Immortal's discarded mortal body, and it also cannot bring back an Immortal slain on his or her Home Plane.

Restore (Cleric-7th): Used by an Immortal, this spell does not cost the caster any experience levels.

The reverse of this spell, ***life drain***, drains 5 TP instead of an experience level when cast by one Immortal upon another; a successful Saving Throw vs. Power Attacks means the victim loses no TP at all.

Travel (Cleric-7th): It costs Immortals Temporary Power points to use this spell, at the rate shown on the table below.

Cost (TP):	Crossing Between (Either Direction):
5	Inner Planes
10	Inner Plane and Astral Plane
15	Outer Plane and Astral Plane
10	Outer Planes
100	Dimensions

In other words, to get from the Prime Plane to a nearby Outer Plane would cost 30 TP (Prime to Ethereal, 5; Ethereal to Astral, +10; Astral to Outer Plane, +15). See Chapter Eight: Planes and Dimensions, for more information on planar travel.

Wish (Cleric-7th): This spell costs 10 permanent Power Points per casting. It cannot be used to raise an Immortal's ability scores, but it can be used to raise the ability scores of mortals (see **D&D® Rules Cyclopedia** page 40 for details). Note that it is far cheaper for an Immortal to use the Immortal-level spell *bestow* to increase a mortal's ability scores.

Druidic Spell Variations

Locate (Druid-1st): This spell does not cross planar or dimensional boundaries.

Magical Spell Variations

Charm Person (MU-1st): An Immortal *charmed* by another Immortal makes saving throws once per turn; an Immortal with an Intelligence of 30 or better can attempt to throw off the *charm* once per round.

Hold Portal (MU-1st): Immortals can always walk through a portal which has had a mortal's *hold portal* spell cast on it.

Shield (MU-1st): When cast by an Immortal, this spell gives the Immortal a −4 bonus to AC against missiles and a −2 bonus to AC against all other attacks.

Locate Object (MU-2nd): This spell does not cross planar or dimensional boundaries.

Wizard Lock (MU-2nd): As with *hold portal* (above), an Immortal can always walk through a door which is held closed by a mortal's *wizard lock* spell.

Dispel Magic (MU-3rd): To determine how powerful an Immortal's *dispel magic* spell is (or how resistant an Immortal's spell is to someone else's *dispel magic*), double the Immortal's Hit Dice figure to find his or her effective spellcaster experience level. Thus, a 6th level (20-HD) Immortal counts as a 40th level magic-user for all *dispel magic* purposes.

If an Immortal casts this spell directly at a magical item he or she is touching at the time, that item is permanently drained of magic, turning it into a normal, non-enchanted item. The item gets no saving throw. Nothing else is affected by this application of the spell; the spell does not have an area of effect when used this way. This usage of the spell has no effect on artifacts.

Haste (MU-3rd): This spell has no effect on Immortals.

Polymorph Others (MU-4th): When an Immortal casts this spell on another Immortal, the victim will change into another form if he or she fails his or her rolls for Anti-Magic and Saving Throw vs. Spell Attacks. However, it only changes the Immortal's shape; it does not give the victim any new abilities or limitations, nor does it disguise the Immortal's Aura. Additionally, the victim can change back to normal form at any time. Hence, as

used by Immortals this spell fall into the category of "pranks."

Polymorph Self (MU-4th): An Immortal casts this spell on himself or herself takes the physical form of another creature but does not gain any of the abilities of the new form; nor does the spell disguise the Immortal's Aura.

Animate Dead (MU-5th): Skeletons and zombies created by an Immortal using this spell are not destroyed by *dispel magic.*

Contact Outer Plane (MU-5th): This spell will allow an Immortal to contact any other named Immortal; if successful it allows the two Immortals to communicate telepathically with one another for a maximum of 12 statements or questions each. It can be cast from an inner plane to an outer plane, or from an outer plane to an inner plane, or from one outer plane to another. It will not work if both Immortals are on inner planes, nor will it cross dimensional boundaries. It cannot penetrate to Immortals on planes where Immortal magic does not work, and it has a range limitation of 12 planar boundaries. (see Chapter Eight: Planes and Dimensions, for more information).

The casting Immortal does not know if the spell is successful unless the contacted Immortal replies. The recipient of this spell does not have to respond; if he or she does not, the Immortal casting the spell may assume that the target is too far away for the spell to reach.

An Immortal has no chance of going insane from using this spell.

Feeblemind (MU-5th): If cast by an Immortal, this spell will affect other Immortals and Immortal-level monsters. Immortals do not suffer any penalty to saving throws when resisting this spell. Feebleminded Immortals cannot cast spells, but they *can* still provide spells to their clerics.

Hold Monster (MU-5th): The reversed form of this spell, **free monster**, can be cast by an Immortal to remove the *paralysis* effect of an Aura Attack.

Magic Jar (MU-5th): Immortal life forces are so robust that this spell will not work on them. An Immortal cannot shove another Immortal out of a body. And an Immortal trying to shove his or her life force into a mortal's body will simply kill the mortal; treat *magic jar* as a *disintegrate* spell in such cases.

Teleport (MU-5th): This spell only works between locations on the same plane of existence.

Disintegrate (MU-6th): Cast by an Immortal against an Immortal, this spell does 6d10 damage; an Immortal who makes his or her Saving Throw vs. Spell Attacks takes no damage from the spell.

Geas (MU-6th): This spell does not affect Immortals at all.

Reincarnation (MU-6th): This spell does not work on Immortals or on the flesh of the mortal bodies they have left behind.

Stone to Flesh, (MU-6th): When the reverse of this spell, **flesh to stone**, is cast by an Immortal, an Immortal victim who fails his or her Saving Throw vs. Spell Attacks is turned into stone. However, this petrification is not permanent: the effect will wear off after a duration of the same number of rounds as the spellcaster has Hit Dice. The victim remains aware of the surroundings and retains his or her Armor Class; he or she can also take on Incorporeal Form while the Manifestation Form remains petrified.

Create Normal Monsters (MU-7th): If this spell is cast by an Immortal, the monsters so created will not necessarily disappear back into thin air at the end of the spell duration—they do this only if the Immortal wishes them to. But if they are allowed to stay, they are no longer subject to the Immortal's will when the spell duration ends.

Summon Object (MU-7th): This spell does not cross planar or dimensional boundaries. However, an Immortal can define one "home" per plane and stash prepared items there. This is useful for incidents where the Immortal wishes to pull an important object out of thin air in order to give it to a mortal follower or adventurer.

An Immortal in Mortal Identity cannot *summon objects* from the homes of his or her Manifestation Form.

Teleport any Object (MU-7th): As with *teleport*, this spell does not cross planar or dimensional boundaries.

Clone (MU-8th): Once a character becomes an Immortal, a *clone* spell cast on a preserved piece of his or her mortal flesh will create a 1st level duplicate of the mortal who later became the Immortal; this new character has no memories of the original character's later life and will usually not even suspect that he or

she is connected to the Immortal in any way. *Clone* spells cast on flesh taken from an Immortal body have no effect.

Create Magical Monsters (MU-8th): If this spell is cast by an Immortal, the monsters created by the spell do not necessarily disappear at the end of the spell duration; they do so only if the Immortal wishes it. But if they are not made to disappear, at the end of the spell duration they are freed from the Immortal's control.

Dance (MU-8th): An Immortal victim of this spell gets a saving throw each round; a successful save cancels the spell.

Force Field (MU-8th): An Immortal can directly attack a mortal's *force field* with any of the Immortal's attacks; consider the *force field* as a barrier with an AC of −10 and 50 hit points.

However, one Immortal trying to knock down another Immortal's *force field* has to use a *disintegrate* or *wish* spell; no other attack will destroy an Immortal's *force field*. Mortal spells, including *wish*, do not affect *force fields* cast by Immortals; consequently, Immortal *force field* spells are very effective temporary prisons for mortal beings.

Transportation spells such as *gate*, *teleport*, and *dimension door*, if cast by mortals, do not penetrate an Immortal's *force field*.

Permanence (MU-8th): Immortals can use this spell to make magic-user spells of up to 9th level permanent. This is how permanent *gates* come into being.

Symbol (MU-8th): This spell does not affect Immortals, even when cast by other Immortals.

Travel (MU-8th): This spell costs Immortals TP to use; see the table under the 7th level clerical *travel* spell for details.

Gate (MU-9th): This spell costs 50 TP and has two applications.

Normally, a *gate* spell is used to create an opening between planes for the named party. An Immortal named by a *gate* spell—one cast either by mortals or Immortals—can refuse to allow the *gate* to succeed. If the target refuses, the *gate* spell will simply not work. The *gate* cannot be entered from the caster's side, only from the far end. Usually, the Immortal named will allow it to succeed, so he or she can step through and see who's calling; this requires an expenditure of 50 TP. If it is a mortal trying to contact him or her without due justification, the Immortal will probably destroy the mortal for presumption and for costing him or her so much energy.

However, *gate* can be cast another way. In the vicinity of a boundary between planes, it can be cast to make a one-way *gate* to that bordering plane. Once on the other side, the character may be able to cast another *gate* spell to make the portal a two-way *gate*. A *wish* spell is required to make a *gate* permanent; a two-way *gate* would require two *wishes*. The only way to shut down a permanent *gate* is through use of *dispel magic*.

As with the *commune* and *contact outer plane* spells, *gate* will only penetrate up to 12 planar boundaries and will not penetrate dimensional boundaries at all.

Maze (MU-9th): This spell only works on planes which border the Astral Plane.

Shapechange (MU-9th): When an Immortal casts this spell, he or she takes on the form of any other creature. The Immortal retains all of his or her normal abilities, adding to them any additional abilities that creature type would normally possess. For example, if the Immortal Razud *shapechanged* into a small dragon, he would take on the dragon's form and breath weapon while keeping his own Hit Dice and hit points.

The *shapechange* spell does conceal an Immortal's Aura, but—unlike a Mortal Identity—does not conceal the Immortal's magical nature and level of power from *detect magic* or *analyze* spells.

An Immortal can cast spells regardless of the *shapechange* form he or she is in. It is possible for an Immortal to turn into imaginary creatures out of his or her own imagination, but such shapes will gain no abilities beyond his or her normal Immortal abilities.

Timestop (MU-9th): Immortals and Immortal-level monsters are immune to this spell. Consequently, this is a useful tool for Immortals who are among mortals and wish to discuss something in private without revealing what they're doing.

Wish (MU-9th): This spell costs 10 permanent Power Points per casting. It cannot be used to raise an Immortal's ability scores, but it can raise the ability scores of mortals (see the **D&D® Rules Cyclopedia** page 40 for details). Note that an Immortal can achieve the same results while expending less Power through the use of the Immortal-level spell *bestow*.

Special Abilities: Immortal-Level Spells

Immortals also have access to a variety of spells which mortals can never use. These are referred to as Immortal-level Spells (as opposed to Immortal-level magic, which are any spells cast by an Immortal in Manifestation or Incorporeal Form). As soon as a character becomes an Immortal, he or she automatically knows all these spells and can cast them as often as he or she has Power Points or Temporary Power to fuel them.

No mortal mind is capable of learning these spells, so there is no danger of a sneaky Immortal teaching them to high-level mortal magic-users.

Immortal-Level Spells

Bestow
Conceal Magical Nature
Create Species
Detect Immortal Magic
Hear Supplicants
Immortal Eye
Increase Spell Duration
Power Attack
Probe
Probe-Shield
Reduce Saving Throw
Shape Reality
Transform

Bestow

Range: 60′
Duration: Permanent
Effect: Grants abilities to mortals
Cost: 5 PP per ability granted

With this spell, the Immortal can bestow a permanent ability upon a mortal. Any single application of this spell will raise one of a mortal's ability scores by 1 point or will act as any magical spell of 1st through 7th level cast on the mortal and then made permanent as per the 8th level magical spell *permanence*.

However, this differs from use of the *permanence* spell because it cannot be *dispelled*. Changes made to a mortal are permanent.

For example, an Immortal who wanted one of his or her followers to be stronger and to be able to see in the dark might

cast this spell twice. One *bestow* would grant the mortal a +1 to Strength, and the other would grant the *infravision* spell as a permanent ability.

The reversed form of this spell, **diminish**, removes one ability score point or *bestowed* power. Powers that are natural to a character, such as an elf's infravision, can also be removed by *diminish*. The victim of a *diminish* spell can make a Saving Throw vs. Spells (at the standard −2 penalty vs. Immortal magic) to try to avoid the effect.

This spell costs 5 permanent Power Points for each use.

This spell cannot be cast on Immortals.

Conceal Magical Nature

Range: 60′
Duration: One year, or until item used
Effect: Makes object's aura undetectable by *detect magic*
Cost: 10 TP

This spell can only be cast on inanimate objects. Cast on any magical item (including artifacts), this spell will conceal the item's magical nature from mortal *detect magic*, *detect evil*, *know alignment*, and *truesight* spells.

This concealment will last one year from the casting of the spell or until the magic item is properly used. The spell isn't much use when cast on a *sword +3*, for instance; the instant the sword is used in combat, the *conceal magical nature* spell is cancelled.

However, the spell is useful when cast on more elaborate magical items and artifacts. If the item has a command word or a complicated series of instructions, the *conceal magical nature* spell will remain intact until the item is correctly used or the year is up. Multiple applications of the spell are non-cumulative and do not increase spell duration.

Immortals often use this spell to keep enemies from finding artifacts they are trying to hide.

Create Species

Range: 10′
Duration: Permanent
Effect: Creates new and special monster races
Cost: Varies (10-100 PP)

This spell differs from the mortal spells *create normal monsters* and *create magical monsters* in that with it an Immortal can bring into being a new race of intelligent beings as companions or servitors.

Each casting of the spell creates one individual creature. The Immortal has no special control over the creature once he, she, or it has been created, but intelligent beings will usually be grateful for the gift of existence and serve their creators willingly and whole-heartedly.

There are three main uses of this spell.

First, an Immortal can create enough individuals of the same type to establish a new race. He or she then becomes the patron Immortal for that race, responsible for seeing that they survive in the setting he or she places them in. It is up to the DM to determine whether the Immortal has designed a viable species which has a reasonable chance (barring disasters) of flourishing. This is how elves, dwarves, and many other familiar races originated. This application of the spell cost 10 PP per use, plus an additional 10 PP for each special ability the new creature possesses.

Second, an Immortal can also use this spell to create a mindless Exalted body (see page 105 for details) and then use a *wish* spell to transfer the spirit of a mortal into that body. Immortals sometimes do this to honor favorite mortals who were slain before they could achieve Immortality or who were never likely to reach Immortality but possessed traits which the Immortals wishes to preserve. This is how Titans and Lesser Fiends are created. This application of the spell costs 50 PP per use.

Third and last, an Immortal can use this spell to create a new Manifestation Form, either for himself or herself or for a successful candidate who has just become Immortal. This is the spell an Immortal sponsor uses to create the first Manifestation Form for player characters upon their achieving Immortality, as described in Chapter Three: Becoming Immortal. This application of the spell costs 100 PP per use and hence is only available to higher-level Immortals with the Power to spare.

Detect Immortal Magic

Range: One World
Duration: One day
Effect: Detects Immortal magic on the Prime Plane
Cost: 10 TP

With this spell, the caster can scan one world for a day in order to detect Immortal magical radiations—the magical radiations which occur whenever an Immortal is present in Manifestation Form or whenever an artifact's special abilities are used.

When an Immortal appears on a world in the Prime Plane in Manifestation Form, there is a 5% cumulative chance per round that the caster of this spell will detect his or her presence. If the Immortal uses spells (either mortal-level or Immortal-level spells), the chance goes up to a cumulative 10% chance per round. However, the use of spells by a Mortal Identity will *not* be detected.

The spell will reveal the offending Immortal's exact location to the spellcaster—sufficient for the spellcaster to *teleport* there or send an *immortal eye*—but will not reveal the identity of the culprit.

When an artifact's special powers are used, there is a 1% cumulative chance per round that the caster of this spell will detect their presence. However, once the Immortal casting this spell determines that it is an artifact at work, he or she will probably do no more than report it to the Council of Mystara, since it is not forbidden for mortals to use artifacts, merely risky for the mortal involved.

Naturally, this spell can be detected by another *detect immortal magic* spell. For this reason, Immortals usually scan a world from high above its surface—typically, from one of the world's moons.

An extremely large or complicated planet might count as two or more "worlds" for purposes of this spell. For example, the planet of Mystara counts as two worlds (the Known World on the outside and the Hollow World within) and requires two Immortals at a time to scan it.

Important Note: Remember that this spell is normally used only to monitor worlds on the Prime Plane. Elsewhere in the multiverse, it is not forbidden for Immortals to interfere with planar activities. A mortal from the Prime Plane who travels to another plane is considered "fair game" for an offended Immortal to deal with as he or she sees fit.

Hear Supplicants

Range: Entire Dimension
Duration: 3 Turns
Effect: Hears and analyzes mortal prayers
Cost: 5 TP

With this spell, the Immortal can summon the formal prayers made to him or her during the whole previous day. The spell sorts all these prayers in whatever order the Immortal wishes; typically, the Immortal will want to hear the prayers of his or her favorite mortals first, high-ranking clerics second, unusual or particularly passionate prayers third, and so forth. The Immortal does not have to respond to any of these prayers, and most Immortals just ignore the run-of-the-mill prayers for personal gain or minor benefits.

This spell is a good way for the Immortal to keep track of what is happening in the Prime Plane. From his or her clerics, the Immortal will hear what events are taking place in his or her clerical order; from devout followers who are plot participants he or she will learn how current plots are faring.

Immortal Eye

Range: Entire Dimension
Duration: 6 Turns
Effect: Creates movable invisible eye
Cost: 5 TP

When casting this spell, the Immortal names a specific site on a world where that Immortal is currently conducting a plot. The world does not have to be in the same plane as the Immortal, but it does have to be in the same dimension. The Immortal cannot name a world where he or she has never been, or one where Immortal or mortal magic does not work, or one where the Immortal has not already begun to conduct a plot.

Once the Immortal has named the specific site and cast the spell, an eye identical in function to the magic-user's *wizard eye* appears there. This eye is not detectable by the *detect immortal magic* spell but can be detected by a normal *detect magic* spell.

The *immortal eye* can move, flying at a rate of 720' a turn (240' a round). The Immortal must concentrate on the eye without moving in order to control its movements.

Any time he or she wishes, the Immortal can project his or her Incorporeal Form through the *immortal eye*. This takes one full turn, at the end of which time the Incorporeal Form appears on the same spot where the eye had been. The eye can also be used to project the Incorporeal Form into the dreams of sleeping mortals within 180' of the eye. In both cases, the Immortal actually remains in Manifestation Form in one place while projecting his or her Incorporeal Form through the *immortal eye* in another place.

The *immortal eye* is not a crystal ball: Immortals cannot name a person, an item, or even a moving site when casting this spell. In other words, this spell cannot be used to instantaneously find someone the Immortal is looking for. If the Immortal expects a mortal to be in a specific place and he or she is not there, the Immortal may have to send the *immortal eye* wandering in search of the missing mortal.

At the end of the spell duration, the Immortal can keep the spell going by paying another 5 TP; this process can continue as long as the Immortal chooses

and has the power to spare.

Dispel magic, when cast by an Immortal, has normal chances of affecting an *immortal eye*; see the description of that spell above. If an *immortal eye* is *dispelled*, the spell can be recast, but only after one full turn has elapsed.

Increase Spell Duration

Range: Does not apply
Duration: Varies
Effect: Increases duration of mortal spells
Cost: 1 TP per increase

This spell takes no time to cast; an Immortal simply has to will it and spend the appropriate amount of Power for it to take effect.

The next mortal-level spell the character casts will have its duration increased by as many times its original duration as the Immortal expended points. For example, a spell that normally lasts one turn would have its duration doubled by the expenditure of 1 TP, tripled by the expenditure of 2 TP, and so forth.

The Immortal can cast both *increase spell duration* and *reduce saving throw* (below) with a single mortal spell in the same round.

Increase spell duration does not affect Immortal-level spells.

Power Attack

Range: 720'; may be used through Incorporeal Form
Duration: Instantaneous
Effect: Drains Temporary Power from victim
Cost: 2 TP per 1d6

This is a special sort of spell which allows one Immortal to attack another even across great distances and planar boundaries.

When used by an Immortal in Manifestation Form, the spell has a range of 720'. For every 2 points of TP the Immortal puts into the spell, the spell drains 1d6 of Temporary Power from the victim. An Immortal is limited in the amount of damage that he or she can do by his or her Hit Dice: a tenth-level (24-HD) Immortal could use up to 48 TP to throw a 24d6 Power Attack. The victim does get a Saving Throw vs. Power Attack for half damage, and Anti-Magic does apply.

Unlike most other spells, this spell can be cast both through and against Incorporeal Forms. If an Incorporeal Immortal is hit by this spell, he or she loses Temporary Power according to the spell description. When used through an Incorporeal Form, this spell is subject to detection by the *detect immortal magic* spell.

The spell has no effect on creatures who do not possess Power Points.

Probe

Range: 720'; may be used through Incorporeal Form
Duration: 1 Round
Effect: Discover information about an Immortal
Cost: 5 TP

This spell is an information-gathering device. It lasts for one round and may be used on any one creature, including an Immortal. The victim does not get a saving throw against the spell.

The *probe* reveals the target's Sphere of Power (if any), the presence of Power Points, hit points, Anti-Magic, life force, etc. In other words, the *probe* reveals whether the spell target is a mortal or Immortal.

The spell also reveals the name of the victim, but the victim does get a Saving Throw against this effect. Mortals make a Saving Throw vs. Spells with the standard −2 penalty for Immortal Magic. Immortals make a Saving Throw vs. Spell Attacks.

This spell is often used by Immortals monitoring the Prime Plane. An Immortal who spots Immortal magic use on the planet below will often *teleport* to the site to see who is violating the rules and if necessary will use a *probe* to find out the identity of the offending Immortal.

Cast at a Mortal Identity, however, this spell will only reveal the name the Mortal Identity goes by; it does not reveal the true name of the Immortal wearing that form, or even that the Identity houses an Immortal. This is one of the advantages of a Mortal Identity.

Like the *power attack* spells, this spell can be cast both through and against Incorporeal Forms; when used through an Incorporeal Form, it is subject to detection by the *detect immortal magic* spell.

The only effective protection against this spell is a *probe-shield* spell (see below).

Probe-Shield

Range: Self Only
Duration: 1 Turn
Effect: Resists effects of *probe* spell
Cost: 5 TP

When an Immortal casts this spell, for the duration of the spell he or she is immune to the effects of the *probe* spell. Another Immortal casting a *probe* at this character will not be able to identify him or her beyond the information that he or she is an Immortal.

Reduce Saving Throw

Range: Same as spell it is applied to
Duration: Instantaneous
Effect: Reduces mortal victim's saving throw
Cost: 1 TP per −1 penalty per victim

Like the *increase spell duration* spell (above), this spell takes no time to cast; the Immortal simply has to will it and expend the power cost for it to take effect.

When the Immortal casts the *reduce saving throw*, he or she chooses how many TP points to spend. The next mortal-level spell the character casts will be affected (*reduce saving throw* will not work with Immortal-level spells).

For each Temporary Power point the Immortal spends, the victim of the spell receives a −1 penalty to his or her saving throw. For example, an Immortal casting a *disintegrate* spell at a party of four mortal targets who wants each victim to suffer a −8 penalty to the saving throw (above and beyond the −2 they'll suffer from having an Immortal cast a spell on them) would pay 32 TP (8 pts × 4 targets).

This spell only works on spells cast against mortal targets; it does not work against Exalted-level monsters or Immortals. The Immortal can cast both *increase spell duration* and *reduce saving throw* with a single mortal spell at the same time.

Shape Reality

Range: None (Adjacent)
Duration: Permanent
Effect: Changes the structure of the multiverse
Cost: Varies (5 + PP)

With this spell, Immortals acting alone or together can alter reality in a significant way.

When casting the spell, the Immortal(s) must specify which of five applications he or she intends to use. The five ways are Create a Heavenly Body, Move a Heavenly Body, Create a Plane, Move a Plane, and Alter Characteristics of a Plane.

Create a Heavenly Body: The spellcaster can create a moon, planet, or similar heavenly body. This heavenly body can have an atmosphere or not, as the creator wishes; it can be habitable or not, as the creator wishes; it can glow, reflect most light cast upon it, both reflect and absorb light cast upon it, or absorb more energy than it reflects, all as the creator wishes. Normally, suns are created to glow, have no atmosphere, and be uninhabitable; planets both reflect and absorb light, have an atmosphere, and are habitable; moons reflect most light, have no atmosphere, and are habitable. But these are only standard approaches, and Immortals are not obliged to follow them. By paying extra Power Points, the Immortal(s) can create a complex heavenly body, such as a hollow world, a moon shaped like a figure-eight, or a sun shaped like a ring instead of a sphere.

The heavenly body, when created, possesses no plant or animal life; to populate it, the Immortals use spells such as *summon any monster* and *create species*.

The heavenly body is created at the place and with the orbital characteristics chosen by the creator(s).

Move a Heavenly Body: Immortals can move an already-created heavenly body through use of this spell. When the Power Point cost is paid, the heavenly body will be moved to any new position within the same plane and take on any orbital characteristics the spellcaster wishes. This spell will not allow Immortals to move a heavenly body to a different plane.

Create a Plane: With this use of the spell, Immortals can create a brand-new plane. Immortals often do this to create personal pocket universes as their Home Planes. The size of the plane dictates the basic Power Point cost. The new plane can be created in any place the creator wishes—they can either be independent Outer Planes, or planes entirely contained within other planes. It will have whatever appearance the creator wishes but will not yet contain any heavenly bodies; that requires uses of the "Create a Heavenly Body" function of this spell. A newly-created plane has the same physical laws as the Prime Plane (see Chapter Eight: Planes and Dimensions for the specific characteristics of the Prime Plane); these can be changed by applications of the "Alter Characteristics of a Plane" function of this spell.

Move a Plane: Immortals can actually move a plane—for instance, taking a plane which is contained within another plane and making it independent of that plane, or taking one plane and putting it within another plane. But this *cannot be done when any Immortal is in the plane*, nor can it be done when the plane is any Immortal's Home Plane and that Immortal refuses to let it be moved. Also, Immortals can only be sure that a plane is empty of Immortals if the plane is small enough to be searched... or when they cast the spell on a plane, spend the Power Points, and find that the spell does not work.

Since it's so easy to permanently lose Power Points this way, Immortals normally only use this spell to move planes they "own."

To cast the spell, the Immortal moves to a node which leads to the plane and then casts the spell. A small glowing ball appears in the Immortal's hand and will not leave it until he or she is ready to complete the spell. The plane being enchanted is unaffected until the spell is completed. Then, the Immortal moves to a spot next to the plane's new intended location and deliberately places the glowing ball there; a new node to the plane appears there, and all nodes leading to the plane from other places disappear.

Note that, once the spell is cast and while the Immortal caster is in transit to the new site for the plane, that plane is completely inaccessible; no one can enter or leave it because all previous portals no longer exist and the first new one has not yet been opened. Hence, other Immortals cannot spoil the spell at this stage by travelling into the plane once the spell has already been successfully cast.

Alter Characteristics of a Plane: An Immortal can make one alteration to a characteristic of a plane with each casting of this spell.

The Characteristics of a plane include Appearance, Dominant Sphere, Physical & Magical Laws, Passage of Time, Spells/Powers Needed to Survive, Spells/Powers Needed For Movement, Effects on Mortal Magic, Effects on Immortal Magic, and Effects on Immortal Special Powers. Each casting of this spell can affect only one of these and in only one way. Each change can be small or great, but it must be possible to describe the change in a few words.

For instance, a single change might be as simple and harmless as "Everything in this plane is blue" or as dangerous as "Mortal and Immortal spells and special Powers do not work here."

Only the creator of a plane or an Immortal whose Home Plane it is can cast this function of the spell on a plane. If the creator no longer exists and no Immortal has this plane as his or her Home Plane, then no one can cast this spell on the plane.

The DM should not use or allow applications of this spell which are instantly lethal or grossly unfair. For instance, a change such as "All life-forms other than myself are instantly destroyed when entering this plane" is a lethal application and therefore unacceptable.

The accompanying table lists the costs for the various uses of the spell.

Spell Effect	PP Cost
Create a Heavenly Body	
Asteroid	5
Small Moon	10
Large Moon	20
Small Planet	40
Medium Planet	60
Large Planet	80
Complex Planet	+20
Small Sun	120
Large Sun	140
Move a Heavenly Body	
Asteroid	1
Small Moon	2
Large Moon	4
Small Planet	8
Medium Planet	12
Large Planet	16
Small Sun	24
Large Sun	28
Create a Plane	
Dwelling	20
Island	40
Continent	80
Planet	160
System	320

Cluster	640
Galaxy	1280
Universe	2560
Move a Plane	
Dwelling	5
Island	10
Continent	20
Planet	40
System	80
Cluster	160
Galaxy	320
Universe	640
Alter Characteristics of a Plane	
Dwelling	1
Island	1
Continent	2
Planet	4
System	8
Cluster	16
Galaxy	32
Universe	64

Transform

Range: 60'
Duration: Permanent
Effect: Changes one mortal creature
Cost: 5 PP

This spell, similar to a mortal's *polymorph other*, changes a living creature into any other type of living creature. The spell does not affect Immortals, nor can it turn a mortal into an Immortal or an Immortal-level monster. The spell can be used to change species, gender, age, appearance, and character class but cannot be used to turn one individual into an exact duplicate of another person.

The spell is different from *polymorph other* in a variety of ways.

First, it cannot be *dispelled*; only another *transform* can turn the victim back to the way he or she was before. Also, the change cannot be detected by *detect magic*, as the recipient's new form does not radiate any unusual magic.

The victim's hit point total changes to match his or her new level, class, or species. Finally, a victim cannot be *transformed* to an experience level or Hit Dice total greater than his or her starting experience level. However, a victim can be *transformed* to a lower experience level or Hit Dice total and later returned to his or her original level/HD total.

A victim of this spell does not just change his or her form; he or she becomes the new creature, including all special abilities and behavioral tendencies.

The Immortal can decide to suppress the victim's memories when casting this spell. The memories are still with the victim, but he or she is unable to access them. The Immortal who originally suppressed the memories can later unlock them by speaking a special pre-chosen pass-word or code-phrase. The Immortal can also plant false memories, giving the mortal the idea that he or she has always had this form.

Another Immortal can unlock those memories by casting *transform* on the victim without defining a new form (this is called a "non-specific *transform*"); the victim will return to his or her original form and the lost memories will return.

A mortal who welcomes the spell can voluntarily forego his or her Saving Throw; in this case, the spell will automatically be successful. Otherwise, the victim gets a Saving Throw vs. Spells at the customary −2 penalty against Immortal magic.

This is the spell used by Immortals of the Sphere of Matter to guide their candidates along the Path of the Polymath. It is also used by Immortals who wish to give extra lifespan to an aging follower or candidate, as it can be used to make the target young again.

This spell is also what Immortals use, on rare occasions, to make a magical sword sentient or to capture the life-force of a freshly-slain mortal and put it into a new mortal body.

Special Abilities: Powers

All Immortals have additional powers which make them more individual.

Each Immortal gets four Power choices. With NPC Immortals, the DM chooses the Powers. In the case of player character Immortals, the player should choose Powers he or she wants the PC to have. All choices are subject to the DM's approval, and all choices are final once play begins; no substitutions can be made at a later date. Note that some of these powers count as more than one choice.

Many of these are abilities which the character may have possessed in life and no longer automatically continues to possess upon reaching Immortality —for example, the ability to turn undead. In such cases, the character may wish to take the corresponding Power in order to continue to enjoy that ability.

Immortal Power	Cost (# of Slots)
Call Other	1
Control Undead	1
Detection Suite	1
Dragon Breath	1
Dragon Form	2
Enhanced Reflexes	1
Extra Attacks Per Round	1
Fighter Options	1
Groan	1
Height Decrease	1
Height Increase	1
Howl	1
Improved Saving Throws	1
Increased Damage	1
Increased Movement Rates	1
Leech	1
Mystic Special Abilities	3
Poison Bite/Sting	1
Snap	1
Spit Poison	1
Summon Weapons	1
Swoop	1
Thief Special Abilities	1
Turn Undead	1
Weapon Mastery	1

Call Other

With this power, an Immortal can make a mental call for help back to his or her Home Plane. Naturally, this power only benefits Immortals who share a Home Plane with other Immortals.

Whenever the Immortal uses this power, the DM rolls the power's percentage chance of success (see below); if successful, then one Immortal who belongs to the same Home Plane and is on that Home Plane will hear the Immortal's cry for help. If there is no Immortal answering those characteristics on the Home Plane, then the spell is wasted. If there is more than one Immortal answering those characteristics on the Home Plane, the DM rolls randomly to see which one hears.

It is also important to remember that the Immortal who hears the cry for help

does not have to respond. If he or she does, then the power opens up a momentary Gate to the Home Plane, and the Immortal responding to the cry can step through with an expenditure of 50 TP points on his or her part.

Call Other Chances of Success

Caster's Immortal Rank	Chance of Spell's Success
Initiate	15%
Temporal	30%
Celestial	45%
Empyreal	60%
Celestial	75%
Hierarch	90%

Creatures which are not full Immortals—such as Lesser Fiends—use the Call Other power as though they were Initiates.

Only one Immortal can respond to each Call Other attempt.

An Immortal may Call Other once per round, and may continue to Call Other at that rate, even when some aid has already arrived. An Immortal may not Call Other in the same round he or she casts a spell, nor may he or she deliberately spend TP or PP in any way during the same round.

Each Call Other attempt costs 10 Temporary Power points, regardless of whether it succeeds or fails.

Control Undead

This power gives the Immortal the ability to speak with all intelligent undead creatures and the ability to control them as though he or she were an Undead Liege of 33+ HD (see the rules on controlling undead on page 217 of the **D&D® Rules Cyclopedia**).

Detection Suite

The Immortal who takes this Power gains all the special detection abilities of the dwarf and elf; he or she can detect traps, sliding walls, sloping corridors, new construction, and hidden and secret doors with the normal chances for those two character classes.

Dragon Breath

The character with this power gains the breath weapon of a dragon, doing an amount of damage equal to the Immortal's current hit points total. The Immortal can breathe once per day in the fashion of each of the dragon types listed on the table below. Each breath costs 50 TP.

Types of Dragon Breath (Each Usable Once/Day)

Color Dragon	Breath Type	Breath Shape
Black	Acid	Line
Blue	Lightning	Line
Gold	Fire	Cone
Gold	Gas	Cloud
Green	Chlorine Gas	Cloud
Red	Fire	Cone
White	Cold	Cone

If the Immortal with this power also takes Dragon Form (below), the breath attacks from the Dragon Form are *in addition to* the dragon breaths which this power provides.

Dragon Form

This power counts as two power choices.

The Immortal with this power has the Manifestation Form of a gigantic dragon—of whatever color and appearance the Immortal wishes.

The Immortal with a Dragon Form can move 180′ (60′) on foot, 420′ (140′) when flying or in Incoporeal Form.

He or she is also able to make two dragon breath attacks per day but only gains the breath weapons of the types of dragon which share his or her alignment. In other words, a Lawful Immortal with this power can use either of the breath weapons of a Gold Dragon, a Neutral Immortal can breathe as a Blue or White dragon, and a Chaotic Immortal can breathe as a Black, Green, or Red dragon. Each breath attack costs the Immortal 50 TP.

When in Dragon Form, the character gets nine attacks per round, whatever his or her experience level: two bites, two claws, two wing-strikes, two kicks, and one tail-swipe. The bites do 6d8 damage each, the other attacks 2d8 apiece; in each case, Strength bonuses apply.

Enhanced Reflexes

An Immortal taking this power adds +2 to his or her rolls for surprise and individual initiative.

Extra Attacks Per Round

Immortals normally get two attacks per round at levels 1-12, three per round at levels 13-24, and four per round at levels 25-36. By taking this power, an Immortal can gain an extra attack each round. *An Immortal can only take this power twice.*

An Immortal who takes this power once would have three attacks per round at levels 1-12, four at levels 13-24, and five at levels 25-36. An Immortal who takes this power twice would have four attacks per round at levels 1-12, five at levels 13-24, and six at levels 25-36.

Fighter Options

An Immortal who takes this power can use the following maneuvers as a 36th level fighter: Lance Attack, Set Spear vs. Charge, Smash, Parry, and Disarm. A Smash attack in the hands of a high-Strength Immortal can do a devastating amount of damage.

This package of skills does not include the fighter's Multiple Attacks option. The only way to simulate this is through the "Extra Attacks Per Round" Power given above.

Groan

An Immortal with this power can, once per turn, make a horrible noise; this normally takes the form of a groan, but individual Immortals with this power can choose for it to sound like something else. Each Groan costs 20 TP.

When an Immortal Groans, everyone within 180′—including Immortals and undead—must make a saving throw (Immortals: vs. Mental Attacks, at a +4 bonus; Mortals: vs. Rod/Staff/Spell, at a −2 penalty; Undead: vs. Rod/Staff/Spell, at no penalty). Failure means that the victim is *paralyzed* with trembling for one turn. This power can affect even Immortals and undead.

A successful saving throw means the victim is still partially affected; he or she trembles with shock, cutting movement

rates are cut in half for the duration.

Multiple Groans in the same turn—e.g., from different Immortals—have no additional effect on a victim.

Height Decrease

Any Immortal who wishes to have a Manifestation Form less than 3′ tall must take this Power.

Height Decrease enables an Immortal to adjust his or her height to anywhere between 3 inches and 3 feet tall. This Power does not affect the Immortal's appearance in any way other than height, nor does it affect any of the Immortal's Ability Scores.

When changing height, the Immortal simply decides how small he or she wants to be and concentrates on changing; the transformation takes a full turn. At the end of that turn he or she is at the new height. The Immortal can stay small continuously if he or she wishes, without reverting to normal height even when sleeping.

Though this Power has few effects on combat, it allows an Immortal to slip bonds no other Immortal can slip and to get into places other Immortals cannot enter without resorting to a *shapechange* spell.

Note that the same Immortal could have both Height Decrease and Height Increase powers.

Height Increase

Any Immortal who wishes to have a Manifestation Form larger than 7′ tall must take this Power.

Height Increase enables an Immortal to adjust his or her height to anywhere between 7 feet and 22 feet (the height of a Storm Giant). This Power does not affect the Immortal's appearance in any way other than height, nor does it affect his or her movement rates, Hit Dice, Armor Class, or any of his or her Ability Scores.

When changing height, the Immortal simply decides how big he or she wants to be: ogre height (8-10′), hill giant height (12′), stone giant height (14′), fire giant height (16′), frost giant height (18′), cloud giant height (20′), or storm giant height (22′). He or she then concentrates on the transformation, and at the end of one full turn the character is at his or her desired new height. The character can stay tall continuously if he or she wishes and does not revert to normal height when asleep.

An Immortal who uses this Power to grow to giant-size gains the rock-throwing ability of the giant whose size he or she has chosen, but the damage inflicted is the same as any other Punch attack from an Immortal of his or her level (modified by Strength bonuses, if applicable).

Note that the same Immortal could have both Height Decrease and Height Increase powers.

Howl

An Immortal with this power is able to make a terrifying howl. Everyone within 180′ of the Howling Immortal must make a saving throw (Immortals: vs. Mental Attacks; mortals: vs. Rod/Staff/Spell at a −2). A failed saving throw means the victim must flee in terror for 3d6 rounds.

Improved Saving Throws

The Immortal who takes this power chooses for it to apply to one (and only one) category of his or her saving throws —vs. Spell Attacks, Physical Attacks, Mental Attacks, or Power Attacks. The character cannot change which category of saving throw the benefit applies to once the initial choice is made.

Thereafter, whenever that character rolls that type of saving throw, a successful save means that he or she only takes one-fourth the damage the attack would otherwise have inflicted; failure means that he or she takes only one-half the normal damage.

If the type of attack is an all-or-nothing effect (such as Howl), failure means the Immortal suffers the full affects of the attack and success means that he or she is completely unaffected.

An Immortal can take this power more than once but must apply it to different category each time.

Increased Damage

An Immortal who takes this power increases the amount of damage each of his or her attacks delivers by one die. Immortals can take this power up to four times, for a maximum of four dice of additional damage per successful hit.

Increased Movement Rates

An Immortal who takes this Power doubles his or her movement rate. He or she is able to walk or swim 300 feet a turn (100 feet a round), fly 720 feet a turn (240 feet a round), and whiz along in Incoporeal Form at 1440 feet a turn (480 feet a round).

With DM permission, a character could take this power more than once for cumulative effects. Committing two of the Immortal's four Power slots to it gives him or her three times the basic Immortal movement rates; taking it as three slots gives four times the basic movement rates; while an Immortal who spent all four Power slots on this one ability would get *five times* the basic movement rates.

Leech

This power resembles the life-drain power of wights, wraiths, spectres, and vampires; it affects Immortals as well as mortals. The ability is permanent but not continuous—that is, an Immortal with this power can touch others without inflicting damage if he or she wishes. To use the power, the Immortal must touch a victim and deliberately activate the *Leech*; a successful attack roll is required to hit a target who resists.

Each *Leech* touch hitting a mortal will drain three experience levels from that victim. The mortal gets a Saving Throw vs. Death Ray (at the usual −2 penalty vs. Immortal magic), but success does not prevent the damage from taking place: it only allows the victim to realize that the drain is taking place. Otherwise, he or she may not even notice the ill effects until later.

Immortal victims of this spell lose not levels but Power. An Immortal who fails his or her Saving Throw vs. Power Attacks loses 10 PP; making a successful saving throw changes the damage from a *Leech* attack to 10 TP.

An Immortal using the *Leech* attack gains 3d4 hit points from a successful hit on a mortal and 10 TP from a successful hit on a fellow Immortal. It is possible for a character to temporarily exceed his or her current total hit points or TP, but any excess points gained by the *Leech* are lost

after a short time (one turn per rank of the Immortal). For example, if Thanatos, a Hierarch, lost 7 hit points in combat and then made a successful *Leech* attack for 11 hit points, he would be 4 hit points above his usual maximum for the next six turns (assuming he suffered no further injury). At the end of this time the bonus points would vanish, leaving him at full strength.

This power is extremely deadly when used against mortals in combination with the *charm* and *paralysis* effects of an Aura Attack.

Mystic Special Abilities

This power costs three choices.

An Immortal taking this power gains most of the abilities of a 16th level mystic not already possessed by all Immortals. These include the mystic's damage with hand attacks, Acrobatics, Awareness, Heal Self, and Mind Block (vs. spells cast by Immortals), Blankout, and Gentle Touch.

Poison Bite/Sting

Immortals with this power have a poisonous bite or sting (the individual taking this power must choose which; the power can be taken twice to have both). Attacks by such an Immortal inject poison into his or her prey. This can only be done in hand-to-hand combat and requires a successful "to hit" roll.

The victim is entitled to a saving throw. Mortal victims roll vs. poison, saving at a −4 penalty (the standard −2 for Immortal magic plus an additional −2 for the virulence of the poison). Immortal victims roll an ordinary Saving Throw vs. Physical Attacks.

A mortal who fails his or her saving throw dies instantly. So potent is this venom that a mortal victim's own blood becomes poisonous; twelve doses of lethal poison can be extracted from the unfortunate's corpse. This blood will not, however, cause its victims' blood to become poisonous in turn.

A mortal who makes his or her saving throw takes 6d6 hit points of damage and is agonized for a full day. During that time he or she is unable to do anything but writhe in agony—that is, fighting, speaking coherently, casting spells, or even thinking clearly are all impossible.

An Immortal who fails his or her saving throw suffers the same effects as a mortal who makes his (or hers). That is, he or she loses 6d6 hit points and is in such pain that speech, combat, and use of Immortal-level spells and powers are all impossible until a full day has passed.

An Immortal who makes his or her saving throw is unaffected by the poison.

Snap

The Immortal with this power can momentarily stretch a part of his or her body—arms, legs, tail, tongue, hair, or other—and grab at one target up to 20′ away. If he or she hits, the victim can be dragged to him or her in the same melee round and receive a Punch attack. If the victim was surprised (highly likely on a mortal victim unaware the Immortal possesses this ability), the Punch does double damage.

Spit Poison

Unlike the Poison Bite/Sting ability, this power enables an Immortal to spit poison into the eyes of any target within 30 feet. The target gets a saving throw (mortals: vs. Poison at −2; Immortals: vs. Physical Attacks).

A mortal who fails his or her saving throw dies instantly; a mortal who succeeds takes 3d6 damage and will be blinded until magically cured by an Immortal-level *neutralize poison*.

An Immortal who fails his or her saving throw takes 3d6 damage and is blinded for 2d10 rounds or until he or she receives *neutralize poison*; a successful saving throw means the attack has no effect.

Summon Weapons

An Immortal can use this power on any two weapons that he or she possesses; once the weapons have been chosen, no later substitution is possible. He or she must leave the weapons in a safe place on his or her Home Plane. At any time thereafter, he or she can *Summon* either or both of those weapons with a simple, pre-determined action (for example, a snap of the fingers). The desired weapon instantly appears in his or her hand, ready for use. When he or she is finished with the weapon or if he or she drops it in combat, it returns to its normal hiding place.

Summoning a weapon does not count as a combat maneuver. If a designated weapon is stolen from its hiding place, its owner cannot *Summon* it until it has been recovered.

Swoop

This power can only be used when flying. A flying Immortal who Swoops down on a target and successfully attacks it does double damage with that hit due to momentum. This Power can be used once every three rounds.

Thief Special Abilities

The Immortal taking this power has all the following special abilities of a 36th level thief: Open Locks, Find Traps, Remove Traps, Climb Walls, Move Silently, Hide in Shadows, Pick Pockets, and Hear Noise.

The Immortal does *not* receive the Backstabbing special ability.

Turn Undead

The character is able to turn undead as a 36th level cleric.

Weapon Mastery

In a campaign which uses the optional Weapon Mastery rules, an Immortal taking this power becomes a Grand Master with three weapons of his or her choice, gaining all the attack, damage, defense, and other bonuses described on pages 75-80 of the **D&D® Rules Cyclopedia**. Each different use of a weapon counts as one slot—for example, being able to correctly wield a bastard sword two-handedly as well as one-handedly counts as two slots.

An Immortal could spend more than one of his or her power choices on Weapon Mastery; an Immortal who devoted all four slots on this Power would be a Grand Master of twelve weapons.

Note: Fiendish Powers

Certain classes of Exalted and Immortal monsters serving the Sphere of Entropy are called Fiends. There are seven main types of Fiends, each with the ability to use four Immortal Powers. Three of these Powers

are the same for all Fiends: Call Other, Control Undead, and Enhanced Reflexes. In addition, each Fiend type possesses the following additional power:

Type of Fiend	Power
Croaking	Snap
Groaning	Groan
Hissing	Spit Poison
Howling	Howl
Roaring	Summon Weapons
Screaming	Swoop
Whispering	Leech

See Chapter Seven: Monsters for more information on Fiends.

Optional Rule: Acquiring More Powers

In the rules given above, an Immortal chooses his or her four Powers upon becoming Immortal and never changes them thereafter. The following optional rule is for DMs who want Immortal player-characters to be able to gain additional Powers as they progress in level.

Under the optional rule, an Immortal (PCs and NPCs alike) gains one new power upon achieving a new rank (that is, at levels 7, 13, 19, 25, and 31). The DM should decide whether or not to allow this optional rule depending on the needs of his or her individual campaign.

Special Abilities: Forms

The three forms Immortals can take—Manifestation Form, Incorporeal Form, and Mortal Identity—were described briefly in Chapter One for DMs who intended to use Immortals purely as NPCs; the additional information regarding the abilities of each form contained in this section is for use in campaigns with Immortal-level player-characters.

Each Immortal has a Manifestation Form, which is his or her normal Immortal body; only in Manifestation Form does an Immortal have complete access to his or her full abilities. The most powerful Immortals have two or more Manifestation Forms.

Every Immortal also has an Incorporeal Form. Incorporeal Forms are far less powerful than Manifestation Forms since they cannot inflict physical damage on a target; however, they are also immune to virtually all attacks, even those that affect other Immortal forms. Their main use is for surveillance and unobtrusive communication with mortals.

Finally, all Immortals have the ability to take on Mortal Identities. Mortal Identities are the least powerful Immortal forms, since physically they are mortal bodies vulnerable to any sort of attack. However, they have the advantage that spells like *detect Immortal magic* and *probe* will not reveal the Immortal's presence; hence, Mortal Identities are a good way to assist plots without attracting the unwanted attention of rival Immortals. Also, the ban on direct Immortal interference with the Prime Plane does not forbid involvement in Mortal Identity form; such activity does not count as "direct action" for purposes of the ban.

In addition, many Immortals *enjoy* becoming pseudo-mortals for a time—the challenge of keeping a frail mortal body alive for an adventure provides a welcome change from the duties of helping to run the multiverse.

Changing Between Forms

An Immortal can change from one form to another, or from one type of form to another, whenever he or she wishes. The process takes an entire turn to complete. During the turn the Immortal is transforming, he or she has all the stats, powers, and limitations of the form he or she is transforming *from*; throughout the transformation he or she can take any actions, including combat, which are available to that form.

Changing from one form to another is a natural ability of all Immortals, not a spell. Immortals neither gain nor lose Power (PP or TP) as they shift forms.

Finally, an Immortal cannot change between forms while held in *baaka* chains (see Chapter Seven: Monsters for more information on baaka).

Manifestation Form

Additional Manifestation Forms

Each Immortal's first Manifestation Form is a gift from his or her Sponsor. Each subsequent Manifestation Form permanently costs the Immortal 100 PP to create. This high costs explains why few low-level Immortals are willing or able to act as Sponsors; usually only Empyreals, Eternals, and Hierarchs can afford the PP cost involved.

Naturally, an Immortal cannot appear in two Manifestation Forms at the same time.

"Death" and the Manifestation Form

When an Immortal is killed in Manifestation Form on any plane but his or her Home Plane, the Immortal is not truly slain; instead his or her life-force is banished back to the Home Plane.

Upon arrival at the Home Plane, the Immortal is automatically drained of 100 PP as the first Manifestation Form automatically re-creates itself. Note that it is possible for this PP loss to reduce him or her to a lesser experience point level. If this happens, the hapless Immortal has no choice: he or she *must* accept the reduction in level and subsequent loss of hit points, Hit Dice, and abilities.

The character is now trapped on the Home Plane for a number of days equal to his or her hit point total. During this time he or she cannot change into Incorporeal Form or take on a Mortal Identity. Furthermore, the Immortal loses the ability to grant spells to his or her clerics for the period he or she is forced to stay on his or her Home Plane.

An Immortal who is slain while in Manifestation Form on his or her Home Plane is truly dead and cannot be revived by any magic known to the Immortals.

Why Have More Than One Manifestation Form?

The reason some Immortals like having different Manifestation Forms is that the different forms help them assume the different aspects, personalities, and mind-sets necessary for dealing with different cultures. Also, Manifestation Forms, unlike *polymorph self*, cannot be dispelled.

Different Powers

One optional rule the DM may want to allow is for different Manifestation Forms to have different Powers.

Normally Manifestation Forms, as described earlier, have four Power choices. With this optional rule, any additional Manifestation Form which the Immortal creates could have different Powers from the original form. DMs might wish to consider this option in conjunction with the "Acquiring More Powers" optional rule given on the preceding page.

Incorporeal Form

The Immortal's second form is his or her Incorporeal Form. This form is a projection of the character's mind from the plane where he or she currently is to another plane.

The appearance of an Incorporeal Form in the Prime Plane does not alert Immortal observers; it does not radiate the type of Immortal magic which the *detect immortal magic* spell is designed to discover. Therefore, an Immortal can freely communicate with his or her clerics, followers, minions, candidates, or anyone else without alerting other Immortals to his or her activities. However, casting spells through the Incorporeal Form may alert Immortal observers.

Incorporeal Forms have the following traits:

Appearance: The Incorporeal Form can take on any appearance the Immortal wishes, so long as it is transparent and obviously insubstantial and cannot be mistaken for any sort of monster (such as a ghost or spectre). Some Immortals have their Incorporeal Forms look like bright lights; others have Incorporeal Forms that look like misty representations of their Immortal symbols; most simply have them appear as glowing, transparent versions of their normal form.

Communication: In Incorporeal Form, an Immortal has the same communication abilities he or she has in Manifestation Form—that is, he or she can speak all languages known in that dimension and can also communicate telepathically.

Defenses: The Incorporeal form is immune to all physical attacks and to all mortal and Immortal spells except the Immortal spells *power attack* and *probe*.

Dreams: The Incorporeal Form can control the dreams of all mortals sleeping within a 180' radius of the Incorporeal Form's location. He or she can have all victims appear in the same dream or have them have separate dreams; he or she can show them a dream which they only observe or can allow them to participate by making choices at critical junctures. This is one of the most common ways an Immortal communicates with his or her followers and makes his or her wishes known.

The *Immortal Eye* Spell: Normally, the Manifestation Form vanishes when the Immortal takes on this form (the one is transformed into the other). However, when the Incorporeal Form is projected through the *immortal eye* spell, the Manifestation Form goes into a trance-like state and the Incorporeal Form appears where the *immortal eye* is, a process which takes one turn to complete. Naturally, the projected form cannot change into another form without returning to and reinhabiting the Manifestation Form body first.

Insubstantiality: The Incorporeal Form can travel through any sort of matter; it is completely intangible. Since Immortals are immune to mortal spells, the Incorporeal Form can also travel freely through

spells such as *force field* when cast by mortals... but not when they are cast by Immortals.

Magic Use: The Incorporeal Form can use any clerical, druidic, or magical *travel*-type spell as if the Immortal were a spellcaster of twice the level of the Immortal's HD, to a maximum of 36th level. Thus, if the Immortal has 15 HD, these spells are as effective as if cast by a 30th-level spellcaster, but all Immortals with over 17 HD cast such spells as if 36th-level spellcasters. These spells affect only the Incorporeal Form itself—the Immortal could not, for example, *teleport* other people without assuming Manifestation Form or an appropriate Mortal Identity. An Incorporeal Form Immortal does not need spell books to cast these spells and has the ability to cast them as many times as he or she pleases.

Note that all of these spells affect only the Incorporeal Form itself. This is because the Incorporeal Form use of these spells does not interact with the world around it; this is also why the *detect Immortal magic* spell does not alert observer-Immortals of its activities. However,The Incorporeal Form can also cast the Immortal *power attack*, *probe*, and *probe-shield* spells, which *can* tip off Immortal observers.

Travel: The Incorporeal Form has the power to *fly* at will at 720 a turn (240 feet a round). When the Immortal wants to travel without seeing much of the terrain below, he or she can fly at the tremendous rate of 24 miles per round.

Mortal Identity

The third type of form Immortals can take is a Mortal Identity.

To create a Mortal Identity, the Immortal needs only spend 5 PP. This creates a mortal body and identity belonging to any character race and character class or any monster species. The body can be of any age, appearance, or sex. It can be of any experience level or Hit Dice total appropriate for that form.

While in a Mortal Identity, the Immortal is bound by *all* character class or species limitations of the form. For example, if an Immortal creates a human form, he or she can create anything from a normal (zero-level) person to a 36th level adventurer (or 16th-level Mystic). Violation of any such limitations destroy the Mortal Identity body, forcing the Immortal back into Manifestation Form.

The Immortal may create any garments, weapons, and normal (non-artifact) magical items as possessions for his or her mortal form. When he changes to another form, all those objects turn into nothingness; hence a thief who has stolen such an item will watch it disappear into thin air the next time the Immortal changes forms. When the Immortal returns to the form which had that item, the item returns to the Immortal—not to the thief.

A Mortal Identity body simply vanishes when the Immortal inhabiting it changes to another form and returns whenever the Immortal wishes to resume it. Resuming the same mortal form does not cost any extra PP unless the body has been destroyed (either by the Immortal using an Immortal-level spell or by damage inflicted from outside); see "Death of a Mortal Identity" below.

A few Immortals take on a Mortal Identity identical to the one they wore in their mortal lives; they continue this identity, not letting their friends know that they have, in fact, achieved Immortality. A prime example is Prince Etienne d'Ambreville, ruler of Glantri, who is in fact the Immortal Rad; should the Master of the Desert Nomads, ruler of Hule, achieve Immortality, he will probably do the same.

Immortals can maintain more than one Mortal Identity. In a campaign which uses the optional rules regarding avatars described below, Immortals can maintain several such identities simultaneously, if they wish.

While in a Mortal Identity, an Immortal loses most of his or her Immortal abilities and is left with no more power than the type of mortal or creature whose form he or she has assumed. One special Immortal power does stay with the character, however: the ability to speak all known languages.

Detection of the Mortal Identity

The Mortal Identity form is not detectable by other Immortals as housing an Immortal; it does not radiate Immortal magic.

Spells such as *ESP* and *probe* reveal nothing about the Immortal within the mortal form. An Immortal in a Mortal Identity can, for example, create a set of mortal memories for that form, surface memories which he or she knows to be false but which spells such as *ESP* will "access" instead of the true thoughts of the Immortal beneath.

Ironically, an Immortal in a Mortal Identity could be struck by another's *transform* spell and would be fully affected by that spell; his or her mortal form would be changed to whatever the spellcaster wanted. If, for instance, the spellcaster wanted to visit amnesia upon the "mortal" victim, the Immortal inside the Mortal Form would make a normal (mortal) saving throw against the spell... and, if he or she failed, he or she would lose his or her memory and probably be trapped in that Mortal Identity for the rest of its natural life, with the Immortal life-force within only being liberated at the mortal body's death.

Death of a Mortal Identity

The Mortal Identity is as vulnerable to damage as any other mortal of the same race, class, and experience level. Mortal Identity bodies must eat and sleep, just like those of normal mortals, and can die from deprivation. If a Mortal Identity is slain for any reason, all of its belongings created by the Immortal (excluding artifacts) vanish at the moment of his or her death.

If a Mortal Identity is killed, the Immortal is banished back to his or her Home Plane. The Immortal is then trapped on that plane for 48 hours; during this time, he or she is trapped in Manifestation Form and may only take on another form (i.e., the Incorporeal Form) through an *immortal eye* spell.

Since the Mortal Identity was killed, the Immortal will have to re-create the slain mortal form if he or she wants to return to that Identity once he or she is free to leave the Home Plane. Re-creating a Mortal Identity body cost the same as creating it in the first place: 5 PP.

Optional Rule: Avatars

As an optional rule, DMs may wish to allow Immortal characters to have the ability to create avatars. These lesser-powered duplicates enable the Immortal to be in two or more places at once, a great benefit in managing a large number of complicated plots. Each avatar is a

projection of the Immortal who created it and has the same personality.

To create an avatar, the Immortal separates some of his or her hit points and TP points (at least 5% of each) from the Manifestation Form body. This results in an exact double with all the abilities of the original Immortal.

The avatar has all the spell and combat abilities of the original Immortal, except that it has only the hp and TP he or she has given it.

If the avatar loses all its hit points or spends all its TP points, it discorporates and returns to the "real" Immortal. When this happens, any hit points or Temporary Power not used up return to the Manifestation Form, and memories of what the avatar experienced become part of the Immortal's memories.

An avatar remains in telepathic communication with the Immortal of which it is a projection at all times, so long as they are on the same plane. If an avatar is slain while it and its Immortal are on different planes, the memories fade out of existence within a day and the Immortal may never know what happened to the lost avatar.

An avatar can assume Incorporeal Form or any of its Immortal's Mortal Identities. This enables an Immortal to have several Mortal Identities and Incorporeal Forms operating at the same time.

An Immortal can have a maximum of 19 avatars at any one time. Hit points and TP assigned to an avatar are not available to the Immortal so long as the avatar's separate existence continues. If on the same plane, the Immortal can at any time reabsorb the points granted the avatar, causing it to vanish.

An Immortal currently trapped on his or her Home Plane can create avatars but cannot send them out of the plane. If an Immortal in Manifestation Form or a Mortal Identity is killed on another plane and so banished to his or her Home Plane, all avatars immediately discorporate and return to the Immortal.

Spending and Regaining Power

Spending Temporary Power

Immortals spend TP (Temporary Power) to achieve many of their spells and special effects. In a single day, an Immortal character can spend a number of points equal to his or her Temporary Power score. Since so many Immortal abilities depend upon having enough TP to fuel them, it's important for both players and DMs in Immortal-level campaigns to keep track of how many TP a character has left.

In addition to spending it, an Immortal can also lose Temporary Power to such special powers as Leech or a successful *power attack* spell. This sort of power loss is identical in effect to spending Temporary Power deliberately.

Regaining Temporary Power

All the Temporary Power an Immortal has expended will return after he or she has had a full night's rest.

When Temporary Power Reaches Zero

When an Immortal's Temporary Power score reaches zero, the Immortal is in a state of near-collapse. He or she cannot cast any more spells (mortal- or Immortal-level) and cannot use any abilities which require the expenditure of Power. All his or her movement rates are halved, as is "Punch" attack damage. He or she makes all saving throws with a −4 penalty.

However, the Immortal is not drawn back to his or her Home Plane when the Temporary Power total reaches 0; only death of a Mortal Identity or Manifestation Form can do that.

Temporary vs. Permanent Power

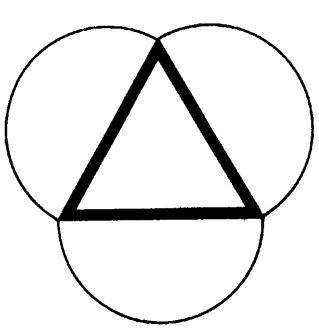
An Immortal's Temporary Power score cannot exceed his or her Power Point total. Whenever an Immortal permanently spends Power Points, he or she simultaneously loses an equal number of Temporary Power points.

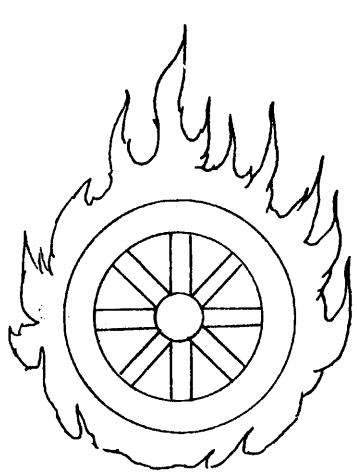
Spending Permanent Power

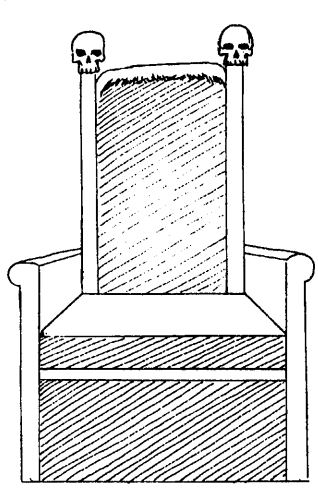
An Immortal spends Permanent Power to create a Manifestation Form, artifact, plane, or anything else which involves causing permanent changes in a mortal or Immortal being.

The Immortal may never deliberately spend enough Permanent Power to lose an experience level.

Permanent Power does not regenerate; once spent, it is gone forever. The only way to get more Power Points is to earn them.







Much of **Wrath of the Immortals** has been written to show the DM how to use Immortals in a campaign based around mortal player-characters. Inevitably, however, many DMs and players will want to have a campaign where the player characters themselves are Immortals meddling in the lives of NPC mortals much the same way the NPC Immortals meddled with the lives of the PCs.

This chapter will provide basic guidelines for an all-Immortals campaign. Space considerations don't allow us to provide an extensive treatment of this subject, so DMs should feel free to expand upon these ideas.

What Immortals Do

The average Immortal leads an involved and complicated existence. He or she has many tasks, duties, and interests. The following are but a sampling of these. Even DMs who have no interest in running an all-Immortals campaign will find this information useful in providing insights into the ways Immortals behave as NPCs in mortal-level campaigns.

Immortal perform the following actions:

- Provide Power and Guidance to Clerics, Paladins, Avengers, and Mystics
- Initiate, Monitor, and Further Plots
- Watch Over Favored Mortals
- Explore and Study the Multiverse
- Establish Relations With Other Immortals
- Maintain Mortal Identities
- Perform Investigations For Greater Immortals
- Fight With Other Immortals (Rare)
- Acquire More Followers
- Acquire Power

Let's discuss these one by one.

Provide Power and Guidance to Clerics, Paladins, Avengers, and Mystics

Mortal spellcasters have to spend an hour each morning meditating or memorizing to acquire their day's spells.

Immortals have it a bit easier: they provide spells to their clerics (and paladins and avengers) automatically, without having to spend any time at all. However, most do meditate at some point each day in order to use their *immortal eye* spells to see what's happening on the world and to cast *hear supplicants* spells to find out what their mortal followers are praying for. During this time, they can choose to deny spells to clerics who have displeased them, a decision which takes only an instant and requires no power expenditure.

They use their spells to observe developments within the mortal clerical orders which serve them, to watch the paladins or avengers who gain spells from the Immortal, and to look in on the mystics' orders who profess to follow the Immortal's philosophies. If the Immortal sees something he or she doesn't like or wishes to institute some change in his or her followers, he or she must let the offender(s) know what has displeased him or her.

Normally, the Immortal will utilize his or her Incorporeal Form to contact the leaders of his or her clerical and mystical orders, either in their waking hours or in their dreams, and make his wishes known. Paladins or avengers will be contacted directly, though subtly. A particularly showy Immortal, or one who has been outraged by a blatant alignment deviation on a follower's part, may prefer some more dramatic demonstration to make a lesson of a treacherous cleric or wayward paladin, such as having him or her struck by lightning out of a cloudless sky.

Initiate, Monitor, and Further Plots

Just about every Immortal conceives and executes plots. Plots are such a complex and important part of an Immortal's existence that they have their own section in this chapter; see pages 79-82.

Watch Over Favored Mortals

All Immortals were once mortal themselves, and many of them have favorite mortals whom they wish to help and protect.

Some of these mortals may be the adventurers who were the Immortal's friends before he or she achieved Immortality. Some may be the descendants of the Immortal from when he or she was a mortal. Some are mortals seeking Immortality themselves whom this Immortal has agreed to sponsor. Some are just mortals for whom the Immortal has developed an affection—because they have something in common, because the mortal is a particularly devout follower, or any of a number of other reasons.

When an Immortal keeps his or her eye on a mortal continuously, this constitutes enough attention to count as a plot. Normally, though, the Immortal will simply look in on favorite mortals from time to time to see how they are doing or perhaps to provide aid or advice at critical times.

Explore and Study the Multiverse

Every Immortal wants to gain more personal power and advance the aims of his or her Sphere. To do this, the Immortal explores and studies the multiverse.

Immortals are not omniscient; there is much they do not know. They do not know every rule of magic; they do not know what brought the multiverse into existence; they don't instantly know how to defeat every cosmic threat which appears out of nowhere.

So they study. Individually and collectively, they explore the multiverse and add to their store of knowledge.

This doesn't often affect mortals on the Prime Plane, but it becomes very important in a campaign where most of the player characters are Immortals.

Establish Relations With Other Immortals

No man, or woman, is an island; it stands to follow that the same is true of every Immortal. Immortals were once mortals and they remain social creatures. Even as Immortals, they continue to build lives, forge friendships, fall in love, make enemies, argue, entertain themselves... just like mortals.

There are many cities of Immortals out in the multiverse, and they serve the same functions as mortal cities. They provide protection from the dangers that even Immortals face in a sometimes hostile multiverse; they provide places for Immortals to build their homes; they act as sites for Immortals to meet with one another; they serve as a living canvas for the artistry of Immortal builders, craftsmen, and artisans.

One thing Immortals do *not* do like humans is raise families. Immortals can conceive children either by mortal or Immortal partners, but their children are always mortal. An Immortal with a mortal child is faced with the choice of keeping and protecting the child forever, as though it were a pet, or abandoning it to a surrogate parent in the mortal world in the hopes that the child will one day grow up to achieve Immortality on its own. Most Immortals prefer not to face this question at all and choose not to have children.

In a standard D&D® game campaign, the child of an Immortal parent is completely normal. However, as an optional rule, the DM could decide that such children are exceptional, like the demigod heroes of Greek myth, and base an entire mortal-level campaign around this premise. Such characters could have higher ability scores than normal; players would roll one ability score on 6d6 and the others on 4d6, assigning them to whichever ability scores they wished. Starting experience level for such exceptional characters would be rolled on 1d6+4. Each character would also have one special power (chosen by the DM after consultation with the player), such as wings to allow constant *flight* or a permanent *protection from normal missiles* spell.

In such a campaign, all PCs should be rolled up with the same rules, so that no PC is significantly weaker than the others. In addition, many villains and rivals will also be the children of Immortals and share the same benefits. The ultimate goal of the campaign might involve the characters' quests to attain Immortality under the patronage of their parents.

Maintain Mortal Identities

In order to more conveniently conduct their investigations and plots, Immortals often create Mortal Identities for themselves. Maintaining the illusion that these identities are real people native to the Prime Plane requires careful planning. Immortals are unlikely to assume Mortal Identities that require their attention every day or even every week, but they do need to put in an appearance regularly for those identities to remain useful to them.

Therefore, the best kinds of Mortal Identities for an Immortal to assume are those which people do not expect to see around all the time—good examples include high-level wizards (who shut themselves away in their towers doing research for weeks or months at a time), thieves (who often find it prudent to lay low and stay out of sight between jobs), wandering adventurers (who return to their "home base" towns only when the mood strikes them), and the like.

Perform Investigations For Greater Immortals

Lower-level Immortals are often required to perform duties, especially investigations, for the Hierarchs of their Spheres.

Usually, these investigations involve the character(s) going where the information is, finding out what the Hierarch needs to know, and returning to the Hierarch's Home Plane to report. If an investigation lead the character to the Prime Plane, he or she usually takes on a Mortal Identity to avoid drawing undue attention to his or her mission.

Fight With Other Immortals (Rare)

On rare occasions, Immortals actually fight among themselves.

This can happen when a band of Immortals turn "rogue" (i.e., they disobey their Hierarchs and embark on plots which endanger or offend other Immortals) or when two Immortals decide they hate one another so much that only personal combat can settle the matter. Fortunately for the Immortals, this just does not happen too often; they much prefer to plot against one another and defeat one another in more subtle ways.

On occasion, the Immortals will find themselves menaced by bizarre conditions or super-monsters which come from outside the Immortal hierarchy. When this happens, they gird themselves for war and fight their enemies just as mortal warriors would.

Acquire More Followers

Most Immortals desire to acquire more followers and to deprive opposed Immortals of *their* followers.

They do this by having their clerics go adventuring to gain experience (the more powerful an Immortal's followers, the better he or she can execute plots), to set good examples (by being role models, an Immortal's clerics encourage others to act in the same way), and to spread the Immortal's philosophy (seeing ideas in action is the best way to gain converts and thus increase the size of the Immortal's following).

Acquire Power

Finally, Immortals want to acquire personal power. Personal power comes in a variety of forms:

Experience Levels. The higher an Immortal's experience level, the more raw power (HD, hit points, PP, TP) an Immortal has, so ambitious Immortals adventure nearly as continuously as they did when they were mortals.

Artifacts. Just as a mortal hero is more powerful with a magical weapon in his or her hand, so an Immortal becomes more powerful when he or she gains control of an artifact. Since artifacts have a habit of becoming lost for thousands of years, or stolen, or lent to mortals only to disappear when those mortals die, there are quite a few powerful artifacts on the loose out in the multiverse. Immortals keep their eyes—and the eyes of their followers—open for any signs that one of these potent items has turned up.

Influence. An Immortal who can influence the actions of others is more powerful than one who cannot. Consequently, Immortals learn to help one another so that they can ask favors at some later time, to provide good advice to one another so that they can sometimes substitute self-serving advice, to become popular with one another so that others will come to their defense if the need arises. Acquiring influence over their fellows is thus very important among all ambitious Immortals.

Immortal Careers and Adventures

Some players might think their characters' career are at an end once they achieve Immortality. Nothing could be further from the truth: now that they have all the powers of an Immortal, the characters' greatest challenges are before them.

Villains of the Campaign

In an all-Immortals campaign, the characters will face three significant types of opponents: Other Immortals, New Monsters, and Hostile Environments.

Other Immortals

The villains which Immortal characters will face most frequently are other Immortals—particularly those who consistently plot to damage other Spheres.

Just as a mortal player character can face no foe more dangerous than a clever human character, an Immortal player character is most threatened when facing a clever Immortal.

New Monsters

The DM is free (and encouraged) to create lots of new monsters for an Immortals campaign. Most of these will be monster types designed by the other Immortals or native to strange, alien planes of existence. Some of them will be at an Immortal level of power, and some will be even more powerful than that; see Chapter Seven: Monsters for examples.

Hostile Environments

Finally, Immortal characters can be endangered by their environment. For instance, in some planes, Immortals will not be able to cast spells or will be especially vulnerable to attacks of the native creatures of those planes; this can make adventures in those planes particularly dangerous and challenging.

Also, when an Immortal takes on a Mortal Identity to adventure on the Prime Plane, he or she is in nearly as much danger as true mortals are. A Mortal Identity can always be killed, banishing the Immortal back to his or her Home Plane, where the character can see all his or her plans thwarted without being able to do anything to stop it.

Initiates and Temporals

A character begins his or her Immortal career as an Initiate, somewhere between 1st to 6th level of experience. A fledgling Immortal begins his or her career on whatever plane his or her sponsor has chosen to be the new Immortal's Home Plane. It is often the same as the sponsor's Home Plane, but sometimes the sponsor will create a pocket plane for his or her charge instead.

If the sponsor was very pleased with the character's performance on the Path to Immortality, he or she may give the new Immortal a "graduation present"—a Lesser Artifact, possessing no more than 100 of the sponsor's Power Points. The artifact is usually a weapon or piece of armor that will help the new Immortal defend himself or herself in times of trouble.

By ancient tradition, the new Immortal is a subordinate of his or her sponsor for a time after achieving Immortality. The length of time varies; it may be for as short a time as it takes the new Immortal to earn 100 Power Points in the sponsor's service (points earned on personal adventures and errands do not count), or it may be until the new Immortal reaches the rank of Celestial (13th level). While a subordinate of his or her sponsor, the new Immortal is supposed to run errands and participate in plots for the sponsor and may be loaned to the sponsor's Hierarch for activities related to the Sphere.

This doesn't mean that the new Immortal is a slave or that he or she has no free time of his or her own. It does mean

that the character is expected to spend a lot of his or her time doing duties that benefit the sponsor, like a military reservist.

Types of Adventures

An Initiate or Temporal character can be involved in a variety of adventures.

First, the instant he or she becomes an Immortal, the character may be told to create a Mortal Identity, return to the Prime Plane, and rejoin his or her mortal friends to keep an eye on their activities. This is one way the DM can keep a character in the campaign while the other PCs try to attain Immortality, until the DM is ready for the campaign to feature only Immortal characters.

Second, the character's sponsor will often require the character to accompany him or her to events such as councils, trials, and other official functions of the Immortals. The character is along to run errands, keep his or her eyes open, and learn. This is a way the DM can introduce the character to the rules of being an Immortal, to learn who is in charge of what and how things are done in Immortal society.

Third, the sponsor's Hierarch may ask for the Initiate to be attached to a band of other Initiates and assigned a specific task: investigate a newly-discovered plane, look for a missing Immortal or artifact, sneak around on the Prime Plane in Mortal Identity to uncover the plot of another Immortal, etc. This is a way for the DM to throw Initiates of different Spheres together as an adventuring party—in other words, to keep the player characters together so that they can continue to adventure with one another.

Celestial, Empyreal, and Eternal

Once a character reaches Celestial level, he or she is given the opportunity to leave the service of his or her sponsor. The character can voluntarily continue serving the sponsor out of a sense of friendship or duty if he or she chooses. If the character opts to break the tie, he or she will still be obliged to perform the occasional task for the reigning Hierarch of his or her Sphere on rare occasions. At present, the reigning Hierarchs are Terra (Matter), Ixion (Energy), Khoronus (Time), Odin (Thought), and Hel (Entropy).

Types of Adventures

Immortals at these levels of power are able to indulge their own interests and often choose to run numerous plots which advance those interests. This and the few remaining obligations the Immortal still has give the DM several options for adventures.

First, the Immortal often has personal plots he or she wishes to initiate. Whenever an Immortal PC describes an upcoming plot to the DM, the DM should try to figure out how the plot affects the character's old friends. Sometimes the PC will want to invite his or her old friends to be partners in a plot, and that's a good thing: it means the PCs will be adventuring or working together. When it looks as though the plot will adversely affect some of the PC's old friends, the DM may wish to point this out to the player; most campaigns run more smoothly when all the player characters work together than when they are on opposite sides. For this reason, the best plots are those which are not directly Sphere-related, especially if one of the other PCs belongs to the Sphere which might be diminished.

Second, adventuresome Immortals like to explore the multiverse, especially now that they are no longer under direct supervision, providing an excellent opportunity for the campaign to keep together the player character Immortals. Additionally, now that the characters are more powerful and experienced, they may wish to (or be asked to) explore entire new *dimensions*, such as the Nightmare Dimension or the Dimension of Myth described in Chapter Eight: Planes and Dimensions.

Third, major political events in the Immortal society may cause direct conflicts between Immortals; the adventure **The Immortals' Fury** is a good example of this. Such events can bring Immortals directly into conflict with one another.

Fourth, characters at these levels are now being approached by mortals who wish to become candidates for Immortality. This is a wonderful diversion for Immortals, who spend a lot of time watching their candidates and setting up tasks and adventures for them. The Immortals may even take on Mortal Identities and adventure alongside their candidates to see what they're made of.

Hierarch

Once characters reach Hierarch level, they have a whole new set of concerns and adventure opportunities.

First, Hierarchs often band into Councils devoted to specific areas of study. When problems arise in these specific areas, Hierarchs must act to set things right. The Council of the Hollow World, for instance, monitors the Hollow World and responds to any threats which might destroy it. The Council of Intrusions looks out for any creatures or manifestations which enter the multiverse from another dimension and then decide what to do about them (observe from a distance, attempt to communicate, attack). Not all Hierarchs are content to let their subordinates have all the fun, so this is an opportunity for even the highest-ranking Immortals to become directly involved in adventures.

Second, a Hierarch is in charge of subordinate Immortals; these are usually former candidates he or she sponsored to Immortality or the candidates of former candidates. Subordinate Immortals can be used to get answers, solve problems, and so forth, but they also *bring* problems. When an Immortal subordinate disobeys orders, runs away, or violates the laws of the Immortals, it is the Hierarchs who must decide his or her fate; this is especially a problem when the Hierarch is fond of the troublemaker.

Third, a Hierarch is concerned with puzzling out important facts about the multiverse and the nature of existence. For instance, most Immortals believe that there was an earlier society of Immortals which has completely disappeared—the presence of artifacts not made by any modern Immortals and the fact that none of the oldest Immortals can remember who their Sponsors were both point to this conclusion. Hierarchs are obsessed with finding out what happened to this earlier generation of Immortals. Were they all destroyed and, if so, could it happen again? Did they become the Old Ones in the Vortex Dimension, and, if so, how? Hierarchs are also greatly concerned with maintaining the balance between the Five Spheres and worry about the results of one Sphere becoming dominant over the others or, even worse, about the effect on all the others if one Sphere were to be utterly destroyed.

Just as mortals have legends about Immortals, so Immortals have rumors and legends about the Old Ones—whether they exist, what their goals and powers are, and how Immortals can undertake a quest to join their mysterious ranks. In terms of the campaign, the "Old Ones" exist to ensure that the PCs always have some sort of challenge ahead of them, a new goal to pursue; their existence and true nature up to the individual DM.

Plots and Strokes

A *plot* is any sequence of events necessary to achieve a certain goal. A *Stroke* is a plot designed to increase the plotter's power and decrease that of another Immortal. In this section, we'll discuss both plots and Strokes.

Plots

Most plots are aimed at personal, rather than Sphere-related, goals. For the most part, only Hierarchs initiate Sphere-related plots. To conduct a plot, an Immortal must decide on a goal, decide on the means to implementing that goal, assemble the means, and set the plot in motion. Inevitably, things will go wrong with a plot at some point, requiring the Immortal's intervention to put things back on track.

Decide On a Goal

After a while, for some Immortals it's not enough to be more powerful than any mortal. They want to be more powerful than other Immortals—particularly those with whom they happen to disagree or those whom they dislike. These Immortals dream of acquiring more and more power until they eventually becoming Hierarchs—or, if already Hierarchs, the reigning Hierarch of their Sphere.

Whatever their alignment, most Immortals want to learn everything they can about what other Immortals are doing; only then can they move to block the actions of those whose activities threaten projects of their own.

Decide On the Means

Once he or she has decided on a goal, the Immortal must next consider the means necessary to achieve that goal. A typical Immortal has many, many demands on his or her time and energy, and therefore usually chooses to work through others—his or her own clerics, mortal adventurers, monsters, or even other Immortals. This is especially important in the Prime Plane, where Immortals are forbidden to intervene directly.

Assemble the Means

Having decided on the means, the Immortal must bring those means to bear on the goal. Since every Immortal knows that other Immortals are likely to sabotage his or her plans if they become known (either because of personal rivalry or sheer mischief), they tend to be very discreet about assembling the means. Ideally, not even those who act as their agents are aware who is manipulating them or even that they are being manipulated.

For instance, suppose the Immortal Diulanna learns that Rathanos, a chauvinistic fellow Immortal she greatly dislikes, is plotting to send an expedition of some of his followers to the Broken Lands to recover a long-lost artifact. Diulanna decides to steal his thunder and send a party composed entirely of female adventurers to get there first. In order to do this, she must locate adventurers with the proper talents to get the job done; finding these women and arranging for them to meet would constitute "Assembling the Means."

Set the Plot In Motion

Having decided on his or her approach and located the tools or agents necessary for success, the Immortal now sets the plot into motion.

To continue the example in the preceding paragraph, Diulanna would next have to arrange (perhaps thorough a Mortal Identity) for the newly-assembled party to learn of the artifact's location and subtly urge them to go after it. If all goes well, by the time Rathanos's minions arrive the artifact will be long gone, Rathanos will be badly embarrassed by the failure of his own plot, and the mortal adventurers will have gained both experience and a nifty treasure as their reward for helping Diulanna win this little contest—a contest whose very existence they will never even suspect.

Intervene As Necessary

When things go disastrously wrong with a plot, the Immortal may feel the need to intervene. The intervention might be subtle (arranging for another hero to show up at the right place at the right time), unsubtle (magically transporting a helpful friend, treasure, or artifact to the hero's side in his or her time of need), or even direct (appearing at the scene in Mortal Identity to offer needed advice and assistance).

Once a plot is successfully resolved or thwarted beyond repair, the Immortal can begin another one. An Immortal can also abandon a plot if more pressing matters demand his or her undivided attention.

Limits on Numbers of Plots

No Immortal is capable of running an infinite number of plots at the same time. The number of plots an Immortal can simultaneously conduct is determined by his or her Intelligence bonus (see the chart on page 52); however, no matter how stupid an Immortal may be, he or she may still attempt one plot.

Personal Activities vs. Plots

By definition, a plot is an activity in which the Immortal does not directly participate most of the time. In other words, the investigations, explorations, or errands an Immortal personally conducts, either for himself or herself or at the behest of a superior, do not count against the number of plots he or she can maintain.

Personal Followers

All Immortals have followers of one sort or another, even if the followers consist of a single cleric and a handful of parishioners. However, an Immortal who wants to conduct plots on a regular basis will need to have a pool of Personal Followers—adventurers, monsters, and other agents—whom he or she can employ to accomplish specific goals.

To find out how many Personal Followers an Immortal can have, take the number of plots he or she can simultaneously juggle and multiply it by the number of retainers his or her Charisma score allows (again, see the table on page 52 for this).

For example, the Immortal Benekander, with an Intelligence of 20 (+4 bonus) and a Charisma of 14 (5 retainers), can initiate up to four plots involving a total of 20 people. He can arrange these special followers in any way he wishes, committing as many as he wants of them to a specific project.

How Immortals Get Personal Retainers

Creating and Commanding Clerics. A character who has just gained Immortality does not yet have any clerics. He or she must search the world in Incorporeal Form to find some likely young characters, enter their dreams, and tell them that they should devote their lives to espousing his or her faith and philosophy. If they respond favorably, these mortals will become his or her first clerics. From the corps of clerics he or she creates, the Immortal will eventually single out exceptional adventurer-clerics and command them to go on quests. If they prove themselves, they will become his or her first personal retainers.

Earning the Loyalty of Heroes and Monsters. Immortals can personally intervene in the lives of mortal heroes and monsters, helping them at critical times, saving their lives or the lives of their loved ones, helping them achieve their most-cherished goals. . . and in some of these cases, the mortals or monsters in question will be grateful and pledge loyalty to the Immortal in return, becoming personal retainers.

Fabricating Followers. Immortals who have difficulty winning over followers can use spells like *create species* to make personal followers; this is usually not a popular option, since they require an expenditure of a great amount of time and effort, as well as PP, to create. However, once created, members of the new species tends to be extremely loyal to the Immortal who lavished such attention on them.

Persuading and Tricking Others. Perhaps the most economical short-term option is for the Immortal to simply trick mortal heroes into performing tasks he or she wants done. Such heroes do count against the number of personal retainers the Immortal has, even if they have no idea their actions benefit the Immortal.

The thing for the DM and characters to remember here is that clerics, followers, and retainers do not just magically appear once a player-character becomes Immortal; he or she must seek out and earn them all in role-playing situations. Only then will the PC Immortal have the wherewithal to conduct plots.

How Immortals Lose Personal Retainers

Having accumulated personal retainers in one of the preceding fashions, the Immortal will soon learn that keeping them all alive is hard work. These retainers go out into dangerous situations—often on the instructions of the Immortal they serve. Some will be killed. Some may switch their allegiance to another Immortals—perhaps even one of their original mentor's enemies.

Consequently, in an Immortals campaign, PC Immortals need to keep their eyes open for new heroes and monsters who can serve them, and will frequently need to recruit new retainers to replace these loses.

Limits on Personal Retainers

There is no rule limiting the experience levels or Hit Dice of personal retainers... however, the DM should be aware of some practical considerations which tend to limit levels and Hit Dice.

Low-level Immortals are not going to have much success when trying to recruit high-level PCs or super-powerful monsters. Many of these characters have already been recruited and are loyal followers of other Immortals.

Since many of the best potential followers and retainers have already been taken, the best way for new Immortals to gain their own is to recruit heroes and monsters at the beginning of these NPCs' careers and then help them

achieve the higher levels they will need in order to be effective agents.

How to Conduct Plots

Plots are conducted in weekly Plot Turns. Each game week, unless trapped in another dimension or otherwise unable to monitor their plots, the players and DM should run through the following steps to bring them up to date on the current status of their characters' plots.

The Weekly News
Retainers' Reports
The Mortal Rumor Mill
The Immortal Rumor Mill
Committing Resources

The Weekly News

The DM should provide the PCs with regular (weekly) "News of the World," an account of what's happening down on the Known World—general information which the PCs are theoretically acquiring by listening to the prayers of their supplicants.

The DM can base these reports on newsworthy events in his or her own campaign, on information from printed accessories and modules, and on material contained in the **Poor Wizard's Almanac** series of supplements.

These events may lead the Immortal to decide on a personal goal. For instance: "So... Vanya is stirring up her Heldannic followers to rabid patriotism and fervor, eh? Maybe I should have some of my own followers persuade clerics of Koryis that the Heldanners need some level-headed and pacifistic philosophy. The clerics will go into Heldannic lands, and the folks there will probably stone them. This will lead to increased outrage against the Heldanners, and perhaps weaken Vanya's position..."

And if the latest events don't lead the Immortals into deciding on a goal, perhaps the next week's will.

All Immortal PCs should hear the same Weekly News.

Retainers' Reports

By observing or communicating with his or her retainers, the Immortal should be able to learn what his or her chief followers have been up to during the preceding week, as well as what progress (or lack of it) they've had on their current goal.

Each Immortal hears only the reports of those retainer loyal to that character—unless, of course, he or she has managed to slip a spy in among another Immortal's retainers.

The Mortal Rumor Mill

A player-character Immortal who has his or her retainers on the look-out for some specific piece of information or type of activity has a slight (one-in-ten) chance in any given week that one of his or her retainers might have noticed or heard something useful.

Details of this report are up to the DM. For instance, if the PC is trying to find an artifact called the "Crystal Feather of Nyggg," then one of his or her clerics might report hearing a rumor about an eagle's feather made of glass which the survivor of another adventuring party saw years ago in some underground ruins.

Each Immortal should be told only those rumors which relate to his or her goals; thus every Immortal will hear a somewhat different set of rumors.

The Immortal Rumor Mill

Also once a week, each Immortal PC will pick up at least one rumor about what other Immortals have been up to. Again, it is up to the DM to decide what rumors the character(s) hear. Most of the information they gain this way will simply help create a sense of background by reminding the PCs that they are a part of a larger society of Immortals; occasionally useful information will also be included.

For example: "Kythria and Harrow had a lover's spat in Pandius yesterday; they're not talking to one another. Odd about all those new temples to Balthus the mortals are building these days, since no one up here seems to have ever heard of the fellow. Vampire-hunters in Karameikos aren't having any luck lately... in fact, they're having a lot of accidents, fatal ones." And so on. Many of these rumors should be false; some should be true—with no way for the PCs to tell which is which.

Committing Resources

Once an Immortal has an idea of what's happening in the world, he or she can decide what actions his or her retainers should take in the following week. For example, the Immortal in the preceding paragraph might send some followers to investigate the new temples and others to nose around in Karameikos and find out more about the vampire-hunters. Next week, when the agents have something more to report, he or she can decide what further action (if any) they should take.

DM Actions

While the PCs are performing their plots, the DM is acting for NPC Immortals, many of whose own plots may interfere with those of the PCs.

These NPC Immortals also keep their eye on world news. They listen to their retainers' reports and to the mortal and Immortal rumor mills— sometimes they even hear rumors about the PCs there.

The DM must also acts as the fickle finger of fate. An accident can thwart a plot or help one to succeed. Each week-turn, the DM should roll 1d20; on a roll of 20, accidents or luck help one PC's plot chosen at random; on a roll of 1, accidents or (bad) luck cause a plot to falter. For example, an important retainer might die in an accident or fall through a rotten floor into a basement filled with crucial clues to help his or her quest; a retainer might defect to the camp of another Immortal or overhear the plans of an enemy Immortal's followers; anything can happen.

The Stroke

The most important, and dangerous, sort of plot is the Stroke. The Stroke is an optional part of an Immortal campaign—DMs don't have to use them if they don't please.

A Stroke is a plot which is designed to weaken another Immortal. In the Stroke, one Immortal sets up a chain of events which will weaken the faith of another Immortal's followers. This weakens that Immortal—literally, if temporarily, depriving that Immortal of power and influence.

Types of Strokes

There is no limit to the types of Strokes which Immortals can perform, but here are some examples.

Act of Embarrassment. If an Immortal's clerical order is particularly proud of something, it is an Act of Embarrassment to destroy that pride. For example, if that order is proud of being in possession of

one of the Immortal's artifacts, then stealing that artifact (and leaving behind an insult in its place) would be an Act of Embarrassment.

Agent Provocateurs. If the Immortal performing the Stroke manages to plant a double agent in the clergy of an enemy Immortal, he or she has a Agent Provocateur. At a crucial time, this double agent performs some action which damages the reputation of that Immortal's followers.

Elimination of Followers. If an Immortal can arrange for the elimination of a significant proportion of the followers of another Immortal, that is a Stroke. For instance, convincing two nations to go to war, a war which decimates the number of followers of one Immortal, constitutes Elimination of Followers.

Evidence of Betrayal. If an Immortal can convince leading clerics of another Immortal that this other Immortal is a liar, unconcerned with his mortal followers, and a hypocrite about his or her supposed philosophies, then that Immortal has accomplished a Stroke.

Many other types of Strokes are possible, so long as the end result is a loss of faith on the part of an Immortal's clerical following.

Levels of Strokes

There are three levels of Strokes.

When a Stroke causes the majority of the population of an entire tribe or nation to have its feelings hurt, to be stung, to lose a little faith in its Immortal, this is a Stroke; it also counts as a Stroke if a fourth of the tribe's or nation's population which are followers of the Immortal are slain or convert to other faiths.

When a Stroke causes the majority of the population of an entire tribe or nation to lose a good deal of faith in its Immortal or to be embarrassed to be known as followers of the Immortal, this is a Major Stroke; having half of the tribe's or nation's population which are followers of the Immortal be slain or convert to other faiths also counts as a Major Stroke.

When a Stroke causes the majority of the population of an entire tribe or nation to lose all faith in its Immortal or to be abjectly humiliated to be known as followers of the Immortal, this is a Master Stroke; it is also a Master Stroke if three-quarters or more of the tribe's or nation's population which are followers of the Immortal are slain or convert to other faiths.

Only the DM can decide the effectiveness of a Stroke attempt. A PC Immortal may *plan* for his or her effort to result in a Master Stroke, but it might only partially succeed and end up as a mere Stroke. If the attempt is completely thwarted it will have no effect at all (except to anger the other Immortal).

Effects of the Stroke

When an Immortal suffers a Stroke, he or she temporarily loses experience levels.

An Immortal who suffers a Stroke temporarily loses 1 experience level. If he or she suffers a Major Stroke, he or she temporarily loses 3 experience levels. Suffering a Master Stroke temporarily loses 5 experience levels.

An Immortal can only suffer one Stroke per month; the first one to succeed in a month causes the only Stroke damage he or she can sustain that month.

Temporary level losses are just that—temporary. The PC should keep track of the experience point total he or she had before the Stroke, but until the Stroke's effects are removed the character has only the Power Points, Hit Dice, hit points, Anti-Magic, Armor Class, Number of Attacks, Punch Damage, and Saving Throws of an Immortal at his or her new, temporary level.

Recovery From the Stroke

There are two ways to recover from a Stroke: by performing a Counter-Stroke against the Immortal who performed the Stroke or by earning enough Power Points to advance the Immortal victim to the next experience level, at which point all the victim's lost powers and abilities will return.

Concealing and Detecting Strokes

Each week, the DM should hear the plans of the Immortal conducting the Stroke and decide, based on the attention to detail and overall cleverness of the scheme, whether each step would be effective or not.

Each week, the intended victim gets one Saving Throw vs. Mental Attacks to spot details of the Stroke plan in motion. The DM should take the cleverness of the other Immortal into consideration; the most subtle and experienced plotters, like Odin and Thanatos, are so good at planning that the DM should assign a penalty to the chance of detecting their activities.

If the intended victim does detect the Stroke in motion, it is up to him or her how best to thwart it or conduct a Counter-Stroke... and, as usual, the DM decides how effective he or she thinks each side is. The DM might decide to game out the activities of the Immortals' minions or to have each plotter make Saving Throws vs. Mental Attacks each week, with the cumulative winner winning the exchange.

Experience

A successful Stroke also earns Power Points—real, honest-to-goodness PP. The following chart shows how many Power Points a Stroke earns, based on the experience level of the Stroke's victim and the success of the Stroke:

PP Earned For: Victim's Level	Stroke	Major Stroke	Master Stroke
1-6	2	5	10
7-12	4	9	18
13-18	8	16	32
19-24	11	22	45
25-30	14	29	59
31-36	18	36	72

Fates of the Immortals

It's easy for the player of an Immortal PC to believe that his or her character is invulnerable: he or she is far more powerful than the foes the character used to fight, and Immortals cannot even be killed, right?

Wrong. Immortals can face death and fates worse than death in the course of their adventures; this section is a quick review of the dire fates which can await them if things go badly.

Death

When an Immortal is slain on his or her Home Plane, he or she is dead forever. No spell or power known to the Immortals will revive him or her; that character is gone for good.

Imprisonment

Despite their great powers, Immortals can be imprisoned for long or short periods of time.

There are prison planes where Immortal magic and spells do not work, where an Immortal can only leave through an existing vortex, and where all the existing vortexes are guarded by Immortal wardens. An Immortal can be banished there, even held in a common cell or prison. This is where Immortals are imprisoned who have deliberately destroyed a fellow Immortal. Immortals can also be trapped in such planes accidently while exploring or conducting investigations, if they are not aware of the special properties of the place before going there.

Immortals can also be imprisoned even on planes where Immortal magic works by being held in baaka chains or placed in a room whose walls are entirely lined with baaka plates (see the description of baaka in Chapter Seven: Monsters). While so held, an Immortal is trapped in Manifestation Form and cannot assume Incorporeal Form or a Mortal Identity; nor can he or she use Punch damage to break his or her way out—the character is trapped until rescued or released.

Reduction

On very rare occasions, a Council of Hierarchs will actually reduce an Immortal to a lower experience total. This is done through use of a special artifact kept under close guard near the halls of judgment in Pandius. The punishment can only be inflicted when a Council of Judgment composed of Hierarchs of all five Spheres of Power agree it is justified, which only occurs when an Immortal has extravagantly violated the rules which bind all Immortals and deserves to have to work his or her way back up through the Immortal ranks.

Since the maximum Score any Immortal can have on his or her Abilities is determined by Immortal rank (see page 58), an Immortal who drops to a lower rank will lose any points on his or her Ability Scores in excess of the total allowed by his or her new level. For example, if a Celestial of 17th level with a Dexterity of 42 were to be reduced to become a 9th-level Temporal, his or her Dexterity would drop to 25. These lost points can never be recovered, although if the same Immortal later again reaches Celestial level, he or she could spend Power Points to increase his or her Scores in the normal way.

Becoming Stranded

One of the worst fates that can befall Immortals is to become stranded when travelling in other dimensions. An Immortal who finds himself or herself trapped on a plane in the multiverse where his or her magic does not work knows that if his or her Manifestation Form or Mortal Identity is killed, the character's life force will automatically be drawn back to his or her Home Plane, where it will re-create the Manifestation Form and be able to move about freely again after a few weeks, months, or years.

An Immortal who becomes trapped in another dimension is in a much worse state. If an Immortal is reduced to 0 hit points while in another dimension, his or her life force cannot find its way back to the Home Plane. Instead, the life force stays where it is, appearing like a vague, glowing silhouette somewhat like that Immortal's Incorporeal Form. It is unable to move, unable to communicate with others, unable to cast spells, unable even to think.

The only way for this Immortal to be rescued is for another Immortal to take hold of the life-force and carry it back to the original dimension... but if no friendly Immortal witnesses the "death," the bodiless Immortal is out of luck and may be trapped for a long, long time—perhaps forever. This is a sorry fate to befall an intrepid Immortal, but it does happen.

Fading

The link between Immortals and their followers is not well understood, even by the most knowledgeable Hierarchs, but all Immortals are aware that without a following, they can slowly fade away to nothingness.

This sort of thing happens very rarely, but it can occur when an Immortal has seen his or her followers abandon their faith after to a number of destructive Strokes, if the Immortal victim is then imprisoned and unable to recruit more followers. It can also happen if an Immortal goes to another dimension and disappears completely, only returning to the multiverse after all his or her followers have long since died of old age.

This fading begins a full year after the Immortal's last mortal follower dies or abandons his or her faith. It takes ten years for the Immortal to fade to nothingness.

However, an Immortal who has faded to nothingness is not dead; he or she still exists as a dim and undetectable life force on his or her Home Plane and can be revived if the conditions are right. If later-day mortals discover ancient writings about this Immortal and decide to follow his or her teachings and devote themselves to his or her philosophies, he or she will hear their call and awaken. The newly-revived Immortal will once again be a 1st level Initiate, but he or she will be Immortal again.

Initiate Immortals who serve the higher-level Immortals who acted as their sponsors share the benefits of their sponsor's followers until such time as they end their service. Independent newly-Immortal Initiates tend to be *very* busy in their first decade creating a mortal following.

Immortal Loss and Effects on Clerics

When an Immortal is truly killed, or trapped in another dimension, or imprisoned by baaka, that Immortal can no longer provide spells to his or her clerics. The clerics will wake up one day and their meditations will grant them no spells; if one still has a *commune* spell, it will not work. Naturally, the Immortal will not be able to provide guidance to his or her clerics and followers. The crisis of faith following his or her apparent abandonment of them will cause his or her clerical following to fall away and die out, sometimes resulting in the Immortal *fading* as described in the preceding section.

For this reason, the most cautious, wily, and responsible Immortals tend to create artifacts which will still provide spells to their clerics, paladins, and avengers even when the Immortal is in another dimension, imprisoned, or even slain. For more on how to craft such an artifact, see page 99.

Artifacts

Artifacts are magical items created by Immortals.

They're similar to the magical items which mortal spellcasters make in that they're physical objects enchanted to perform certain functions. But in another sense, they're very different from mortal magical items. First, their power comes from their Immortal creators; the Immortal permanently gives up some of his or her Power Points to create the object. Second, and because they contain Power Points, they are magically super-charged compared to mortal magical items. Consequently, mortals who use them are often harmed or changed by that use. Third, artifacts can do damage to Immortals and other creatures which are immune to mortal attacks, even when they are used by mortals. Fourth, many artifacts are far, far more powerful than any magical object created by mortals.

Player characters can never create artifacts; only Immortals can do that. But artifacts sometimes show up in great treasure troves, especially when the DM has a plot-related purpose for them.

The Purpose of Artifacts

Artifacts serve two separate purposes: the campaign purpose of the DM and the game-world purpose of the Immortal who created the artifact. Nothing regarding an artifact happens by chance, for the destiny of each device is controlled and carefully planned.

Artifacts should be designed and used with great care, as too frequent an appearance, use, or lack of control of artifacts swiftly turns them into only powerful campaign-wreaking toys.

Dungeon Master Purposes

The DM puts an artifact in the game to achieve some plot purpose.

An artifact can be the answer to a player character's personal goal, and the quest for that artifact can provide weeks or months of adventuring opportunity for the player characters. For example, let us say that a PC has long wanted to cure the terrible Immortal curse which has kept his lady-love in suspended animation. All the DM has to do is hint that a specific artifact can cure the sleeping victim's condition, and the heroes will charge off to find the thing.

Likewise, an artifact can be the answer to a single storyline's goal. For instance, PCs who are confronted with an evil enemy they cannot hurt will be anxious to acquire an artifact which can destroy that enemy.

Artifacts are often the goals of PCs who are candidates to Immortality, as described in the requirements for the Four Paths in Chapter Three: Becoming Immortal.

Artifacts can also be used to force PCs to make difficult decisions, calling for fine role-playing to determine what course the campaign will take. For instance, let's say that a player character wants to become queen of a nation where the ruling elite are very corrupt and very powerful. She finds an artifact which allows her to overthrow the government, but the artifact also makes her violent and unpredictable. The character must now decide whether to abandon the artifact, making it likely that she will be overthrown herself, or keep it and become a ruler as bad as those she toppled.

A DM should never introduce an artifact just to have something neat in a treasure trove: it should have a purpose. Once that purpose is fulfilled, the DM should remove the artifact from the campaign.

Immortal Purposes

Immortals introduce artifacts into the world for reasons of their own. They don't create artifacts frivolously: after all, they have to sacrifice a part of their personal Power to create these mighty tools. An Immortal who created too many artifacts too quickly would drastically weaken himself or herself. An Immortal crafts an artifact to fulfill a specific purpose, one that will gain more power for the Immortal and/or support the goals of the Immortal's Sphere.

There are many reasons why an Immortal might create a specific artifact:

Having Weapons and Armor. Immortals, too, like having weapons and armor when they fight to increase the amount of damage they do on a successful hit and to reduce their chances of being hit themselves.

Providing Weapons and Armor to Minions. Immortals sometimes provide weapons and armor to the mortals who serve them or to new Immortals in their Sphere. A mortal follower may be loaned an artifact, or may be allowed to "find" it, so that he or she has an improved chance of surviving an upcoming task. Immortal sponsors sometimes give lesser artifact weapons or armor to successful candidates, since new Immortals have no possessions yet and cannot normally afford to spend power to create artifacts of their own.

Allowing Minions to Accomplish Tasks. Mortals are allowed to use artifacts only on a "loan" basis; the Immortal will inevitably retrieve the artifact when its purpose is done, though the mortal doesn't necessarily know this. Mortals tend not to realize that Immortals are monitoring their activities for as long as they are in the possession of an artifact.

Helping Enemies to Destroy Themselves. Since artifacts tend to have detrimental effects on mortals who use them regularly, an Immortal might provide a particularly detrimental artifact to a mortal he or she doesn't like. For instance, if an enemy mortal is a particularly charismatic leader who is dangerous because he can rally others to oppose the Immortal's plots, the Immortal might allow him to find a fantastic weapon which makes him a much mightier warrior but gradually ruins his Charisma.

Finding and Learning About Artifacts

Finding an Artifact

Artifacts should never appear randomly or abruptly in a campaign. Artifacts are tools of the Immortals, and their destiny and use is carefully planned. The introduction of an artifact should be foreshadowed through legends and rumors the characters learn or overhear. An Immortal might use subtle manipulation to bring the existence of the artifact to the characters' attention. The DM should introduce an artifact only if it serves a greater game goal.

An artifact should only be found after a long, trial-filled quest. The quest might not have been to discover the artifact itself; it might be found on the path to a greater quest and might be the means of implementing that quest. Artifacts are never easily found or acquired,

for they are often protected by a mighty guardian or by terrible trials and mystery.

An artifact may be used by intelligent creatures of any level (subject to class restrictions if the artifact is a weapon or piece of armor). However, the usefulness of an artifact will vary because of the level of the mortal. Low-level creatures will find that they are not really in control of the artifact. Mid-level mortals will find an artifact desirable because of the power it promises, but at the same time they will be hard pressed by the adverse effects. Only high-level beings are likely to be able to maintain control over an artifact.

Activating an Artifact

Sometimes an artifact may not work until a specific action is performed. The action required to activate an artifact's innate powers may be the performance of a special ritual, the occurrence of a specific event, or the speaking of a special word.

The specific means to activate an artifact may be learned through legend or magical research and may result in further adventures.

Merely possessing an artifact is usually not enough to gain its benefits. A character must also learn how to control each of its powers. Discovering what powers an artifact has and how to control the effects should be a gradual process. At all times, the DM should try to maintain the mystery of the artifact by *describing* effects, rather than naming them, and by keeping their methods of control uncertain; this will contribute much to the flavor of the game.

Introduction to Artifacts

In this section, we'll briefly introduce the most important facts about the nature of artifacts. Later in the chapter, we'll elaborate on several of these topics.

Vessel and Power

There are two basic "parts" to an artifact: its *Vessel* and its *Power.*

An artifact's *Vessel* is its physical form, regardless of shape or function. The Vessel can be a sword, a rock, a ring, a crown, a boat, a fountain, a masthead—any inanimate object. It will be made up of components from each of the five Spheres of Power: Matter, Energy, Time, Thought, and Entropy.

An artifact's *Power* is the amount of Power Points its maker permanently invests in it and the powers and abilities its maker bestows upon the artifact. Most powers draw Temporary Power from the artifact's Power Points figure, just as do Immortals.

Not all artifacts have the same number of Power Points invested in them. Because of this, artifacts come in different power levels which are referred to as the artifact's *magnitude* of power. Magnitude falls into four levels: Minor, Lesser, Greater, and Major. Minor artifacts cost the least to create and are thus the most common.

The number of magical effects and adversities of an artifact (explained below) is directly linked to the artifact's magnitude.

Artifact Powers

Artifacts have powers just as Immortals do. Artifact powers are much stronger

than mortal powers and are treated as if 40th level for purposes of determining magical effects.

An artifact may have several powers. Each power is given a certain Power Point value, and the total PP value of the powers may not exceed the artifact's number of Power Points. Each power may be used as often as desired, but each use drains Temporary Power from the artifact.

All artifacts recharge themselves, with the rate of recharging depending on the Magnitude of the artifact (the more powerful the artifact, the more quickly it can recharge TP). If its Temporary Power drops below 10, no power may be used until the item is recharged above 10 TP.

Artifact General Characteristics Table

Magnitude of Artifact	Minor	Lesser	Greater	Major
Maximum # of Power Points	100	250	500	750
Maximum # of Powers	8	11	14	17
Maximum Types of Powers				
A. Attacks	2	3	4	4
B. Information & Movement	1	2	3	4
C. Transformations	2	2	3	4
D. Defenses	3	4	4	5
Recharging Rate				
TP per hour	30	60	120	180
TP per turn	5	10	20	30
Adverse Effects				
Handicaps	1	2	3	4
Penalties	1	3	5	8

Artifact Intelligence and Self-Defense

All artifacts possess a rudimentary intelligence. This level of intelligence is very restricted, and an artifact can respond to only a limited number of situations. An artifact does not have analytical intelligence, reason, nor the ability to learn. It can only respond to personal danger and situations related to its purpose.

If an artifact is deliberately attacked, it defends itself using its powers. It will not use attacks that might cause itself further damage. Unfortunately, it usually fails to take its user's frailties into account—for example, the wielder of an artifact may not be immune to area of affect spells the artifact casts in its defense, like *fireball*.

Artifacts are very difficult to permanently destroy; each has a specific method by which it may be unmade. Usually when it appears an artifact has been destroyed only the Vessel has perished; the Power has simply been banished back to the Home Plane of the Artifact's creator, who can easily make a new Vessel to house it. Nevertheless, the inconvenience of losing its Vessel means an artifact is unlikely to just passively submit to attacks made against it.

Adverse Effects

Because of the great power of artifacts and because of the presence of Entropy in their makeup, all artifacts have bad side effects that may occur whenever a mortal tries to use them. Immortals are not affected by these adversities.

Adverse effects appear spontaneously and are usually not chosen by the Immortal creating the artifact (in other words, in most cases the DM chooses them or randomly rolls them from the tables provided later in this chapter).

These side effects may occur by chance or whenever a certain action is performed; details on these effects occur later in this chapter.

When putting together an artifact, the DM must select adverse effects that will not interfere with the artifact's purpose or function or negate one of the artifact's powers. Where possible, he or she should select adverse effects that will actually further the goals of the Sphere of the Immortal who created the artifact.

There are two types of adverse effects that every artifact possesses: Handicaps and Penalties.

Handicaps are permanent effects that may not be negated as long as a user retains possession of an artifact. Handicaps occur when a specified action takes place or else when a power is first used. A handicap may reoccur for a cumulative effect whenever the artifact's Temporary Power is allowed to reach 0.

Penalties are temporary effects that may be negated by magical means while the artifact is possessed. Penalties may occur by chance or when a specified action takes place—usually, when one of the artifact's powers is used.

Artifact Background

Before constructing the artifact, the DM should create the legend of the artifact, complete with rumors and clues about the whereabouts, uses, and ill effects of the artifact (folklore, fairy tales, myths, and fantasy fiction all make good sources for inspiration). Naturally, this does not apply in the case of Immortal player characters creating their own artifacts.

In the case of DM-created artifacts, he or she will also need to decide which Immortal created the artifact and what was his or her Sphere of Power. This will help provide guidelines as to the types of powers appropriate for the artifact to have.

Artifact Magnitude

Once the DM or player has decided what the artifact is going to look like (and, in the DM's case, who made it, and why), he or she can begin the process of designing the artifact.

He or she starts by selecting the magnitude of the item to be created. This will determine the maximum number of Power Points which can be put in the artifact and range of powers it can have.

Magnitude: There are four degrees of magnitude. Most artifacts created as personal magical items for Immortals are Minor or Lesser artifacts; those created to accomplish important tasks are Lesser or Greater artifacts. Major artifacts are usu-

ally created by Hierarchs to address a major problem or situation.

Maximum # of Power Points: There is a limit to how many Power Points an artifact can have at each order of magnitude. Thus, if an Immortal wants to create a Lesser artifact, he or she cannot spend more than 250 Power Points on it. Conversely, an Immortal who wants to spend 440 Power Points on an artifact will be creating a Lesser artifact.

Naturally, an Immortal does not have to invest the maximum number of Power Points possible into an artifact. For example, though a Minor artifact may have up to 100 Power Points, an Immortal could create one which had only 10 Power Points.

Maximum # of Powers: The artifact's Magnitude also determines how many powers the artifact can have. For example, if an Immortal wishes to invest 50 Power Points in an artifact, then that artifact is automatically a Minor artifact and can have no more than eight powers.

Maximum Types of Powers: Artifact powers are broken down into categories: Attacks, Information & Movement, Transformations, and Defenses. Although a Minor artifact can have up to eight powers, no more than two of those powers can be for attacks, one for information-gathering or movement, two for transformations, and three for defenses. Adding a third attack would require the expenditure of at least enough Power Points to make the item a Lesser artifact.

Recharging Rate: An artifact's Magnitude determines how fast the artifact regenerates spent Temporary Power. The recharge rate is expressed both in TP per hour and in TP per turn.

Adverse Effects: The Power that fuels artifacts is too great for mortals to wield without suffering harm; therefore, every artifact *must* have adverse effects (Handicaps and Penalties) which affect mortal users of the artifact. The number of adverse effects is determined by the artifact's Magnitude: the more Power an artifact has, the more ill effects its use will have on those not equipped to wield it.

Vessel Characteristics

Almost anything may be used as a Vessel for an artifact, but Immortals tend to prefer items of enduring materials. Sometimes, it is a plain object, like a sword or shield; at other times, it can be a splendid work of art or costly jewelled item.

The Immortal normally just thinks the vessel into being and then pours permanent Power Points into it to establish its existence. An Immortal can just as easily use an existing object; the PP cost is the same. If an existing mortal-level magical item is used as the Vessel, the mortal enchantment on the item is burned away by the infusion of Immortal energy. The only exception to this is when a Construct is used as the Vessel, in which case most of the Construct's abilities will be burned away but it will still be able to move around as before and will retain its former Intelligence score.

Monetary Value

If the Vessel, stripped of power, would still be worth a substantial amount of money in the mortal world, this can cost extra Power Points at the rate of 1 PP for every 10,000 gp of the Vessel's monetary value. Thus, an artifact which looks like a jewel-encrusted set of suit armor worth 50,000 gp would cost its Immortal creator 5 PP for its Vessel alone.

Weapon Characteristics

Any artifact shaped like a weapon will cost extra Power Points, with the amount depending on the weapon's base damage, magical bonuses to attack and do damage, and range (i.e., whether it is a hand-held or missile weapon). The following chart details weapon characteristics costs:

Artifact Weapon Characteristics Table

Cost	*Weapon Characteristic*
1	Per 2 pts base damage weapon can do (not counting strength, Weapon Mastery, or other bonuses); maximum damage: 2× damage of equivalent mortal weapon
3	Missile weapon
5	Thrown weapon (can be used in melee or thrown for full damage)
5	Per +1 bonus to attack and damage one restricted group—for example, Constructs, Demihumans, Dragons & Dragon-Kin, Enchanted Monsters, Giants, Humans, Humanoids, Lowlife (Bugs), Lycanthropes, Planar Monsters, Regenerating Creatures, Reptiles and Dinosaurs, Undead, Water-Breathing Creatures, and so forth. Maximum bonus: +5
10	Per +1 bonus to attack and damage all targets. Maximum bonus: +5

Let's suppose, for example, that the Immortal Zirchev wanted to create the artifact equivalent of a *spear +1*. A normal spear can do a maximum of 6 points of damage, so the Vessel costs 3 Power Points, one for each 2 points of possible damage. Next, the +1 bonus vs. all targets costs another 10 PP, for a total cost of 13 PP. Note that with the expenditure of extra PP, many weapon-related powers can be added to artifact; see the Powers tables, below, for additional powers and their costs.

It is possible for an Immortal to build a weapon resembling a mortal weapon which does a base damage different from what is normal for that weapon type. Thus in the preceding example Zirchev could have spent 3 more PP to get a spear which did 1d12 base damage instead of 1d6. However, it is impossible to achieve Weapon Mastery with any artifact-weapon which does not do normal base damage; for this reason, most Immortals prefer to keep the normal base damage in weapon-artifacts that they create.

Armor Characteristics

Immortal armor works differently from mortal armor in that the *type* of armor (e.g., light leather, chain mail, plate mail) has no effect on the armor class protection it provides; only its magical bonuses affect the wearer's AC. Thus an Immortal would derive equal benefit

from wearing *suit armor + 4* as he or she would from wearing *light leather +4* instead; in each case, the armor would improve the Immortal's AC by 4 points.

Each point of AC protection an item of Immortal armor offers costs its creator 5 PP.

Thus a shield which lowered its carrier's AC by 6 places would cost 30 PP to create, a set of banded mail that offered +3 protection would cost 15 PP, and so forth.

Important Note

The combat and defense bonuses offered by Immortal weapons and armor do not drain Temporary Power; an artifact will still possess these as innate abilities even when drained of all its TP points. Thus a *throwing hammer +5* with the power to throw lightning bolts would be unable to throw another lightning bolt if all its TP were exhausted, but it would still be a +5 weapon.

Powers

Artifacts can possess truly remarkable powers. The charts on the pages which follow list these powers by category—Attacks, Information and Movement, Transformations, and Defenses. When creating artifacts, DMs and players alike should select powers which are logically derived from the Immortal creator's Sphere and from the use to which that Immortal intends to put the artifact. For example, an artifact made by Ixion might use fire and energy attacks and defenses, since he is a Hierarch of the Sphere of Energy, while one made by Nyx, the Entropic patron of the undead, would be more likely to make an artifact that enabled its wielder to create undead and drain levels.

Alongside each power listed is its cost; this is the amount of PP that the creator must spend to endow the artifact with this ability as well as the number of TP points each use of that power expends. An artifact cannot use a power if it does not have the stated amount of TP in reserve.

There is a limit to how many powers from each category an artifact can possess; remember to consult the table on page 86. Note that while a Major artifact *can* have as many as 17 powers, it doesn't *have* to; it's up to the artifact's creator to decide how many powers the item will have, so long as he or she does not exceed the given maximums.

Two important rules to keep in mind:

(1) Magical effects from artifacts are treated as spells cast by a 40th level spellcaster, unless noted otherwise.

(2) Artifact attacks and powers can affect Immortals. When a power does not *affect Immortals, that fact is so noted on the following tables.*

Using the Artifact Power Tables

Following each power's name is a short description of the way it works, including its range, duration, and effect. Many of these powers are similar to spells, others to special abilities on various character classes; still others cannot be duplicated by mortal magics. Note that range, duration, and area of effect may vary from the spell on which the power is based; when the power description and the spell disagree, use the power description. When the power is too complex to abbreviate, a bullet (•) appears on the chart to indicate that a fuller description follows on pages 95-100.

Artifact Attack Powers Table

Direct Physical Attacks

Cost	*Attack Type*
10	*Cause light wounds* (As cleric 1st level *cure light wounds* spell reversed; Effect: 7 hp damage)
15	*Magic missile* (As magic-user 1st level spell; Effect: 5 missiles, 1d6+1 damage each)
20	• Flaming (Duration: 6 Turns; Effect: +2 vs. hippogriffs, pegasi, rocs, trolls, or +3 vs. treants, undead)
25	*Cause disease* (As cleric 3rd level *cure disease* spell reversed; Range 30'). No effect vs. Immortals
30	*Cause serious wounds* (As cleric 4th level *cure serious wounds* spell reversed; Effect: 14 hp damage)
30	• Extinguishing (Duration 6 Turns; Effect: Douse normal flame, double bonuses vs. fire-using creatures)
35	*Cause critical wounds* (As cleric 5th level *cure critical wounds* spell reversed; Effect: 21 hp damage)
35	• Bearhug (Duration 1 Turn)
40	*Poison* (As cleric 4th level *neutralize poison* spell reversed; Range: Touch)
40	*Dispel evil* (As cleric 5th level spell; Range 30'; Duration 1 Turn). No effect vs. Immortals
40	• Electricity (Duration: Special; Effect: 6d6 damage to melee attacker)
45	*Cloudkill* (As magic-user 5th level spell; Range 1'; Duration 6 Turns; Effect: all persons in range of 5 HD or less save vs. poison each round or die; those who save take 1 hp damage; Area of Effect 30'×20'). No effect vs. Immortals
45	*Ice storm* (As magic-user 4th level spell; Range 120'; Effect: 20d6 damage in 20' cube)
50	*Death spell* (As magic-user 6th level spell; Range 240'; Effect: slays up to 32 HD worth of creatures (7th level or below) in a 60' cube). No effect vs. Immortals
50	*Finger of death* (As cleric 5th level *raise dead* spell reverse; Range 60'). No effect vs. Immortals
50	• Poison gas breath (Duration 3 rounds; Area of Effect: 20' cube). No effect vs. Immortals
50	• Slicing (Duration: 6 Turns; Effect: Instantly kill on roll of 19 or 20). Immortal victims take double damage from the attack but are not instantly killed
55	*Fireball* (As magic-user 3rd level spell; Range 240'; Effect: 20d6 damage)
60	• Fire Breath (Area of Effect: 30'×10'; damage equals one-half user's current hp; damage cannot exceed 70 hp)
60	• Ice Breath (Area of Effect: 30'×10'; damage equals one-half user's current hp; damage cannot exceed 70 hp)
60	*Lightning bolt* (As magic-user 3rd level spell; Range 180'; Effect: 20d6 damage, 60'×5')
65	• Acid Breath (Area of Effect: 30'×5')

65 *Delayed blast fireball* (As magic-user 7th level spell; Range 240′; Delay of 0-60 rounds at caster choice; Effect: 20d6 damage)
75 *Explosive cloud* (As magic-user 8th level spell; Range 1′; Duration 6 Turns; Area of Effect: 20′ × 30′x 30′, 20 hp per round)
80 *Disintegrate* (As magic-user 6th level spell; Range 60′; Effect: 1 creature). An Immortal suffers 6d10 damage from this attack
85 *Power word kill* (As magic-user 9th level spell; Range 120′; Effect: Kill 60 hp, or stun 60-100 hp for duration 4 Turns). No effect vs. Immortals
90 *Obliterate* (As cleric 7th level *raise dead fully* spell reversed; Range 60′; Effect: Automatically slays creatures of up to 7 HD; 8-12 HD creatures save at −4, creatures with above 12 HD take 6d10 damage). No effect vs. Immortals
100 *Meteor swarm* (As magic-user 9th level spell; Range 240′; Effect: 4 for 8d6 + 8d6 or 8 for 4d6 + 4d6)

Direct Mental Attacks

Cost *Attack Type*
10 *Cause fear* (As cleric 1st level *remove fear* spell reversed; Range 120′; Duration 2 Turns). No effect vs. Immortals
15 *Sleep* (As magic-user 1st level spell; Range 240′; Duration 20 Turns; Effect: Up to 20 HD). No effect vs. Immortals
20 *Charm person* (As magic-user 1st level spell; Range 120′). No effect vs. Immortals
25 *Confusion* (As magic-user 4th level spell; Range 120′; Duration 12 rounds; Effect: Up to 18 creatures in 30′ radius). No effect vs. Immortals
30 *Charm monster* (As magic-user 4th level spell; Range 120′; Duration 12 rounds; Effect: 18 creatures at 3 HD or less, or 1 at 3 + HD). No effect vs. Immortals
30 • Calm Others (Range 120′; Effect: Up to 40 HD)
35 • Control Plants (Range: All in 30′ × 30′; Duration 20 Turns)
40 *Feeblemind* (As magic-user 5th level spell; Range 240′; Effect: −4 to saving throw, Int score becomes 2). No effect vs. Immortals
45 *Charm plant* (As magic-user 7th level spell; Range 120′; Duration 3 months; Affects 1 tree or 6 bushes or 12 shrubs or 24 small plants)
50 *Geas* (As magic-user 6th level spell; Range 30′). No effect vs. Immortals
60 • Control Animals (Duration 20 Turns; Affects up to 40 HD, 20 creatures)
70 • Control Lesser Undead (Duration 20 Turns; Affects creatures up to 9 HD or less, 20 HD total, 10 individual creatures)
75 *Mass charm* (As magic-user 8th level spell; Range 120′; Effect: 30 HD, −2 to saving throw). No effect vs. Immortals
80 *Open mind* (As magic-user 8th level *mind barrier* spell reversed; Range: Touch; Effect: −8 to saving throws vs. pertinent spells). No effect vs. Immortals
85 • Control Giants (Duration 20 Turns; Affects one type, 4 creatures)
90 • Control Greater Undead (Duration 20 Turns; Affects any Hit Dice level, 40 Hit Dice of creatures, up to 20 individual creatures)
95 • Control Dragons (Duration 20 Turns; Affects one type, 3 small dragons or one large dragon)
100 • Control Humans (Duration 20 Turns; Affects up to 7-HD humans, 40 Hit Dice total, up to 20 individual creatures)

Attacks that Stop or Slow

Cost *Type of Attack*
10 *Web* (As magic-user 2nd level spell; Range 10′; Area of Effect 10′ × 10′ × 10′; Duration 48 Turns)
15 *Hold animal* (As druid 3rd level spell; Range 180′; Duration 40 Turns; Effect: One type, 4 creatures)
20 *Hold person* (As magic-user 3rd level spell; Range 120′; Duration 40 Turns; Effect: Up to 4 creatures)
25 *Slow* (As magic-user 3rd level *haste* spell reversed; Range 240′; Duration 3 Turns; Affects up to 24 creatures, 30′ radius). No effect vs. Immortals
35 *Hold monster* (As magic-user 5th level spell; Range 120′; Duration 46 Turns; Affects up to 4 creatures)
45 *Turn wood* (As druid 6th level spell; Range 30′; Duration 40 Turns; Area of Effect: 120′ × 60′)
50 *Flesh to stone* (As magic-user 6th level *stone to flesh* spell reversed; Range 120′; Area of Effect: 1 creature or 10′ cube). No effect vs. Immortals
60 *Power word stun* (As magic-user 7th level spell; Range 120′; Duration: Up to 35 hp = 12 rounds, 36-70 hp = 6 rounds). No effect vs. Immortals
75 *Dance* (As magic-user 8th level spell; Range: Touch; Duration 8 Rounds; Effect: −4 to saving throws and +4 penalty to AC)
85 *Power word blind* (As magic-user 8th level spell; Range 120′; Duration: Up to 40 hp = 4 days, 41-80 hp = 2d4 hrs)
100 • Life-Trapping
100 *Maze* (As magic-user 9th level spell; Range 60′; Duration 6 Turns to 4 Rounds, depending on Intelligence)
500 • Immortal Life-Trapping

Miscellaneous Attack Forms

Cost *Attack Type*
10 *Blight* (As cleric 2nd level *bless* spell reversed; Range 60′; Duration 6 Turns; Area of Effect: 20′ sq, −1 to morale, attack, and damage rolls)
15 *Darkness* (As cleric 1st level *light* spell reversed; Range 120′; Duration 46 Turns; Area of Effect: 30′ diameter)
20 *Light* (As cleric 1st level spell; Range 120′; Duration 46 Turns; Area of Effect: 30′ diameter)
20 • Set Normal Trap, 50% (Duration 6 Turns)
20 • Turn undead as 6th level cleric (Duration 1 Turn)
25 *Curse* (As clerical 3rd level *remove curse* spell reversed; Range: Touch)
25 • Disarm Attack (Duration 6 Turns)
30 *Continual darkness* (As cleric 3rd level *continual light* spell reversed; Range 120′; Area of Effect: 30′ radius)

30	• Pick Pockets, 50% (Duration 6 Turns)
35	• Draining (Duration: 1 blow; Effect: Drain 1 level or Hit Die). Used vs. Immortals, drains 25 TP per blow
40	• Set Normal Trap, 70% (Duration 6 Turns)
40	*Silence 15′ radius* (As cleric 2nd level spell; Range 180′; Duration 12 Turns)
45	*Polymorph other* (As magic-user 4th level spell; Range 60′; new form can have up to twice the HD of old form). Used against an Immortal, the victim can return to normal immediately
45	• Turn undead as 12th level cleric (Duration 2 Turns)
50	*Babble* (As cleric 6th level *speak with monsters* spell reversed; Range 60′; Duration 40 Turns)
50	• Flying (Duration: 1 Turn/10 rounds)
55	*Dispel magic* (As cleric 4th level spell; Range 120′; Area of Effect: 20′ cube)
55	• Pick Pockets, 75% (Duration 6 Turns)
60	*Appear* (As magic-user 7th level *mass invisibility* spell reversed; Range 240′; Duration 1 Turn; Area of Effect: 20′ cube)
65	• Set Normal Trap, 90% (Duration 6 Turns)
70	• Draining (Duration: 1 blow; Effect: Drain 2 levels or Hit Dice). Used against an Immortal, drains 50 TP per blow
70	• Turn undead as 24th level cleric (Duration 3 Turns)
75	*Polymorph any object* (As magic-user 8th level spell; Range 240′; Duration 40-240 Turns; Area of Effect: 10′ cube)
80	• Pick Pockets, 100% (Duration 6 Turns)
90	• Anti-Magic Ray (Duration 1 Turn; Effect: 100%)
100	• Blasting (Area of Effect: 60′ × 20′; 2d6 damage and deafen)
250	• De-Power (Duration: Permanent; Range: Touch; Effect: Destroys 100 Power Points; Requires one Hierarch from each Sphere to activate)

Bonuses to Attacks

Cost	*Attack Type*
10	*Bless* (As cleric 2nd level spell; Range 60′; Duration 6 Turns; Area of Effect: 20′ sq., +1 to morale, attack, and damage rolls)
15	• Weapon Damage Bonus +2 (Duration 1 Turn)
20	• Attack Roll Bonus +2 (Duration 1 Turn)
20	• Turn Undead Bonus +2 to roll, +1d6 HD affected (Duration 1 Turn)
25	• Leap to 30′, +2 Attack Roll Bonus with Leap Attacks (Duration 1 Turn)
25	• Weapon Damage Bonus +3 (Duration 1 Turn)
25	• Weapon Strength Bonus +1 (Duration 1 Turn)
30	• Attack Roll Bonus +3 (Duration 1 Turn)
30	• Spell damage bonus, +1 pt per die (Duration 1 spell)
30	*Striking* (As clerical 3rd level spell; Range 30′; Duration 1 Turn; Effect: +1d6 damage)
35	• Weapon Damage Bonus +4 (Duration 1 Turn)
40	• Attack Roll Bonus +4 to roll (Duration 1 Turn)
40	• Turn Undead Bonus +4 to roll, +2d6 to HD affected (Duration 1 Turn)
40	• Weapon Strength Bonus +2 (Duration 1 Turn)
45	• Weapon Damage Bonus +5 (Duration 1 Turn)
50	• Attack Roll Bonus +5 (Duration 1 Turn)
50	• Leap to 60′, +4 Attack Roll Bonus with Leap Attacks (Duration 1 Turn)
55	• Spell damage bonus, +2 pts per die (Duration 1 spell)
55	• Weapon Strength Bonus +3 (Duration 1 Turn)
60	• Attack Roll Bonus +6 (Duration 1 Turn)
60	• Turn Undead Bonus +6 to roll, +3d6 to HD affected (Duration 1 Turn)
70	• Weapon Damage Bonus: Double Weapon Damage (Duration 1 Turn)
70	• Weapon Strength Bonus +4 (Duration 1 Turn)
75	• Leap to 90′, +6 Attack Roll Bonus with Leap Attacks (Duration 1 Turn)
80	• Spell Damage Bonus, +3 pts per die (Duration 1 spell)
85	• Smash Attack (Duration 1 Turn)
85	• Weapon Strength Bonus +5 (Duration 1 Turn)
90	• Weapon Damage Bonus: Triple Weapon Damage (Duration 1 Turn)
100	• Spell Damage Bonus, +4 pts per die (Duration 1 spell)

Artifact Information and Movement Powers Table

Aids to Normal Senses

Cost	*Power*
10	• Detect New Construction (Range 60′; Duration 36 Turns)
10	*Read languages* (As magic-user 1st level spell; Duration 6 Turns)
10	*Read magic* (As magic-user 1st level spell; Duration 3 Turns)
10	• Timekeeping (Duration to 24 hours from 1 mark)
15	• Detect Slopes (Range 30′; Duration 36 Turns)
15	*Speak with animals* (As cleric 2nd level spell; Range 30′; Duration 6 Turns)
20	*Infravision* (As magic-user 3rd level spell; Range: Touch; Duration 1 day; Effect: See to 60′)
25	• Hear Noise, 50% (Duration 12 Turns)
25	*Speak with the dead* (As cleric 3rd level spell; Range 30′; Effect: 3 questions)
30	*Speak with plants* (As cleric 4th level spell; Range 30′; Duration 3 Turns)
30	• Tracking (Duration 6 hours; Effect: 90% outdoor, 50% indoor)
30	• Communication, Lesser (with Artifact creator only; Duration 6 Turns)
35	• Find Secret Doors (Range 10′; Duration 6 Turns)
50	• Communication, Greater (Duration 6 Turns)
50	• Hear Noise, 90% (Duration 24 Turns)
50	Lie Detection (Range 120′; Duration 3 Turns). No effect vs. Immortals

60	*Speak with monsters* (As cleric 6th level spell; Duration 6 Turns)
70	• Tracking (Duration 6 hours; Effect: 90% anywhere)
75	• Hear Noise, 140% (Duration 36 Turns)
80	• X-Ray Vision (Range 30', Duration 1 Turn)

Additional Senses

Cost	*Power*
10	• Find Traps, 50% (Duration 6 Turns)
10	*Predict weather* (As druid 1st level spell; Duration 12 hours; Effect: 40 miles)
15	*Detect magic* (As magic-user 1st level spell; Duration 6 Turns; Area of Effect: Range 60')
15	*Detect evil* (As magic-user 2nd level spell; Duration 6 Turns; Area of Effect: Range 60')
20	• Find Traps, 60% (Duration 6 Turns)
20	*Know alignment* (As cleric 2nd level spell; Duration 1 Round; Area of Effect: Range 30)
20	*Locate object* (As cleric 3rd level spell; Duration 6 Turns; Area of Effect: 120')
25	*Clairvoyance* (As magic-user 3rd level spell; Range 60'; Duration 12 Turns)
25	*ESP* (As magic-user 2nd level spell; Range 60'; Duration 12 Turns)
30	• Find Traps, 70% (Duration 6 Turns)
30	*Wizard eye* (As magic-user 4th level spell; Range 240'; Duration 6 Turns; MV 120')
35	*Find traps* (As cleric 2nd level spell; Duration 2 Turns; Area of Effect: 30')
35	*Detect invisible* (As magic-user 2nd level spell; Range 400'; Duration 6 Turns)
40	*Detect danger* (As druid 1st level spell; Range 200'; Duration 6 Turns)
40	• Find Traps, 80% (Duration 6 Turns)
45	• Choose Best Option (Range 1 Turn; Effect: 1 choice)
50	• Find Traps, 90% (Duration 6 Turns)
50	*Truesight* (As cleric 5th level spell; Duration 5 Turns; Area of Effect: 120')
55	• Mapmaking (Duration 1 Turn; Area of Effect: Sense 60' range)
60	• Find Traps, 100% (Duration 6 Turns)
60	• Treasure Finding (Duration 6 Turns; Area of Effect: 400')
70	• Find Traps, 110% (Duration 6 Turns)
70	*Lore* (As magic-user 7th level spell; Duration 1 Turn or 1 day)
80	*Find the path* (As cleric 6th level spell; Duration 46 Turns)

Aids to Movement

Cost	*Power*
10	• Climb Walls, 70% (Duration 12 Turns)
15	*Levitate* (As magic-user 2nd level spell; Duration 46 Turns)
15	• Tree Movement (Duration 12 Turns)
20	• Climb Walls, 80% (Duration 12 Turns)
20	*Plant door* (As druid 4th level spell; Duration 40 Turns)
25	• Climb Walls, 90% (Duration 12 Turns)
25	*Dimension door* (As magic-user 4th level spell; Range 10'; Duration 1 Round; Effect: 360')
25	*Fly* (As magic-user 3rd level spell; Duration 40 + 1d6 Turns; MV 360')
30	• Gaseous Form (Duration 3 Turns)
30	*Haste* (As magic-user 3rd level spell; Range 240'; Duration 3 Turns; Effect: 24 creatures within 60')
35	• Move Silently, 50% (Duration 6 Turns)
35	*Pass plant* (As druid 5th level spell; Area of Effect: 300-600 yards)
35	• Web Movement (Duration 12 Turns)
40	• Climb Walls, 100% (Duration 12 Turns)
40	*Telekinesis* (As magic-user 5th level spell; Range 120'; Duration 6 rounds; Effect: Carry 8000 cn; MV 20' per round)
45	*Transport through plants* (As druid 6th level spell; Effect: Self and two additional creatures)
50	*Teleport* (As magic-user 5th level spell; Range 10')
55	• Climb Walls, 110% (Duration 12 Turns)
55	• Move Silently, 70% (Duration 6 Turns)
60	• Burrowing (Duration 6 Turns; MV 10', 30', or 60')
65	• Plane Travel (self only; 1 shift)
70	• Climb Walls, 120% (Duration 12 Turns)
75	• Move Silently, 90% (Duration 6 Turns)
80	*Travel* (As magic-user 8th level spell; Duration 40 Turns; MV 360', or 720' gaseous)
85	*Teleport any object* (As magic-user 7th level spell; Effect: 1 creature, object, 10' cube, or self safely; others save at −2)
90	*Word of recall* (As cleric 6th level spell; Duration Instantaneous)

Aids to Offset Encumbrance

Cost	*Power*
10	• Container, to 5,000 cn (Duration 6 hours)
10	*Floating disc* (As magic-user 1st level spell; Duration 6 Turns; Effect: 5,000 cn)
15	• Buoyancy, to 10,000 cn (Duration 6 Turns)
20	• Container, to 10,000 cn (Duration 6 hours)
30	• Container, to 15,000 cn (Duration 6 hours)
30	• Buoyancy, to 20,000 cn (Duration 12 Turns)
40	• Container, to 20,000 cn (Duration 6 hours)
45	• Buoyancy, to 40,000 cn (Duration 18 Turns)
50	• Container, to 25,000 cn (Duration 6 hours)
60	• Container, to 30,000 cn (Duration 6 hours)
60	• Buoyancy, to 80,000 cn (Duration 24 Turns)
70	• Container, to 35,000 cn (Duration 6 hours)
75	• Buoyancy, any weight (Duration 36 Turns)
80	• Container, to 40,000 cn (Duration 6 hours)
90	• Container, to 50,000 cn (Duration 6 hours)

Artifact Transformation Powers Table

Creations and Summonings

Cost	Power
15	*Produce fire* (As druid 2nd level spell; Duration 2 Turns)
20	*Create water* (As cleric 4th level spell; Duration 6 Turns; Effect: 50 gallons)
30	*Summon animals* (As druid 4th level spell; Range 360′; Duration 3 Turns)
35	*Create food* (As cleric 5th level spell; Range 10′; Effect: Food for 400 men and mounts)
40	*Create normal animals* (As cleric 6th level spell; Range 30′; Duration 10 Turns; Effect: 1-6 creatures)
45	*Create normal monsters* (As magic-user 7th level spell; Range 30′; Duration 2 Turns; Effect: 40 HD total)
50	*Animate dead* (As magic-user 5th level spell; Range 60′; Effect: 40 HD)
60	*Animate objects* (As cleric 6th level spell; Range 60′; Duration 6 Turns; Effect: 4,000 cn)
70	*Sword* (As magic-user 7th level spell; Range 30′; Duration 40 rounds; Effect: As Two-Handed Sword, 2 attacks per round)
75	• Create Normal Objects (Effect: Up to 1,000 cn)
80	*Clone* (As magic-user 8th level spell; Range 10′). No effect on Immortals
90	*Create magical monsters* (As magic-user 8th level spell; Range 60′; Duration 3 Turns; Effect: 40 HD total)
100	*Create any monster* (As magic-user 9th level spell; Range 90′; Duration 4 Turns; Effect: 40 HD)

Static Changes

Cost	Power
10	*Purify food and water* (As cleric 1st level spell; Range 10′; Effect: 6 waterskins or 12 unpreserved rations of food or 1 preserved ration)
10	• Repair Normal Objects (Effect: Up to 1,000 cn)
15	• Change Odors (Area of Effect: 30′ cube)
15	• Change Tastes (Area of Effect: 40 meals or 20 cu. ft.)
20	*Hold portal* (As magic-user 1st level spell; Duration 12 Turns)
30	• Remove Traps, 50% (Duration 6 Turns)
30	*Wizard lock* (As magic-user 2nd level spell; Range 10′)
35	• Create Magical Aura (Range 120′; Duration 3 Turns; Area of Effect: 40′ cube)
40	*Magic door* (As magic-user 7th level spell; Range 10′; Duration 7 uses)
40	• Repair Temporary Magical Object (Affects 1 object)
50	• Rulership (Effect: +10 to +50 Confidence)
60	*Magic lock* (As magic-user 7th level *magic door* spell reversed; Range 10′; Duration 7 uses; Area of Effect: 10′ sq)
60	• Remove Traps, 75% (Duration 6 Turns)
70	*Remove barrier* (As cleric 6th level *barrier* spell reversed; Range 60′)
70	• Repair Permanent Magical Object (Affects 1 object)
75	• Victory (Effect: +25 to *War Machine* Combat Results Roll; loss results on CRT limited to 91-100 results)
80	*Metal to wood* (As druid 7th level spell; Range 120′; Effect: 2,000 cn)
85	*Close gate* (As magic-user 9th level *gate* spell reversed; Range 30′)
90	*Permanence* (As magic-user 8th level spell; Range 10′)
90	• Remove Traps, 100% (Duration 6 Turns)
95	*Gate* (As magic-user 9th level spell; Range 30′; Duration 1 Turn or d% Turns)
100	*Timestop* (As magic-user 9th level spell; Duration 1d4+1 rounds)
250	• Spell Generation (Provides Spells to Clerics When Immortal Is Absent)

Dynamic Changes

Cost	Power
10	• Open Locks, 60% (Duration 6 Turns)
15	*Warp wood* (As druid 2nd level spell; Range 240′; Effect: 40 arrows)
20	*Growth of animal* (As cleric 3rd level spell; Range 120′; Duration 12 Turns; Effect: 2× Size)
20	*Knock* (As magic-user 2nd level spell; Range 60′)
25	*Growth of plants* (As magic-user 4th level spell; Range 120′; Area of Effect: 3,000 sq.ft.)
25	*Heat metal* (As druid 2nd level spell; Range 30′; Duration 7 rounds)
25	• Open Locks, 70% (Duration 6 Turns)
25	*Shrink plants* (As magic-user 4th level *growth of plants* spell reversed; Range 120′; Area of Effect: 3,000 sq.ft.)
30	*Control winds* (As druid 5th level spell; Duration 40 Turns; Area of Effect: 400′)
30	*Harden* (As magic-user 5th level *dissolve* spell reversed; Range 120′; Area of Effect: 3,000 sq.ft.×10′)
35	*Control temperature 10′ radius* (As druid 4th level spell; Duration 40 Turns; Effect: 50 degrees)
35	*Dissolve* (As magic-user 5th level spell; Range 120′; Duration 3-18 days; Area of Effect: 3,000 sq.ft.×10′)
40	*Lower water* (As magic-user 6th level spell; Range 240′; Duration 10 Turns; Effect: water to 1/2 height)
40	• Open Locks, 80% (Duration 6 Turns)
45	*Passwall* (As magic-user 5th level spell; Range 60′; Duration 6 Turns; Area of Effect: 5′×10′)
50	*Move earth* (As magic-user 6th level spell; Range 240′; Duration 6 Turns)
55	• Open Locks, 90% (Duration 6 Turns)
55	*Summon weather* (As druid 6th level spell; Duration 240 Turns; Area of Effect: 30 miles)
60	*Reverse gravity* (As magic-user 7th level spell; Range 90′; Area of Effect: 30′ cube)
70	• Open Locks, 100% (Duration 6 Turns)
80	*Weather control* (As druid 7th level spell; Duration: Concentration; Area of Effect: 240 yards)
85	• Open Locks, 110% (Duration 6 Turns)

90	*Earthquake* (As cleric 7th level spell; Range 120 yards; Duration 1 Turn; Area of Effect: 175′ sq.)
95	• Open Locks, 120% (Duration 6 Turns)
100	*Wish* (As magic-user 9th level spell)

Artifact Defense Powers Table

Cures

Cost	*Power*
10	*Remove fear* (As cleric 1st level spell; Duration 3 Turns; Effect: +6 Save)
15	*Cure light wounds* (As cleric 1st level spell; Effect: Cure 7 hp)
20	*Cure blindness* (As cleric 3rd level spell; Range: Touch)
20	*Cure disease* (As cleric 3rd level spell; Range 30′)
25	*Free person* (As cleric 2nd level *hold person* spell reversed; Range 120′; Effect: Up to 4 creatures)
25	*Cure serious wounds* (As cleric 4th level spell; Effect: Cure 14 hp)
30	*Neutralize poison* (As cleric 4th level spell; Range: Touch)
35	*Cure critical wounds* (As cleric 5th level spell; Effect: Cure 21 hp)
40	*Free monster* (As magic-user 5th level *hold monster* spell reversed; Range 120′; Effect: Up to 4 creatures)
45	*Remove geas* (As magic-user 6th level *geas* spell reversed; Range 30′)
50	*Stone to flesh* (As magic-user 6th level spell; Range 120′; Area of Effect: 10′ cube)
60	*Raise dead* (As cleric 5th level spell; Range 120′; Effect: 132 days dead)
70	*Remove curse* (As cleric 3rd level spell; Range: Touch)
85	*Raise dead fully* (As cleric 7th level spell; Range 60′; Effect: Up to 8 years dead)
90	*Restore* (As cleric 7th level spell; Range: Touch)
95	• Regeneration (Effect: 3 hp per round for 1 Turn)
100	*Heal* (As magic-user 9th level spell; Range: Touch)
100	• Automatic Healing (Self only)

Personal Bonuses

Cost	*Power*
10	• Memorize +1 Sepll Bonus Level
20	• Armor Class Bonus −2 (Duration 6 Turns)
20	• Ability Score Bonus (Duration 6 Turns; Effect: 1 random score)
20	• Memorize +2 Bonus Spell Levels
25	• Parry (Duration 6 Turns)
25	• Saving Throws Bonus +1 (Duration 1 Turn)
30	• Hit Points Bonus +1 per Hit Die (Duration 1 Turn)
30	• Memorize +3 Bonus Spell Levels
35	• Dodge Normal Missiles (Duration 1 Turn; Effect: Save vs. wands to avoid damage)
35	• Size Control (Duration 6 Turns; 3″ to 18′)
40	• Ability Score Bonus (Duration 6 Turns; Effect: 2 random scores)
40	• Armor Class Bonus −4 (Duration 6 Turns)
40	• Memorize +4 Bonus Spell Levels
45	• Elasticity (Duration 12 Turns; Effect: Takes 1/2 damage from blunt weapons)
50	• Dodge Any Missiles (Duration 1 Turn; Effect: Save vs. wands to avoid damage)
50	• Memorize +5 Bonus Spell Levels
50	• Saving Throws Bonus +4 (Duration 6 Turns)
60	• Ability Score Bonus (Duration 6 Turns; Effect: 3 random scores)
60	• Armor Class Bonus −6 (Duration 6 Turns)
60	• Hit Points Bonus +2 per Hit Die (Duration 6 Turns)
60	• Memorize +6 Bonus Spell Levels
65	• Dodge Directional Attacks (Duration 1 Turn; Effect: Save vs. wands to avoid damage)
65	*Polymorph self* (As magic-user 4th level spell; Duration 46 Turns)
70	• Memorize +7 Bonus Spell Levels
75	• Saving Throws Bonus +6 (Duration 6 Turns)
80	• Ability Scores Bonus (Duration 6 Turns; Effect: 4 random scores)
80	• Armor Class Bonus −8 (Duration 6 Turns)
80	• Memorize +8 Bonus Spell Levels
85	• Inertia Control (Duration 4 hours, 1 object)
90	• Hit Points Bonus +3 per Hit Die (Duration 1 Turn)
90	• Memorize +9 Bonus Spell Levels
100	• Ability Scores Bonus (Duration 6 Turns; Effect: All scores)
100	• Armor Class Bonus −10 (Duration 6 Turns)
100	• Memorize +10 Bonus Spell Levels
100	*Shapechange* (As magic-user 9th level spell; Duration 40 Turns; Area of Effect: Any creature or object 40′/4000 cn)

Personal Protections

Cost	*Power*
10	*Shield* (As magic-user spell 1st level spell; Duration 6 Turns)
15	• Anti-Magic 10% (Duration 6 Turns)
15	*Mindmask* (As magic-user 2nd level *ESP* spell reversed; Range: Touch; Duration 12 Turns)
15	• Reflection (Duration: 6 Turns)
15	*Water breathing* (As magic-user 3rd level spell; Range 30′; Duration 1 day)
20	• Defending (Duration: 6 Turns; Effect: Weapon bonuses can apply to AC instead)
20	*Invisibility* (As magic-user 2nd level spell)
20	• Immune to Disease (Range: Touch; Duration 18 Turns)
25	*Invisibility 10′ radius* (As magic-user 3rd level spell; Range 120′)
30	• Immune to Paralysis (Range: Touch; Duration 6 Turns)
30	• Security (Effect: Trap 5 items, alarm only)
35	• Anti-Magic 20% (Duration 6 Turns)
40	• Immune to Poison (Duration 18 Turns; Effect: Self only)
50	• Immune to Aging Attacks (Range: Touch; Duration 18 Turns)
55	• Anti-Magic 30% (Duration 6 Turns)
60	*Mass invisibility* (As magic-user 7th level spell; Range 240′; Area of Effect: 60′ sq./300 man-size)

65 *Survival* (As cleric 7th level spell; Duration 48 hours)
70 *Statue* (As magic-user 7th level spell; Duration 80 Turns; Effect: +2 Initiative)
75 • Anti-Magic 40% (Duration 6 Turns)
80 • Immune to Energy Drain (Range: Touch; Duration 6 Turns)
80 *Mind barrier* (As magic-user 8th level spell; Range 10'; Duration 48 hours; Effect: +8 to pertinent saving throws)
85 • Protection from Magical Detection (As magic-suer 9th level spell; Duration 6 Turns; Area of Effect: Self & items)
95 • Anti-Magic 50% (Duration 6 Turns)
100 • Luck (Duration 1 Turn; Effect: Choose result of 1 roll)
100 *Immunity* (Duration 40 Turns; Effect: Blocks spells level 1-3 and half effect of spells level 4-5; no damage from normal or silver weapon attacks and half damage from mortal magical weapons; no effect vs. unarmed)
100 • Immune to Breath Weapons (Range: Touch; Duration 1 Turn)

Misdirection

Cost	*Power*
10	*Ventriloquism* (As magic-user 1st level spell; Range 90'; Duration 3 Turns)
15	*Confuse alignment* (As cleric 2nd level *know alignment* spell reversed; Range: Touch; Duration 40 Turns)
20	*Obscure* (As druid 2nd level spell; Duration 40 Turns; Area of Effect: 400'sq./40' high)
25	*Mirror image* (As magic-user 2nd level spell; Duration 6 Turns; Effect: 5 false images)
30	• Hide in Shadows, 30% (Duration 6 Turns)
30	*Massmorph* (As magic-user 4th level spell; Range 240'; Area of Effect: 100 man-size)
35	*Hallucinatory terrain* (As magic-user 4th level spell; Range 240')
40	• Merging (Duration 18 Turns; Effect: 7 creatures)
45	• Hide in Shadows, 50% (Duration 6 Turns)
50	*Phantasmal force* (As magic-user 2nd level spell; Range 240'; Area of Effect: 40' cube)
60	• Hide in Shadows, 70% (Duration 6 Turns)
70	*Projected image* (As magic-user 6th level spell; Range 240'; Duration 6 Turns)
90	• Blend With Surroundings (Duration 6 Turns)

Barriers

Cost	*Power*
10	*Resist cold* (As cleric 1st level spell; Duration 12 Turns; Effect: +2 to saving throws vs. cold attacks, −1 pt of cold damage per die, 30' radius)
10	*Protection from evil* (As cleric 1st level spell; Duration 6 Turns)
15	*Resist fire* (As cleric 2nd level spell; Duration 6 Turns; Effect: +2 to saving throws vs. fire attacks, −1 pt of fire damage per die)
20	*Protection from normal missiles* (As magic-user 3rd level spell; Range 30'; Duration 12 Turns)

20 • Protection From Some Creatures (Duration 6 Turns; Effect: Up to 5 HD)
25 *Protection from evil 10' radius* (As magic-user 3rd level spell; Duration 12 Turns; Effect: +1 to saving throws)
25 • Bug Repellant (Duration 40 Turns, +4 to saving throws vs. summoned/ controlled bugs)
25 *Ice wall* (As magic-user 4th level spell; Range 120'; Duration 12 Turns; Area of Effect: 1200 sq.ft.)
25 *Wall of fire* (As magic-user 4th level spell; Range 60'; Duration: Concentration; Area of Effect: 1200 sq.ft.)
30 *Anti-plant shell* (As druid 5th level spell; Duration 6 Turns)
30 *Protection from poison* (As druid 3rd level spell; Range: Touch; Duration 40 Turns; Effect: +4 vs. breath)
35 *Wall of stone* (As magic-user 5th level spell; Range 60'; Area of Effect: 1,000 cu.ft.)
35 • Shelter
40 *Protection from lightning* (As druid 4th level spell; Range: Touch; Duration 40 Turns; Effect: 40 HD)
40 • Protection From Many Creatures (Duration 6 Turns; Effect: Up to 15 HD)
45 *Anti-animal shell* (As druid 6th level spell; Duration 40 Turns)
50 *Wall of iron* (As magic-user 6th level spell; Range 120'; Area of Effect: 500 sq.ft.)
60 • Protection From Most Creatures (Duration 6 Turns; Effect: Up to 15 HD)
70 *Barrier* (As cleric 6th level spell; Range 60'; Duration 12 Turns; Effect: 7d10 damage)
75 *Anti-magic shell* (As magic-user 6th level spell; Duration 12 Turns)
80 *Force field* (As magic-user 8th level spell; Range 120'; Duration 6 Turns; Area of Effect: 5000 sq.ft.)
85 • Protection From All Creatures (Duration 6 Turns)
100 *Prismatic wall* (As magic-user 9th level spell; Range 60'; Duration 6 Turns; Area of Effect: 10' radius or 500 sq.ft.)

Explanation of Powers

Ability score bonus: One or more of the user's ability scores immediately increases to 18 and remains there for 1 hour. The user immediately gains all benefits derived thereby. The ability scores affected are determined randomly (roll 1d6); if a character's ability score is already 18 or better, roll again.

Acid Breath: The user may exhale a breath weapon of acid in a line up to 30 feet long and 5 feet across, which inflicts a number of points of damage equal to one-half the current hit points of the user (rounded down), to a maximum of 70 points of damage. Each victim may make a Saving Throw vs. Dragon Breath to take half damage. The acid evaporates within 1 round. The TP point cost is used for each breath.

Anti-Magic: This power has a percentage chance of temporarily negating magical effects within 5 feet of the user. Each magical spell, effect, or item is checked for separately. Any magic negated will remain inactive for 1 turn after it leaves the Anti-Magic area (see page 9 for more details).

Anti-Magic Ray: This effect is similar to that of the central eye of a beholder. The user may produce a silvery ray of light up to 60 feet long and 10 feet across. By concentrating, the user may maintain the ray for up to 1 turn. This ray causes all magic within it to become deactivated. Magical items and effects return to normal when the ray is no longer upon them.

Armor Class Bonus: The user gains the given bonus to his or her Armor Class rating.

Attack Roll Bonus: The user adds the number given to the attack roll of any weapon he or she is using. This effect lasts for 1 turn.

Automatic Healing: This power produces a *cureall* effect (identical to the 6th level cleric spell) on command. The artifact will cure damage, poison, disease, paralysis, a *curse*, blindness, or *feeblemind*. The artifact must be physically touching the user for this effect to be produced. The artifact can be set to respond automatically for 1 turn if the user's hit points reach 0.

Bearhug: This effect lasts for 1 turn. The user may attack any opponent of approximately the same or smaller size by using two arms instead of a weapon or spell. Both hands must be empty. If an attack roll succeeds, the attacker may squeeze for 2d8 points of damage. Any victim held may attempt a Saving Throw vs. Death Ray each round to escape the grip; if he, she, or it fails, the attacker can automatically squeeze for an additional 2d8 points of damage that round.

Blasting: The user may cause the artifact to produce a loud trumpeting which lasts for 1 round. The blast is a cone 60 feet long and 20 feet wide at its end. Each victim within the area takes 2d6 points of damage and must make a Saving Throw vs. Spells or be deafened for one turn.

Blend With Surroundings: The user and his or her equipment can change color and pattern to match his or her surroundings. While thus hidden, the user is completely undetectable except by magical means or physical touch. The user gives up this benefit if he or she attacks a target, but once he or she stops attacking the camouflage effect automatically resumes if the duration has not yet expired.

Bug Repellant: As with the potion, "bug" in this case includes any form of arachnid, insect, or chilopod. The user cannot be touched by any normal bug, and a giant-sized bug will ignore the user unless it makes a Saving Throw vs. Spells. The effect also bestows a +4 bonus to all saving throws against magically summoned or controlled bugs.

Buoyancy: This effect prevents the user from sinking unless the stated encumbrancy is exceeded. This power does not, however, give the user the ability to move freely through unstable terrain (water, mud, quicksand, and the like). The user may also cause any item or items touched to share the buoyancy, thus supporting a sailing vessel that would otherwise sink. If the user begins to sink, he or she may release items held to attempt to reduce encumbrance.

Burrowing: The user may quickly dig through earthen material with bare hands. Movement through loose earth or sand is 60 feet per round; through dense hard-packed earth, 30 feet per round; and through solid rock, 10 feet per round. Metal cannot be penetrated. A tunnel will remain open after the burrowing.

Calm Others: The user may affect up to 40 Hit Dice of creatures within 120

feet with this magical calm. No saving throw applies; the DM makes an immediate Monster Reaction roll for the creatures with the usual 2d6 but applying a +4 bonus to the roll.

Change Odors: The user may cause the odors in the volume of a 30-foot cube to change to whatever scent(s) are desired. Poison cannot be created or negated by this change, but the scent of poisonous vapors can be made more pleasant. The change is permanent, but if cast on a volume of air above ground the odor will dissipate (in 1d6 turns on a still day, in 1d6 rounds on a windy day).

Change Tastes: The user may cause the tastes of a quantity of food or liquid to change to any taste desired. Poison cannot be created or neutralized by this change, although its favor may be masked. The change is permanent and can affect up to 20 cubic feet of edible material.

Choose Best Option: The user may think of two or more possible actions at a decision point, and ask the artifact (i.e., the DM) to choose the one which will probably be best for the user. The answer is revealed telepathically. The user may define "best" in terms of a goal, such as safety, speed, and so forth. Without a specific definition, the artifact will interpret "best" as being most likely to achieve or further its own purpose. The artifact will only consider possibilities up to 1 turn in the future, utterly ignoring possible consequences beyond that point. The artifact never reveals details, nor can it volunteer options on points not specifically presented to it.

Climb Walls: See **Thief Ability** below.

Communication: With Lesser Communication, the user may concentrate on one individual—the artifact's creator or another being designated by that Immortal at the time of its creation. With Greater Communication, the user may concentrate on any one living or undead creature. In either case, when the concentration is attempted, that individual is instantly aware of desire for communication. The individual may accept or deny the contact. If accepted, the user and the individual may converse telepathically for up to 1 turn, regardless of their locations, and even if on different planes of existence (but not in different dimensions). If the target creature rejects the contact, the user is thereafter unable to make such contact with that individual for 24 hours. The point cost applies per hour, not per attempt.

Container: An artifact with this power cannot have *life trapping* or *shelter* powers. The artifact will act similarly to a *bag of holding*. However, the artifact also can store any object in the possession of the user when a command is spoken, teleporting the object into the artifact. This power does not work on any living creatures, nor on another artifact, nor on any item being touched or held by a living being. The containment power lasts for 6 hours but may be extended at the cost of more TP. Any or all items stored may be released on command of the user and only the user. All items contained when the duration expires are instantly disintegrated (no saving throw).

Control (Animal, Dragon, Giant, Human, Plant, Undead): These effects are similar to those of the potions of the same names, but the duration is 20 turns, and duration begins when the user first tries to control a victim, not when the control takes effect. The user must see the victims to control their actions. Controlled creatures cannot be forced to kill themselves. The user cannot fight or cast spells while controlling others but may move at up to half normal rate. Each victim may make a Saving Throw vs. Spells to avoid the control, but the user may repeat the attempt once per round until the effect's duration ends. Limits:

Animals: Up to 40 Hit Dice (20 individuals) of normal or giant-sized animals; fantastic and magical creatures (e.g., hippogriffs) are immune to the effect.

Giants: One type only; up to 4 giants.

Humans: Affects up to 40 Hit Dice (20 individuals); those with 7 HD or more are immune.

Plants: All plants in a 30′ × 30′ area.

Undead, Lesser: Up to 20 Hit Dice (10 individuals) of 9 HD or less.

Undead, Greater: Any undead; up to 40 Hit Dice (20 individuals).

Immortals may not be controlled by artifacts.

Create Magical Aura: The user may cause any creature and object to "test positive" when a *detect magic* spell is cast upon it. Anything up to a volume of 40 cubic feet can be affected.

Create Normal Objects: The user may create one normal, non-magical, non-living object that has a weight of 1,000 cn or less. The user must have know what an object is like in order to create it—i.e., someone who didn't know what a short sword was could not create one with this power. All objects created are permanent, unless the DM rules otherwise (for example, he or she might rule that gems or gold pieces created with this power would vanish after 24 hours).

Defending: This power is only placed on melee weapons with magical attack bonuses. At the beginning of each round the wielder of such an artifact-weapon can choose to use the bonus to improve his or her chances to hit and the amount of damage done OR the bonus can be applied to improve his or her Armor Class instead.

De-Power: This power is very, very rare, and only occurs in artifacts created by the joint effort of five Hierarchs, one from each Sphere; such as artifact also requires the willing participation of one Hierarch from each Sphere to activate this power. Once it is fully activated, any Immortal who touches the artifact will lose 100 Power Points per round, no saving throw. Such artifacts are usually housed in Pandius, City of the Immortals, and are only used to punish Immortals who have flagrantly violated Immortal laws—for example, by appearing on the Prime Plane in Manifestation Form to slay mortals serving other Spheres or by deliberately killing another Immortal on his or her Home Plane.

Detect New Construction: This effect is similar to the ability possessed by all dwarves but has a success rate of 100%. The user may detect all signs of new construction within 100 square feet in 1 round.

Detect Slopes: It is similar to the ability possessed by all dwarves but has a success rate of 100%. The user may detect all sloping surfaces within 100 square feet in 1 round.

Disarm Attack: This power allows the artifact's wielder to use the Fighter Combat Option "Disarm" maneuver (see **D&D® Rules Cyclopedia** pages 104-105), regardless of his or her character class.

Dodge Any Missiles: This effect allows the user to dodge any missile attack, including those from missile weapons, thrown weapons, missiles fired by siege engines, and even *magic missile* spells. The user may make a Saving Throw vs.

Wands to dodge any successful missile attack. A maximum of 6 missiles per round can be dodged; if more than six missiles will hit the user in a round, the user may choose the missiles he or she wishes to dodge. Once the user dodges, he or she can take no further actions that round.

Dodge Directional Attacks: If attacked with any missile, ray, beam, or cone-shaped attack (including breath weapons), the user may dodge the attack (taking no damage) by making a successful Saving Throw vs. Wands. A maximum of one missile or effect per round can be dodged. If dodging is physically impossible in the situation, the character can still make a normal saving throw, if applicable, for reduced damage.

Dodge Normal Missiles: This effect allows the user to dodge any missile or thrown weapons; a successful Saving Throw vs. Wands means he or she has dodged the oncoming missile. A maximum of 6 missiles can be dodged per round; if more than six missiles will hit the user in a round, the user may choose the missiles he or she wishes to dodge. Once the user dodges, he or she can take no further actions that round.

Draining: This power is activated with a command word; the victim must be touching the artifact for the power to work—for example, a weapon-artifact possessing this power would have to score a successful hit. Each use drains the victim of the indicated number of experience levels or Hit Dice, just as would a successful attack by a vampire or wight. However, a victim killed by this power is simply dead; he or she will not come back as one of the undead. Immortal victims of such an attack do not lose HD or levels but merely TP points.

Elasticity: This effect is similar to the potion of the same name. The user may stretch his or her body to any form up to 30 feet long or 1 inch thick. The user can attack while stretched but cannot cast spells. While the effect lasts, he or she takes only half damage from blunt weapons (boulders, maces, etc.).

Electricity: Upon activating this power, the bearer of the artifact becomes charged with magical electrical force. If the user hits or is hit by an opponent in melee combat while so charged, that opponent receives 6d6 points of electrical damage as the electricity running through the artifact-bearer's body discharges into the attacker. The victim can attempt a Saving Throw vs. Spells for half damage. Once the discharge has occurred, the artifact's bearer must activate the power again (i.e., expend more TP) to become recharged. Note that non-conducting weapons—for example, a wooden staff—would insult the victim from this effect.

Extinguishing: When the command word is invoked, this artifact can douse a normal fire of up to a 1,000′ × 1,000′ area; it has no effect against magical blazes. If the artifact is also a weapon, any magical bonuses to hit and damage are doubled when the power is invoked if the weapon is currently being used against a fire-using creature (such as a red dragon or fire elemental). If the weapon is a missile fire device, the doubling applies to all missiles fired from the weapon instead of to the weapon itself.

Find Secret Doors: The user will automatically find any secret doors present when searching an area.

Find Traps: See **Thief Ability** below.

Fire Breath: The user may exhale a breath weapon of fire in a cone up to 30 feet long and 10 feet across, inflicting the equivalent of one-half of his or her current hit points in damage to anyone within range; however, this damage cannot exceed 70 points. Each victim may make a Saving Throw vs. Dragon Breath to take half damage. The TP cost is applied per breath.

Flaming: This power is only given to weapon artifacts. When the power is invoked, the point or edge of the weapon blazes with flames. The flames will not harm the weapon or the user, but they add a +2 attack and damage bonus against hippogriffs, pegasi, rocs, and trolls, and a +3 bonus against treants and undead monsters. The flame may also be used to light a torch, lantern, or other flammable item. If a missile fire device has this power, it is the missiles which blaze with flame and receive the attack and damage bonus.

Flying: This power is only given to artifact weapons. When the power is activated, the artifact will listen to the instructions of the wielder and obey them as best it can; it only understands commands which order it to attack a foe within sight. It will fly at a rate of 240′ (80′) toward a specified foe until within range, attack for the number of rounds its wielder instructed, and then will return to its owner. If it can attack from where it is, it will do so, attacking for the number of rounds specified.

Gaseous Form: This power enables the user to turn himself or herself gaseous, along with all the equipment he or she is carrying; only concentration and expenditure of the requisite TP is required for activation. While gaseous, the user may move 360 feet per turn. The effect lasts for 3 turns and cannot end sooner except by *dispel magic*. It can, however, be extended indefinitely simply by continuing to spend the necessary TP.

Hear Noise: See **Thief Ability** below.

Hide in Shadows: See **Thief Ability** below.

Hit Points Bonus: A wielder of an artifact who invokes this power immediately gains the stated number of extra hit points for each Hit Die he or she possesses. Any damage to the user after that is subtracted from the additional hit points first; only after they are all gone will any real damage be inflicted. This effect lasts for 1 turn or until the recipient has taken enough damage to negate the bonus hit points, whichever comes first.

Ice Breath: The user may exhale a breath weapon of icy cold in a cone up to 30 feet long and 10 feet across, inflicting the equivalent of half his or her current hit point total in damage on any victim within range, up to a maximum of 70 points of damage. Each victim may make a Saving Throw vs. Dragon Breath to take half damage. Each breath requires another expenditure of TP.

Immortal Life-Trapping: This power is similar to the power found in *mirrors of life-trapping* but is actually capable of holding an Immortal. An artifact with this power cannot have **container** or **shelter** powers. If the user touches a mortal creature with the artifact while saying the proper command word, the victim must make a Saving Throw vs. Spells or be sucked into the artifact, along with all of his or her equipment. An Immortal cannot be drawn into the artifact if he or she does not wish it, but given the choice of voluntarily entering the artifact-prison or suffering some more terrible fate, most choose the former.

The artifact can store only one creature; if one is already being held, it is ejected and replaced by the new victim. A mortal victim will not age and cannot

die while within the artifact, nor can he or she escape until replaced by someone else. The victim can be seen in the artifact's surface and can speak to people within 30' or, if he or she chooses, can retreat within the artifact and refuse any communication.

Immune to Aging: The user is immune to any attack form that causes aging or withering for the duration.

Immune to Breath Weapons: The user cannot be affected by any type of breath weapon for the duration.

Immune to Disease: The recipient cannot be diseased by any means for the duration.

Immune to Energy Drain: The recipient cannot lose levels, Hit Dice, or Temporary Power due to energy drain for the duration. Physical damage from such attacks (if any) is handled normally.

Immune to Paralysis: The recipient is immune to all forms of paralysis, including *hold person* spells, for the duration.

Immune to Poison: Poison cannot enter the user's system for the duration, preventing him or her from taking damage or being slain by poisons of any sort, whether natural or magical.

Inertia Control: The user may command any object he or she touches to "stop." The item commanded then stops, wherever it is, and cannot be moved by any means, even a *wish*. A second command releases the stopped object. If the object is in motion when stopped, it resumes its motion (with full previous speed and momentum) the instant it is released.

Leap: The user may magically leap up to the maximum range given. If he or she attacks an opponent at the conclusion of the leap, the given bonus applies to the attack roll.

Lie Detection: The user may concentrate on one creature within 120 feet, and can sense whether that creature is intentionally lying or attempting to mislead somebody (not necessarily the user). This power does not work against Immortals.

Life-Trapping: An artifact with this power cannot have **container** or **shelter** powers. If a creature touches the artifact while the user says the proper command word, the victim must make a Saving Throw vs. Spells or be sucked into the artifact, complete with equipment. The artifact can store only one creature; if one is already within, it is ejected and replaced by the new victim. The victim will not age for as long as the entrapment lasts. The victim cannot be seen or heard, but *telepathy* or *ESP* can make communication possible. Immortals are unaffected by this power.

Luck: This effect is similar to that of the potion of the same name. The player of the character using the artifact may choose the result of any one action of event he or she would normally have to roll for. Other players' rolls cannot be affected, nor can rolls made by the DM, and a roll already made cannot be changed. Each use of the power lasts for 1 turn or until the substitution is made.

Mapmaking: The artifact controls the user's hands to draw a map which will cover all designated areas within 60 feet. All physical features (including secret doors) are noted on the map, but not furniture, magical effects, creatures, or treasure.

Memorize Bonus Spell Levels: If he or she is a spellcaster, the user may activate this power to gain the stated number of additional spells for each spell level he or she is capable of casting. For example, if the user is a 5th level magic-user who can cast 1st, 2nd, and 3rd level spells, an artifact with **Memorize +2 Bonus Spell Levels** gives him or her 2 extra 1st, 2 extra 2nd, and 2 extra 3rd level spells. The spellcaster can only memorize spells which he or she already has access to (via spell book, scrolls, etc.).

Merging: This effect is similar to that of the potion of the same name. A maximum of 7 other creatures can, with the permission of the user, merge their forms with that of the user. They may emerge and re-merge as often as the user will permit.

Move Silently: See **Thief Ability** below.

Parry: This power gives the character the ability to use the Fighter Combat Options "Parry" maneuver, regardless of his or her character class.

Pick Pockets: See **Thief Ability** below.

Plane Travel: The user and all of the equipment he or she is carrying may move from one plane of existence to any adjacent plane. No other creature can be affected.

Poison Gas Breath: The user may exhale a breath weapon of poison gas in a cloud up to a 20 feet square. Each victim within the cloud must make a Saving Throw vs. Dragon Breath or die. The user is not affected by the cloud. The cloud remains in place for 3 full rounds unless moved or dispersed by magical wind. The TP cost is used for each breath. This power does not affect Immortals.

Protection From All Creatures: The user cannot be physically touched by any creature. Claw and bite attacks are completely blocked. The power does not provide protection against missile weapons, spells, or other attacks not involving direct contact. Immortals are not affected by this power.

Protection From Magical Detection: The user and all items he or she carries cannot be detected by magical means and will not glow in response to a *detect magic* spell.

Protection From Many Creatures: The effect is identical to **protection from all creatures**, except that it only blocks the attacks of creatures of 10 Hit Dice or less. Immortals are not affected by this power.

Protection From Most Creatures: This effect is identical to **protection from all creatures**, except that it only blocks the attacks of creatures of 15 Hit Dice or less. Immortals are not affected by this power.

Protection From Some Creatures: This effect is identical to **protection from all creatures**, except that it only blocks the attacks of creatures of 5 Hit Dice or less. Immortals are not affected by this power.

Reflection: Once this power is activated, any *light* or *continual light* spells cast at the user are automatically reflected back at the caster, who must make a Saving Throw vs. Spells or be temporarily blinded. The item will reflect any number of such attacks during the duration of the power. In addition, if the power is active while the user is in combat against a creature with a gaze attack (such as a medusa), the chances of gaze reflection are the same as if the user were holding a mirror. However, once the artifact reflects a gaze attack, the power turns off, requiring the expenditure of more TP to turn it on again.

Regeneration: Activating this power causes the user to regain lost hit points at the rate of 3 points per round for one turn. The regeneration cannot be used to revive a victim who is already dead.

Remove Traps: See **Thief Ability** below.

Repair Normal Objects: The user may permanently repair all scars and damage in one or more normal items, restoring them to new condition. Pieces broken off

an item must be held to their original positions to be restored. Any number of items weighing a total of up to 1,000 cn can be repaired, but an item larger than 1,000 cn cannot be affected. The repair does not remain magical, and so it cannot be unmade by *dispel magic* spells.

Repair Temporary Magical Object: The user may permanently repair all scars and damage (including complete breaks) in any one temporary magical item, such as a wand partially damaged by acid or fire. Pieces broken off an item must be held to their original positions to be restored. This power cannot affect a permanent item, such as a magical sword or shield.

Repair Permanent Magical Object: This power is identical to **repair temporary magical item**, except that any magical item made by a mortal can be repaired. The repair is permanent. This power will not repair artifacts.

Rulership: If the user carries the artifact throughout his or her dominion, it adds a bonus to all Confidence checks, based on the percentage of residents seeing it:

1-50%	+10
51-75%	+20
76-90%	+30
91-99%	+40
100%	+50

The power cost applies for one dominion.

Saving Throws Bonus: The user gains the given bonus to all saving throw rolls. Despite this bonus, an unmodified roll of 1 always indicates failure. Immortals can benefit from this power.

Security: This effect is similar to that of the *pouch of security.* The user may protect up to 5 items owned with a trap. If any trapped item is removed from the user's possession without permission, the item screams "I am being stolen!" repeatedly for 1 hour. Its cries can be heard to 120'. The user may silence the cries on command.

Set Normal Trap: If the proper materials are available, the user may set one small, normal trap of a type removable by a thief. Three types of traps may be set: traps that cause one to six dice of damage, traps that entangle a victim, and combination traps that entangle and cause one to three dice of damage. If a percentage is given for this ability, that is the chance that the trap will function as intended. If it malfunctions, it cannot be triggered and can be removed by any thief (no roll required).

Shelter: An artifact with this power cannot also have **container** or **life trapping** powers. The user may enter and depart from the artifact as often as desired. While within it, the user needs no sustenance and does not age. The effect is similar to **life trapping** but remains under the complete control of the user, who may use the shelter as a place to hide, sleep, or simply meditate. The artifact can only contain one creature (the user), and no other power can force entry. The Temporary Power cost activates the shelter feature for 24 hours. If the duration ends while the artifact is occupied, the user is ejected, but the power may be extended at any time (even while occupied) with cumulative effect by spending the requisite number of TP. An Immortal cannot enter such an artifact except in Mortal Identity.

Size Control: The user may shrink or enlarge to any size from 3 inches to 18 feet tall, along with all equipment carried, as often as desired. Treat this the same as the rules for changing monster size on pages 214-215 of the **D&D® Rules Cyclopedia**). Modifiers to hit points per HD, attack rolls, damage, saving throws, and AC will range all the way from −6 to −1 (if smaller) to +1 to +6 (if larger).

Slicing: This power is only placed on artifacts which are edged weapons. While this power is activated, an attack roll of 19 or 20 (counting the artifact's attack bonuses but no other adjustments) with the artifact-weapon forces the victim to make a Saving Throw vs. Death Ray or be struck dead with one blow, instantly reduced to 0 hit points. If the saving throw is successful, the victim still takes triple normal damage from the blow. When used against constructs or undead creatures, the roll must be a *natural* 19 or 20 (not even counting weapon bonuses) for the slicing power to activate. When used against Immortals, the power requires a natural 19 or 20 to function and simply does double normal damage for the blow.

Smash Attack: This power allows the character to use the Fighter Combat Option "Smash" maneuver, regardless of the character's character class.

Spell Damage Bonus: This effect adds a bonus per die of damage caused by an attack spell.

Spell Generation: This power activates itself on any day when the Immortal creator of the artifact fails to provide spells to his or her clerics; this power performs that function instead. It also allows the artifact's current "owner," if a spellcaster, to memorize one additional spell at each spell level he or she already knows.

Thief Ability (Climb Walls, Find Traps, Hear Noise, Hide in Shadow, Move Silently, Open Locks, Pick Pockets, or Remove Traps): Each of these powers is identical to the standard thief ability. The user may activate the power and use it as if a thief for the given duration of the effect.

Climb Walls applies to any steep surface, such as a sheer cliff, corridor wall, and so forth. The chance is checked once for every 100' of climbing. The rate of climbing is 2 to 20 feet per round, varying because of the sheerness of the surface, available niches and cracks, etc.

Find Traps, if successful, reveals both normal and magical traps.

Hear Noise: If the attempt succeeds, the user can pick out individual voices or sounds up to 120 feet away; half that if there is an intervening barrier like a door or curtain.

Hide in Shadow always seems successful but only the DM knows for sure. The user may move while remaining in shadow but cannot remain hidden while attacking.

Move Silently always seems successful, to the individual, but only the DM knows for sure.

Open Locks may only be tried once per lock, but no Thieves' Tools are needed. Specially difficult locks may reduce the chance of success by 10-50%.

Pick Pockets: Note that each level or Hit Die of the victim means a −5% reduction in the chance of successfully picking his or her pockets.

Remove Traps: If failure is indicated, the trap is triggered.

Timekeeping: The artifact may be told to "mark" and will keep perfect time from that point for up to 24 hours. The user may thereafter ask for the time and will become magically aware of the exact length of time that has passed since the

mark. The artifact can keep track of up to three separate "marks" simultaneously. The Power cost applies for each mark.

Tracking: The user may follow tracks of any one creature made within the last 24 hours. Different percentage chances of success are given for outdoor and indoor settings. The chance of success should be checked every 1/2 mile of tracking outdoors or every 240 feet of tracking indoors. This magical tracking is unaffected by weather, obstacles, or any deliberate obscurement of the traces.

Treasure Finding: The user may concentrate and sense the direction of the largest (but not necessarily the most valuable) treasure within 400 feet.

Tree Movement: The user may swing through the trees, as if an agile monkey, at full normal rate (modified by encumbrance).

Turn Undead: This is identical to the standard cleric ability. Once activated, the power lasts for the listed duration. Once its duration lapses, it can be activated again for the same TP cost.

Turn Undead Bonus: If the user can turn undead monsters by any means, a bonus applies to both the initial die roll (if any) and to the number of Hit Dice turned or destroyed if the attempt succeeds. These bonuses do not change "T" or "D" results, though they do allow the results to affect more undead.

Victory: This effect is identical to that of a *rod of victory* and should only be used in campaigns which make use of the War Machine mass combat rules described on pages 117-122 of the **D&D® Rules Cyclopedia**. The user is lucky in war, gaining the following modifiers to his or her War Machine mass combat rolls. The artifact power may be expended only once per battle, producing the following effects:

1. +25 bonus to the Combat Results roll.
2. When using the Combat Results Table, if the difference in totals is 101 or more in favor of the user's opponents, use the result for "91-100," limiting the number of casualties.

Weapon Damage Bonus: The user adds the number given to the damage inflicted by any weapon he or she uses during the following turn.

Weapon Strength Bonus: The user adds the number given to the weapon strength (magical plusses) of any weapon he or she uses during the following turn. Thus normal non-magical weapons can become temporarily enchanted, with increased chances to hit as well as inflicting more damage per blow.

Web Movement: The user may move through webs as if a spider at full normal rate (modified by encumbrance). Webs will not stick to the user or any items he or she carries.

X-Ray Vision: This effect may only be used once per hour at most. The user may see through any material except metal to a range of 30 feet. The user may examine up to 400 square feet in 1 turn.

Activation

When an Immortal creates an artifact, he or she must decide how its powers are activated. Anyone who knows this means of activation can use the power. Each power which requires activation must have its own means of activation.

Typical means of activation include command words, series of gestures, or manipulation of parts of the artifact.

For example:

A warlike Immortal creates a sword which will fly about and attack foes on its own. He's not a very clever fellow, so he comes up with an activation technique he cannot forget. He names his sword Silvertooth and chooses for the power to activate when he points the sword at his enemy and calls out, "Silvertooth, bury yourself in my foe!"

An Immortal who was a musician in mortal life creates an artifact whose Vessel is that of a musical instrument. Each power in the artifact is activated by playing a certain set of notes. An ancient symphony dedicated to that Immortal contains all the power-activating measures, but even once mortal characters can figured this out it will still be a lengthy process to discover exactly which measures activate the desired powers.

Manifestation

Some of the powers wielded by an artifact obviously come from the artifact; others appear to come from the wielder. The Immortal creator of the artifact decides which is which.

For example, with an artifact which produces *fireballs*, the wielder might have to point the artifact and the *fireball* would then fire directly from it like a roman candle. Alternatively, the wielder could just hold the artifact or keep it in his or her possession and the *fireball* might shoot from a pointed finger or out of his or her mouth.

Adverse Effects

Artifacts are too potent for mortals to use without suffering adverse effects (Handicaps and Penalties). Immortals do not suffer these effects, since they are used to handling Immortal-level magics on a day-to-day basis. However, the presence of such great power in an artifact, as well as Entropic material, guarantees that mortal users will not be unchanged when they use artifacts.

The number of adverse effects an artifact has is based on its Magnitude. The more power the artifact possesses, the more dangerous it will be to mortals who attempt to wield it. In each case, the adverse effects will somehow be related to its other powers, its creator's Sphere, and the purpose for which it was created.

No saving throws apply unless noted in the description. Remember that Handicaps are permanent effects (which gradually wear off once the wielder has abandoned the artifact), while Penalties are short-term effects which can be dispelled.

Whenever an effect specifies a change of the user's mental state (including new desires, mental aberrations, or even possession by another being), the DM should privately explain the situation to the player of the affected character. If the player is unable or unwilling to play the character in his or her new condition, that character then becomes an NPC (temporarily or permanently, as needed) under the DM's control.

The adverse effects in the lists which follow are merely suggestions; DMs and players of Immortal characters should use them as guidelines for coming up with similar Penalties and Handicaps of their own. Each effect listed here can be modified by the addition of more specific details. For example, a penalty to attack rolls might only apply when the character uses a specific type of weapon. A spell loss or modification might apply only to one spell or a type of spell. A loss of spell levels might mean any spells, 1st level spells only, defensive spells, and so forth.

Another modification which can spice up a campaign is to have a Handicap or Penalty which it only triggered by a specific event. This in effect adds a *geas* to the artifact which can come in the form of a legendary warning never to use it in a certain way or some dire consequence will befall. Properly used, adverse effects can make artifacts both more interesting and, in the long run, more fun to use in the game.

Handicaps

Once a character no longer possesses an artifact, all Handicaps begin to wear off. The Handicaps vanish completely after a period of time defined by the magnitude of the artifact.

Minor Artifact	30 days
Lesser Artifact	60 days
Greater Artifact	120 days
Major Artifact	240 days

Handicaps wear off only if the artifact is abandoned or lost by the user. Note that most mortals lucky enough to find an artifact will be loathe to let it go, whatever adverse effects come with it.

The following adverse effects are suitable for use as Handicaps:

1d20	Type of Handicap
01-05	Doom
06-15	Lameness
16-35	Magic Error
36-60	Operating Costs
61-75	Recharging Costs
76-00	Sentience

Doom: (Major Artifact only): When Doom strikes, the character is temporarily removed from the game. He or she might be killed, transformed into an inanimate object, sent back in time, or whisked off to an Outer Plane. The character remains out of play until rescued. A *wish* will reveal to the other PCs what has happened to their ally, but it will require a major quest (such as a trip to the plane where he or she has been banished) to undo whatever Doom has befallen the character.

Doom may take many forms, but none are escapable. The character's body might or might not vanish in the process; the same applies to equipment. If the body remains, another life might occupy it, possibly at the same instant that Doom strikes the character. Such a life force might be peaceful, hostile, puzzled, sneaky, vengeful, or completely indifferent.

Lameness: The wielder loses the full use of one limb and either attacks as half level with that limb (if an arm) or moves at only half speed (if a leg).

Magic Error: A chance of error applies whenever the user casts a magical spell or uses any magical device requiring a command word. The chance of error may be from 10% to 80% (1d8 × 10%), varying according to the magnitude of the artifact. If magic error occurs, the memory of the spell or charge(s) from the device is lost. Either nothing or a spectacular misfire may occur.

Operating Costs: The user loses a percentage of all treasure owned, magically consumed by the artifact for power. The treasure (including magical items, dominion resources, etc.) cannot be recovered or protected. The percentage of assets destroyed may be as low as 1% or as high as 50%, and the costs may apply each time a specific power is used or merely once when the artifact is first acquired.

Recharging Costs: The artifact does not recharge itself automatically but must be "fed" a source of power. The power source could be a specific type of treasure or magical item, any treasure, one or more creatures, etc.

Sentience: The artifact contains an Immortal-like intelligence. The being revolts when a specified event occurs. It then either slays the user, takes over control of the user for 4d6 days, or takes the user away to serve it for a period of time.

Penalties

The standard chance that a Penalty will be activated is a percentage equal to the TP cost of whatever artifact power is being used at the time, minus 10%. For example, if one of an artifact's powers costs 50 TP per use, then its chance of activating a Penalty each time it is used is 40%.

Every use of the power requires a new check to see if a Penalty has been evoked by that use.

The following adverse effects are suitable for use as Penalties:

1d20	Type of Penalty
01-02	Die
03-10	Forgetfulness
11-15	Gaseous Form
16-20	Life Trap
21-30	Mania
31-40	Operational Error
41-55	Paranoia
56-65	Service
66-80	Spell Effect
81-90	Withdrawal
91-00	Wounded

Die: The user is immediately reduced to 0 hit points.

Forgetfulness: The user immediately forgets one or more spells previously memorized, as if they had been cast. The number of spells or spell levels affected varies by the magnitude of the artifact.

Gaseous Form: The user, but not his or her equipment, involuntarily assumes gaseous form and cannot perform any action but movement until restored to normal form.

Life Trap: The user is immediately sucked into the artifact, along with all equipment carried, and some other being (often extremely dangerous and hostile) is simultaneously released. The user cannot be freed until someone else discovers how to activate the Life Trapping (or triggers it accidentally).

Mania: The user becomes obsessed with doing something (such as eating ants or flying) or with going somewhere or seeing something and will pursue the

activity maniacally. The user will perform any actions necessary to allow him or her to complete the activity. Once the activity has been completed, the user returns to normal.

Operational Error: An artifact power fails wholly, or partially, or malfunctions during a power's use.

Paranoia: The user suddenly considers all those within 60 feet to be enemies and takes appropriate actions (attack, flight, surrender). If there is a good chance of defeating or destroying them immediately, the user will attack, not stopping until all these enemies surrender, flee, or die. If the user considers them too dangerous to attack immediately, he or she may retreat, relentlessly hunting the enemies at a later date. Only *dispel magic* or *cureall* can restore the user's proper mental state, though *charm* can obviously alleviate the condition for a time.

Service: The user suddenly imagines that he or she must immediately perform a given task for an Immortal, for some person (who is typically far away), or for himself or herself. The user might simply depart immediately or might try to recruit allies for assistance. This effect can only be ended if the task is completed, not by trying to convince the affected individual. *Remove quest* and *remove geas* will fail to remove the delusion.

Spell Effect: The artifact produces a spell effect directed at or near the user. This most common of Penalties can produce either a random or recurrent effect but should be dangerous in either case. The creation of the spell effect does not use any of the artifact's power points, being a mere side effect of its (presumably) improper operation.

If a saving throw normally applies to the spell effect, it should be allowed here as well, unless the artifact description specifies otherwise.

Withdrawal: The user immediately sits down and stops doing anything, refusing to recognize or react to any outside stimulus, even if life-threatening, for 2d10 days.

Wounded: Every time a specific power is used, the wielder loses 1d20 hit points temporarily or 1d8 hp permanently.

The following adverse effects are suitable for use as either as Handicaps *or* Penalties.

Remember that choices within a given range should be made on the basis of the magnitude of the artifact and that the way they are treated depends on whether they are taken as Handicaps or Penalties.

1d20	Type of Handicap or Penalty
01-05	Ability Score Penalty
06-08	Aging
09-10	Alignment Change
11-15	Anti-Magic 100%, 10′ Radius
16-20	Armor Class Penalty
21-25	Attack Roll Penalty
26-30	Attitude or Behavior Change
31-32	Body Part Change
33-35	Damage
36-40	Damage Penalty
41-43	Extra Damage from Blows
44-45	Extra Damage from Magic
46-47	Energy Drain
48-50	Ethereality Under Stress
51-55	Fumbling
56-60	Gas
61-65	Greed
66-70	Hit Points Penalty
71-75	Magic Destruction
76-80	Memory Penalty
81-85	Obsession
86-88	Polymorph
89-90	Range Penalty
91-93	Repel Others
94-95	Rot
96-97	Saving Throws Penalty
98	Size Change
99-00	Weak Magic

Ability Score Penalty: 1d6 of the user's ability scores drop by 1d6 points each.

Aging: The user, and possibly others nearby, age or become younger a random number of years (possibly a number corresponding in some way to the TP cost of the last power used).

Alignment Change: The user's alignment (and behavior) change in a manner that will benefit the artifact's purpose or Sphere.

Anti-Magic 100%, 10′ Radius: This will not deactivate the artifact, but it will negate any and all of its powers that are called forth. The Anti-Magic cannot be modified or stopped, even to receive cures or other beneficial magic effects, except by a *wish* or some interesting designated means (which could be anything from a bath in 35 degree water to incineration).

Armor Class Penalty: A penalty of 1 to 10 (1d10) places applies to the user's Armor Class.

Attack Roll Penalty: The user suffers a penalty of −1 to −10 (1d10) on all attack rolls.

Attitude or Behavior Change: The user becomes aggressive, cowardly, evangelistic, excessively honest or dishonest, intolerant, lazy, mischievous, noisy, nosy, overly tidy, peaceful, quarrelsome, rude, sloppy, standoffish, stingy, suspicious, talkative, or wasteful; his or her behavior changes *each time* one of the artifact's major powers is evoked.

Body Part Change: One or more parts of the user's body change in some way, either slowly or suddenly. The body part selected might be related to the artifact's powers or goals in some way; if so the change will occur upon use of a specific power. For example, an artifact with a *hear noise* power might cause the user's ears to grow larger.

Damage: The user, and possibly others, take damage, either generally or because of a specific attack form.

Damage Penalty: The user inflicts −2 to −12 points less whenever he or she strikes another (roll 2d6 and subtract the result from the attack damage). Any successful hit should inflict at least 1 point of damage.

Extra Damage From Blows: The user takes extra damage whenever he or she is physically struck. Alternately, only a specific type of attack might cause the extra damage.

Extra Damage From Magic: The user takes extra damage whenever he or she is damaged by a magical spell. Alternately, only a specific type of spell (fire, cold, electrical) might inflict the extra damage.

Energy Drain: The user loses 1d4 levels of experience or 10% to 60% of his or her current level.

Ethereality Under Stress: The user may become ethereal whenever he or she faces danger. If without means of plane traveling, the user is trapped until rescued, since the artifact does not normally accompany him or her into the ether. Ethereal creatures might be attracted to the new arrival.

Fumbling: A given chance of error (10% to 50%) applies whenever the user attacks, by either weapon or spell. If the error occurs, the DM handles the attack normally but when the results of the at-

tack are announced by the player, the DM reveals the fact that the attacker has struck himself or an ally. Normal saving throws still apply, if needed. Anyone who *charms* himself or herself thereby becomes very snobbish and egotistical until the *charm* wears off or is dispelled.

Gas: A cloud of gas issues forth from the artifact, filling a volume corresponding to the magnitude of the artifact (a 10′ cube, 20′ cube, ...). Each victim within the cloud must make a Saving Throw vs. Poison, possibly with a penalty (−1 to −12, by magnitude) or suffer the effects of the gas. The gas may be poisonous, damaging, paralyzing, energy draining, transforming, laughing, etc.

Greed: An NPC or fellow PC witnessing the artifact's operation is suddenly overcome with desire to possess it; he or she either attacks the user immediately or embarks on a long and devious scheme to get it from the character.

Hit Points Penalty: The user's hit points drop by −1 to −3 per Hit Die.

Magic Destruction: Except for the artifact, all magical items belonging to the user become permanently non-magical.

Memory Penalty: The user loses the ability to memorize certain spells, a given total of spell levels, or all spells of a given level. Spells already memorized are not affected.

Obsession: The user's mind becomes fixed upon a given fear (of magic, a monster type, a specific individual) or goal (reaching an objective, exterminating a monster or alignment type).

Polymorph: The user changes into a type of monster, either slowly or quickly. General characteristics of the monster are acquired before physical changes begin. For example, before turning into a frog, a user might develop an enjoyment of swimming, eating flies, making guttural noises, and the like.

Range Penalty: The user's spells or weapon attacks have a less effective range than normal.

Repel Others: The user slowly or quickly loses the friendship of all others, either because of some undetectable repulsion or because of a physical change.

Rot: One or more parts of the user's body becomes diseased, rotting and falling off unless the character is cured by some Immortal-level healing magic.

Saving Throws Penalty: The user suffers a penalty of −1 to −12 to one particular saving throw, or −1 to −6 to all saving throws.

Size Change: This effect is similar to the **Size Control** power except that the user cannot control its effects. The user may, at any time or when a power is used, shrink to a minimum size of 3 inches or grow to a maximum size of 18 feet.

Weak Magic: The user inflicts less damage (−1 to −3 per die rolled) whenever he or she casts a spell that damages another. Any such spell should inflict a minimum of 1 point per die rolled. Other attack spells might be weak enough to give the victims bonuses to their saving throws.

Other Notes

Here are some additional guidelines for artifact creation:

Expenditure of Power Points

An Immortal creating an artifact may not spend enough Power Points to lose an experience level.

Chance of Failure

Artifact creation is much more reliable for Immortals than mortal magical item creation is for mortal spellcasters. Artifact creation is automatically successful, so long as the Immortal invests the requisite number of Power Points.

Attacking and Destroying an Artifact

Artifacts possess a number of hit points equal to their total number of Power Points. Certain attacks can damage artifacts, but the specific means differs from artifact to artifact. Unless stated otherwise, all artifacts have an Armor Class of −20 against physical attacks and are thus *very* difficult to inflict damage upon.

Mortal Attacks on Artifacts

Only enchanted weapons with +5 bonus or greater may damage an artifact. All attacks against an artifact only cause the minimum amount of damage possible based on the attack.

Artifacts may be affected by mortal magic from 5th-level and higher spells only. They make saving throws as 36th level fighters.

Immortal Attacks on Artifacts

Immortal physical and magical attacks against artifacts do full damage to those artifacts.

Artifact Attacks on Artifacts

If an artifact is used to harm another artifact, it attacks as if it were a 40 Hit Die monster.

Damage to Artifacts

When an artifact is damaged it will defend itself, sensing which powers will be the most effective attack. If it cannot use attack powers, it will try to use movement powers to flee the attackers.

Once an artifact has lost 40% of its hit points, it begins to lose some of its powers, starting with those of lowest cost. Additional powers are lost for every additional 10% of damage it suffers.

When an artifact is 80% damaged or more, there is a 1 in 6 chance that its Immortal creator will recall it; this chance rises to 2 in 6 when damage reaches 90%.

Damage to an artifact may only be repaired by its Immortal creator. The creator repairs the damage by spending Temporary Power, 1 point for every point of damage the artifact has suffered. If the Immortal creator of an artifact is dead or long-missing, no other Immortal can repair the artifact.

If an artifact is reduced to 0 hit points, only the Vessel has been destroyed, banishing its Power back to its creator's Home Plane. Only those Power Points devoted to the creation of the Vessel (see page 87) are lost in the process. The Immortal who originally created it can, if he or she chooses, re-form the artifact by making a new Vessel for it, at the usual cost in permanent Power Points. Note that the new Vessel does not have to look anything like the old one.

Loss of hit points does not affect the ability of an artifact to recharge Temporary Power (Power and hit points are separate, though they both equal the total Power Points number).

Reducing an artifact to 0 hit points may bring a character the unwanted attention of the artifact's creator, who may attempt to exact a penance through subtle manipulations of NPCs. However, 80% of the time an Immortal creator will not be overly concerned about the damage to the artifact unless it seriously disrupts his or her plans or unless his or her attention is already directed at the character.

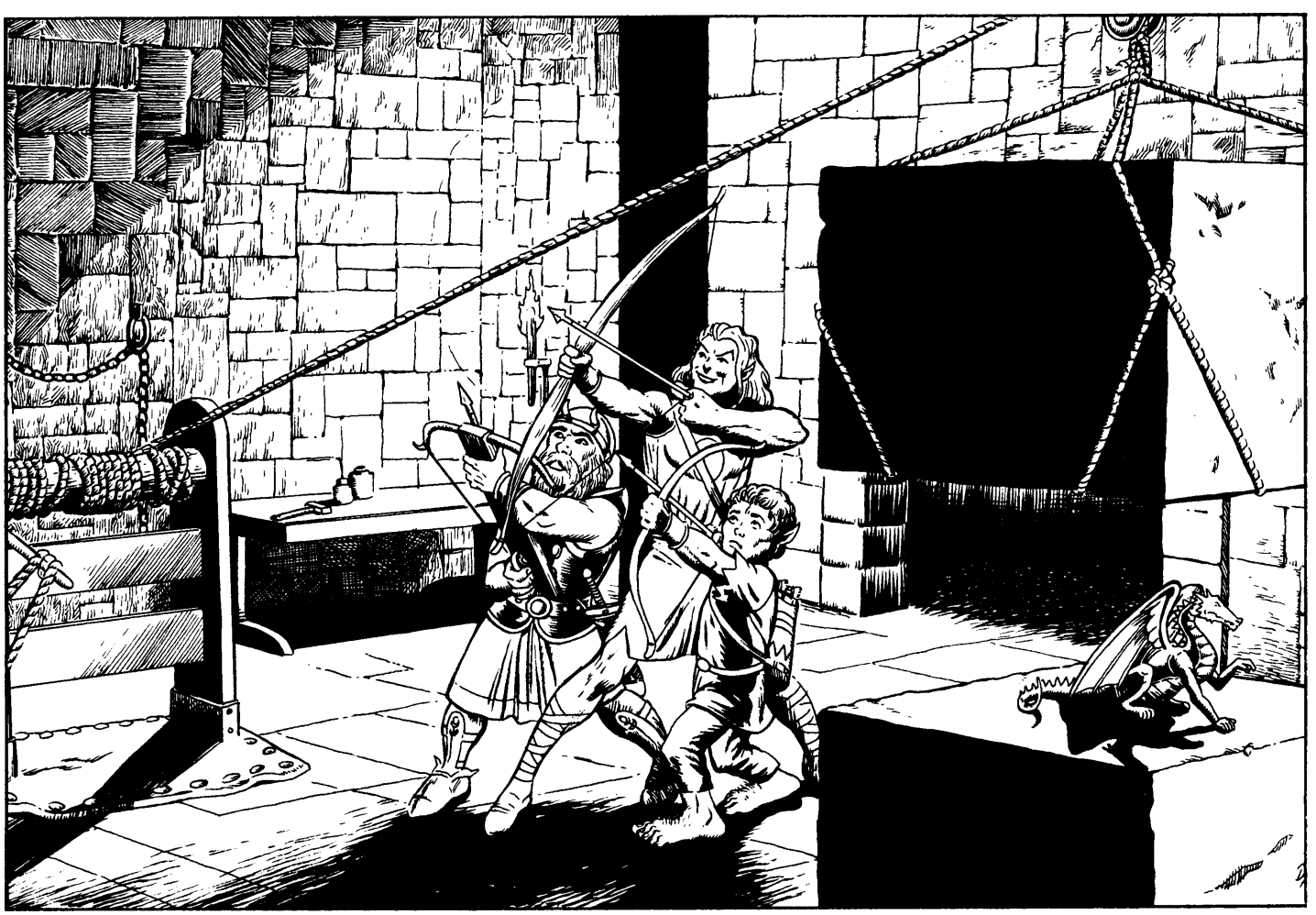
Destruction of an Artifact

At times characters may seek to permanently destroy an artifact. This is done to remove a dark artifact from the hands of evil, or to impress a specific Immortal, or to weaken a conflicting Sphere of Power.

To permanently destroy an artifact, a special method, unique to each artifact, must be employed. This method must be extremely difficult and require the use of legendary might—such as causing it to be devoured by an Immortal Dragon. It will typically require a lengthy quest or very extensive research into legends concerning the item to discover hints as to the correct method by which it may be destroyed.

An Immortal who wishes to destroy an artifact in his or her possession must study it carefully for a month, casting repeated *lore* spells upon it, to discover the desired information. Since an artifact cannot defend itself until it is attacked, it can rarely prevent its destruction at the hands of an Immortal. However, its Immortal creator would be sure to attempt to thwart the attempt if he or she learned the artifact was threatened. Likewise, if an artifact falls into the hands of mortals who seek to destroy it, its creator would probably attempt to have his or her own mortal agents retrieve and rescue the artifact if at all possible. If an artifact is permanently destroyed, the Immortal creator will become the destroyer's foe and may attempt to cause him or her ill through future plots.

However, another Immortal, especially one who benefits from the destruction of the artifact, may be petitioned to intervene on behalf of the destroyer. If he or she accepts the destroyer's petition, he or she will demand some great personal quest on the destroyer's part in return. If the DM allows a character to gain an Immortal's intervention in this manner, the Immortal who wanted to kill the character may now only send one catastrophe against the character. After that, the thwarted Immortal may not directly act against the destroyer to avenge his or her destroyed artifact.



This chapter features monsters which Immortals are likely to employ in their plots or encounter on their adventures.

New Monster Statistics

The monster descriptions which follow are similar to those given in the **D&D® Rules Cyclopedia**, except that they include the following additional monster statistics:

Sphere

If the monster belongs to a specific Sphere of Power, that Sphere will be noted here.

Status

Mortal: A monster which is Mortal is killed when its hit points are reduced to 0; its magic cannot affect Immortals; it naturally ages and will eventually die of old age, although the process may be very slow (depending on the species).

Exalted: A monster which is Exalted is also killed when its hit points are reduced to 0, but its magic *can* affect Immortals and it does not age. Exalted monsters do not have Aura Attacks; they can be affected normally by mortal attacks and spells (unless otherwise noted); and they cannot create artifacts or common magical items (again, unless otherwise noted). When a monster description says that a creature can only be affected by Immortal-level magic, that creature is also subject to the effects of Exalted Monster magic.

Immortal: A monster which is Immortal is not permanently killed when its hit points are reduced to 0. Instead, it is banished back to its Home Plane for a temporary exile. It can only be truly killed if it is reduced to 0 hit points on its Home Plane. Magic cast by Immortal monsters can affect Immortals; such creatures do not age.

Power Points

Many of the monsters listed here have Power Points just as do Immortals; such creatures often have other Immortal abilities as well.

Anti-Magic

Likewise, many of these monsters have Anti-Magic abilities which work just as does an Immortal's (see page 9 for details).

Hit Points

Many of these monsters, like the Immortals themselves, have hit point figures which are disproportionate to their Hit Dice totals. Therefore the monsters listed here given with hit point figures typical for that monster type.

Calculating Monster Experience

The experience for monsters in this chapter is calculated in the usual way, using the table from page 128 of the **D&D® Rules Cyclopedia**.

Exalted and Immortal monsters get asterisks beside their Hit Dice totals based on the following guidelines:

Anti-Magic: One asterisk regardless of percentage chance.

Immunities: Immune to mortal magic, one asterisk; immune to some classes of Immortal magic, another asterisk; immune to mortal physical attacks *or* takes minimum damage from mortal physical attacks, one asterisk; immune to mortal enchanted weapons, another asterisk.

Special Powers: One asterisk for each special power which is useful in combat.

Spell-Casting: Five asterisks if the creature can cast 9th level or Immortal level spells. If the creature can only cast a limited list of Immortal spells (usually *power attack, probe,* and *shield*), one asterisk.

Monster List

Baak

Sphere:	Matter
Status:	Exalted
Power Points:	5,000
Anti-Magic:	100%
Armor Class:	−15
Hit Dice:	100********
Hit Points:	1,000
Move:	By spell only
Attacks:	By spell only
Damage:	By spell only
No. Appearing:	1
Save As:	IM23
Morale:	12
Treasure Type:	None
Intelligence:	20
Alignment:	Lawful
XP Value:	196,775 (19 PP)

Type of Monster: Construct.

Description: Baaka are living guardian-objects created and used by the Immortals of the Sphere of Matter. They may be shaped as anything (walls, doors, chains, cages, etc.), so long as they have a volume of no more than one million cubic feet. They are made of reinforced diamond, so they are quite resistant to damage. A baak is always one single color; most are black.

Baaka have no natural movement abilities and do not think. However, like Immortals, they may spend Power Points to cast all mortal spells any number of times per day, and they have access to all Immortal spells, casting magic as though they were 36th-level spellcasters (thus, a baak's *fireball* will do 36 dice of damage). Like other constructs, they understand the words of and will obey the commands of their makers.

Baaka are completely immune to magic cast by mortals. They take only minimum damage from mortal weapons and attacks. They take damage normally from the spells and attacks of Immortals, but, like other constructs, are immune to the effects of poison and of spells which affect the mind (*charm, sleep, feeblemind,* and the like).

For each point of damage inflicted upon a baak, a diamond of 1,000 gp value is chipped loose. If the baak's hit points are reduced to half normal or fewer, the baak cures itself magically (employing a *cureall* spell for maximum effect).

Baaka are usually employed to guard treasures or secret passages; some are employed to hold prisoners. They are normally told to attack all creatures (except their creators) who approach within a specified range or those who demonstrate hostile intentions. Baaka can be ordered to drive off or capture intruders without hurting them rather than to kill them.

Where Found: Anywhere, but most

commonly in the Outer Planes frequented by Immortals.

Diabolus

Sphere:	None
Status:	Mortal
Power Points:	None
Anti-Magic:	100% vs. multiverse magic
Armor Class:	8 (base; see below)
Hit Dice:	1* to 9*
Move:	120' (40') (see below)
Attacks:	1 bite or weapon or tail
Damage:	1d6 or by weapon or 1d4 + special
No. Appearing:	Any
Save As:	Character class and level
Morale:	Any
Treasure Type:	Any
Intelligence:	3d6
Alignment:	Any (mostly Chaotic)
XP Value:	By class and level

Type of Monster: Humanoid.

Description: The diaboli are a humanoid race from the Nightmare Dimension. Diaboli adventurers discovered the multiverse several centuries ago; since then, many have explored the multiverse, and some have even colonized worlds in the Prime Plane.

Because they come from the Nightmare Dimension, they have for thousands of years been a vague, menacing image in the nightmares of humans, and so most humans react to them with fear and horror. But the reverse is true, too; diaboli have seen humans in their own nightmares and have a strong negative reaction to humans, elves, dwarves, and halflings. Fortunately, high-level adventurers tend to have seen much more of the multiverse than less-travelled humans, so high-level humans and diaboli are more likely to overcome their prejudices against each other's race.

Diaboli are similar in size to humans. They have well-muscled bodies and their skin is bright red and shiny. Their feet have split hooves like a pig's and their hands have only three fingers with an opposable thumb; the hands otherwise look very human. The pupils of their eyes are vertical slits similar to certain reptiles. They tend to have prominent noses. Their long, forked, snake-like tongues give them enhanced senses of smell, sound, and heat detection. Two small horns protrude from the top of their head, vestigial remains from early evolution. Each diabolus has a tail just slightly longer than its legs.

Diaboli come in at least three subraces, distinguished not by skin color but by hairiness. The *bare* diabolus is completely hairless. The *common* diabolus has hair like most humans, and males often wear beards as well. The *hirsute* diabolus also has thick, curly, goat-like hair over the lower half of its body.

Diaboli abilities are mostly identical to those of humans. Adventurous diaboli advance through the same character classes as those available to humans, have the same restrictions in those character classes, and gain exactly the same abilities as humans do from the classes.

Diaboli have a couple of abilities not found in humans: their bite and their tail. Their bite does 1d6 damage, much more punishing than a human's bite. Their tail-sting does 1d4 damage and injects a mild poison; if the victim fails a Saving Throw vs. Poison, he is paralyzed for 1d6 rounds. Diaboli are immune to this poison.

Diaboli are capable of wielding any weapon which humans can use, but their preferred weapon is the trident; in campaigns where Weapon Mastery is available, most diaboli will try to attain mastery of the trident (naturally, diabolus clerics, magic-users, and thieves cannot use tridents). Diaboli use the trident in combat just as humans do, but also have additional uses for it.

Diaboli can communicate with their tridents, twirling and positioning them in a complex code. All diaboli learn this code; it constitutes an extra language. In campaigns which use the optional General Skills rules, this code counts as an example of the Signalling skill.

Diaboli can also use their tridents to briefly increase their movement rate. By using both its tail and its trident, the diabolus can use a form of acrobatic cartwheel movement at double its running rate to 240' (80'). This maneuver requires concentration, and thus no other action is possible at the same time. Cartwheel movement incurs the same fatigue as running and can be maintained for 30 rounds at most.

Diaboli save as their character class and level, the same as humans do.

A diabolus' base Armor Class is 8, slightly better than a normal human's because of natural defensive skills. Diaboli wear various types of armor similar to human armor, and have an AC one point better than humans when wearing it. Diaboli are utterly unaffected by magical effects produced by mortal creatures from the multiverse; similarly, magic cast by diaboli does not affect creatures native to the multiverse. Consequently, a magic-user from the Known World could trade *fireballs* all day with a diabolus magic-user, and neither would take a single point of damage. This doesn't mean that clever use of magic is completely ineffective—for example, a magic-user could use a *telekinesis* spell to drop a boulder on a diabolus' head—merely that neither species can affect the other directly by spells.

Diaboli are cheerful, well-meaning creatures. As with most creatures from the Nightmare Dimension, they believe that Chaos is the natural disorder of all things, and they try to bring its joys to all who are receptive to such ideas. They do not generally force their beliefs on those who disagree with them.

Diabolic interrelations and culture are similar to humans' in many ways, strikingly different in others. They promote chaos, chance, and inspiration; they view order, laws, and disciplines as evil. A chaotic culture, they have time-honored customs which they vary whenever practicing them.

The diaboli have no set organizations or rulers but seem to manage quite well without them. They are an anarchist society where customs, a sense of fair play, and other practices keep their trade moving and their society functioning.

The diaboli have little interest in war or weaponry and follow a strict moral code of non-interference. Diabolus warriors tend to become fighters to protect their communities, to improve themselves, and out of a spirit of adventure; few like to kill for killing's sake. Their technological base is more primitive than humankind's, but their art forms, generosity, philosophy, and tolerance tend to exceed those of the human race.

Diabolus explorers have encountered humans on rare occasions, and vice versa; mutual horror was the usual result. Human legends have exaggerated these events, and the diaboli are thus much feared and maligned. Naturally, they tell similar horror stories about humans to their own young.

A very few diaboli have achieved Immortality to date (Harrow was the first). Since their chaotic nature makes them rebel against the normal Immortal hierarchy structure, some Immortals are unwilling to sponsor them. There are now diabolus Immortals within all of the five Spheres, but they are looked upon with suspicion in each.

In a mortal campaign, the DM may wish to allow players to create diabolus player characters. If so, he or she and the players will have to expand upon the history and homeworlds of the diaboli.

Where Found: Most commonly, in distant worlds in the Prime Plane colonized by diaboli; also, on the Nightmare Dimension equivalent of the Prime Plane's Known World, and wandering the multiverse just like human adventurers.

Draeden

Sphere:	Thought
Status:	Exalted
Power Points:	30 per HD (3,030-6,000)
Anti-Magic:	99%
Armor Class:	−20
Hit Dice:	101******* to 200*******
Hit Points:	505-1,000
Move:	18 miles (6 miles)
Attacks:	Up to 40 blows
Damage:	1d100 each
No. Appearing:	1
Save As:	Immortal of equivalent PP total
Morale:	11
Treasure Type:	Special
Intelligence:	100
Alignment:	Chaotic
XP Value:	176,500 (17 PP) to 376,500 (37 PP)

Type of Monster: Monster.

Description: Draedens are feared and respected by all who are aware of their existence.

A draeden's true (but rarely-seen) appearance is a cluster of 40 tubular strands, all symmetrically attached at a central node and fanning out in all direcitons. Each strand has a mouth at its end and contains a digestive passage leading to the central node. The node is spherical and ridged, suggesting in its shape the human brain; it is the equivalent of a stomach and contains several thousand boulders to aid digestion. These boulders range in size from 1-20 feet and are worn to perfect smoothness by constant grinding action and acidic fluids.

The draeden's intelligence resides throughout a neutral network that spans most of the form.

The creature's total length is about 1,000 feet per Hit Die; the width of the central node is about 10% of the total length. Therefore, a 101-HD draeden is about 19 miles from tip to tip, its central node is nearly two miles across, and each of its strands is 8 1/2 miles long. A 200-HD draeden will be nearly 38 miles from strand-tip to strand-tip, with a central node more than three and a half miles long and 17-mile-long strands stretching out on either side.

Each creature that sees a draeden must make a Saving Throw vs. Mental Attacks. If successful, the viewer sees the draeden's true form... which is bad enough. If the check is unsuccessful, the viewer imagines that he or she sees the biggest, deadliest, most invulnerable being ever. Immortals who fail their saving throws will see draeden as either blackballs or vast, powerful enemies from rival Spheres (usually the Sphere of Entropy). Mortals from the Prime Plane usually see them as vast, unconquerable dragons.

Draedens dislike matter. Whenever they encounter it, they try to eat it. Each round, the draeden may choose either to bite or swallow for each of its mouths, and thus may attack up to 40 different opponents at a time. Their tentacles are not flexible enough to stretch from one side of their bodies to the other, so no single opponent will receive more than 20 attacks at once.

A bite attack does 1d100 points of damage; a swallow only inflicts 1d10 initially, but the victim takes 1d100 each round thereafter from the monster's digestive fluids and internal grinding boulders. The draeden cannot swallow anything measuring over 1,000 feet in any dimension and will not knowingly swallow anything that might prove to be a danger if swallowed whole; they prefer to bite possible threats until those threats are very, very dead.

Like Immortals, draedens can spend Temporary Power to use the full suite of spells any number of times per day (casting spells as Immortals of an equivalent starting PP total); they can use all Immortal spells; they can communicate with any creature; and they recover TP and hit points at the same rate as Immortals.

Draedens have 99% Anti-Magic. That, plus their many other defenses, serve to protect them from most attack forms.

It is believed that draedens come from one of the millions of unexplored Outer Planes, but after centuries of exploring the Immortals have failed to discover this place.

Draedens are descendants of beings which existed before the current roster of Immortals came into existence; little is known of those beings, and the draeden don't discuss them. The exact population of draedens is unknown but thought to be at least 1,000. Draedens consider the entire multiverse to be their domain; they will not attack the Immortals to reassert their dominion but merely wait until Immortals are absent to assert themselves.

Draedens dislike all elemental material and the substance of the Ethereal and Astral Planes; this is why they eat anything smaller than planet-sized bodies that they come across. They prefer to wander the depths of perfect vacuum, especially those of the Prime Plane and numerous Outer Planes.

Draedens usually avoid Immortals and the places which interest them but sometimes attack sites important to the Immortals for no known reason. Many Immortals prefer to abandon their minor projects rather than have to face the mighty draeden. These attacks are quite rare: Draedens and Immortals generally avoid each other whenever possible.

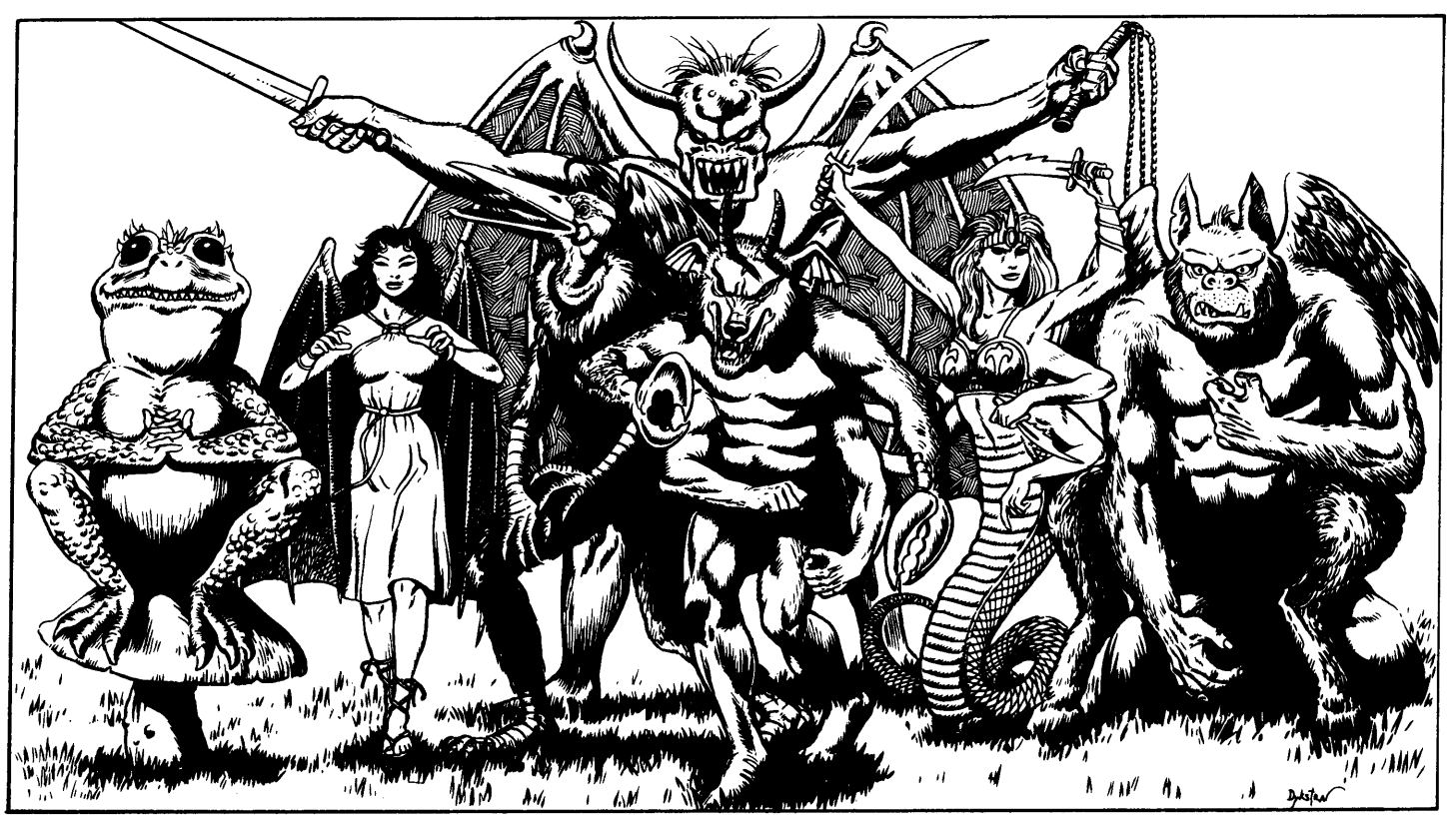
Draedens are extremely rare and almost always travel singly.

Where Found: Prime Plane, certain Outer Planes, but usually deep vacuum.

Fiends, Lesser

	Screaming	Croaking	Howling*	Groaning**	Hissing**	Roaring***	Whispering***
Sphere:	Entropy	Entropy	Entropy	Entropy	Entropy	Entropy	Entropy
Status:	Exalted	Exalted	Exalted	Exalted	Exalted	Exalted	Exalted
Power Points:	100	100	200	200	300	300	100
Anti-Magic:	25%	25%	25%	25%	25%	25%	25%
Armor Class:	0	0	0	0	0	0	0
Hit Dice:	10**********	13**********	16**********	19**********	22**********	25**********	10**********
Hit Points:	50	65	80	95	110	125	50
Move:	120'(40')	60'(20')	180'(60')	90'(30')	120'(40')	60'(20')	120' (40')
Flying:	180'(60')	60'(20')	60'(20')	120'(40')	150'(50')	180'(60')	
Attacks:	2 claws/ 2 talons/ 1 bite	2 claws/ 1 bite	2 pincers/ 2 horns/ 1 bite	2 claws/ 1 bite	1 tail/ 6 weapons	1 sword/ 1 whip	kiss
Damage:	1d4 (×2)/ 1d8 (×2)/ 1d6	1d3 (×2)/ 2d8+2	2d6 (×2)/ 1d8 (×2)/ 1d6	1d8 (×2)/ 2d4+poison	2d8/ by weapon	1d10/ 1d2 or special	1d4+energy drain
No. Appearing:	1 (1d3)	1 (1d3)	1 (1d3)	1 (1d3)	1 (1d2)	1 (1d2)	1 (1)
Save As:	IM1	IM1	IM1	IM1	IM1	IM1	IM1
Morale:	Special	Special	Special	Special	Special	Special	Special
Treasure Type:	B	C	D	E	F	G	I×2
Intelligence:	1d6+14	1d8+15	1d2+24	1d4+25	1d8+24	1d8+27	1d6+9
Alignment:	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic	Chaotic
XP Value:	8,500 (0 PP)	10,850 (1PP)	12,850 (1 PP)	17,750 (1 PP)	25,250 (2 PP)	33,500 (3 PP)	8,500 (0 PP)

* can only be hit by silver or magical weapons
** can only be hit by magical weapons
*** can only be hit by +2 or better magical weapons



Type of Monster: Planar Monster.

Description: The creatures described in this chapter are Lesser Fiends. Like the Greater Fiends—Immortals like Alphaks and Orcus—they are creatures of the Entropic Sphere, powerful enough to harm even Immortals. Yet unlike the Greater Fiends, Lesser Fiends are only Exalted beings and can be killed. Lesser Fiends were once evil mortal beings used as pawns by Entropic Immortals. These beings were useful, but just not ambitious or tough enough to be successful candidates for Immortality, so the Immortals transformed them into Lesser Fiends, a halfway step between mortality and Immortality. Like Immortals, Lesser Fiends can spend TP to obtain the ability to cast any spell any number of times per day; they cast magic as 36th level spellcasters. Lesser Fiends do not need to breathe, eat, or sleep. They are immune to energy drain, disease, aging, and Immortal-level *ESP* spells.

Lesser Fiends take damage when splashed by Holy Water at the rate of one point of damage per vial. This causes the Lesser Fiend become enraged and attack the individual who used the substance on him or her.

Entropic Immortals send Lesser Fiends to perform tasks for them—usually only one fiend at a time, one whose specific abilities appropriate to the task at hand. If no fiend with appropriate abilities is available, a group of three less-appropriate fiends may be dispatched.

Every Lesser Fiends has four special Powers selected from those described in Chapter Four: The Immortal Character Class, pages 67-70. Each of the major types of Lesser Fiend detailed below will have the same four Powers. All Fiends have the ability to Call Other and will not hesitate to call for help in bad situations.

Screaming Fiend: Also known as an Air Fiend or Winged Fury, this fiend is part bird and part man in form. It stands over 8′ tall on stork-like legs. It has powerful claws at the end of humanoid arms and talons at the end of its legs. It has large, feathered wings (30′ wingspan) and can fly quite fast. Its special Powers are Call Other (as an Initiate), Control Undead, Enhanced Reflexes, and Swoop. Screaming Fiends get 1d6+14 for their Strength, Intelligence, and Constitution ability scores, 1d20 for their Wisdom and Dexterity scores, and 1d8+2 for their Charisma scores.

Croaking Fiend: Also known as the Swamp Fiend and the Gobbler, this foul, slimy monster looks like a giant humanoid toad standing about 7′ tall. Like a toad, it can use its tongue to lash out against targets, hitting them as far as 10′ away. On a successful hit, it drags its victim into its jaws and bites for double damage. The Croaking Fiend does not like to use this ability except from surprise, since its tongue is much easier to hit (AC 5) than the rest of it. Its special Powers are Call Other (as an Initiate), Control Undead, Enhanced Reflexes, and Snap. Croaking Fiends get 1d8+15 for Strength, Intelligence, and Constitution, 1d20+2 for Wisdom and Dexterity, and 1d10+1 for Charisma.

Howling Fiend: Also called the Fiery Fiend or Four-Armed Horror, this bizarre fiend has a wolf's head with long, sharp horns, a large, muscular body, and normal human legs. It stands about 9′ tall. It has four arms: two long arms attached at its shoulders which end in crablike pincers and two smaller human arms emerging from its chest beneath the clawed arms. The small arms are used only in non-combat activities. The Howling Fiend uses magical fire effects whenever possible to hamper or damage opponents. It can produce a fearsome howl as described for the Howl special Power. Howling Fiends can be damaged by silvered or magical weapons, but not by normal ones. A Groaning Fiend can only be hit by magical weapons. Its special Powers are Call Other (as an Initiate), Control Undead, Enhanced Reflexes, and Howl. Howling Fiends get 1d2+24 for Strength, Intelligence, and Constitution, 1d20+6 for Wisdom and Dexterity, and 1d12+1 for Charisma.

Groaning Fiend: Also called the Forest Fiend or Biter, this is a tall humanoid with the torso and arms of an ape, the head of a boar or bat, and goat-like legs. It stands 10′ tall. Its favorite weapon is its Groan ability, a nightmarish resonant sound which causes its victims to shake uncontrollably (effectively paralyzed). Its special Powers are Call Other (as an Initiate), Control Undead, Enhanced Reflexes, and Groan. Groaning Fiends get 1d4+25 for Strength, Intelligence, and Constitution, 1d20+9 for Wisdom and Dexterity, and 1d12+2 for Charisma.

Hissing Fiend: Also known as the Water Fiend or Destroyer, this fiend has a six-armed female human torso (about 7′ tall) atop a 15′-long snake body. Each of its six arms may wield any one-handed weapon; most of these creatures like to use a wide variety of weapons, including two-handed weapons. The tail can squeeze for constriction damage, giving this fiend an impressive seven attacks per round. They often use *polymorph self* to take the form of female fighters to indulge their love of combat. Hissing Fiends are immune to normal and silvered weapons but can be hit by any magical weapon. Its special Powers are Call Other (as an Initiate), Control Undead, Enhanced Reflexes, and Spit Poison. Hissing Fiends get 1d8+24 for Strength, Intelligence, and Constitution, 1d20+12 for Wisdom and Dexterity, and 1d12+4 for Charisma.

Roaring Fiend: Also called the Mountain Fiend or Manslayer, this fearsome fanged fiend stands 12′ tall. Sharp horns protrude 1′ from each side of its head, and huge leather wings rise from its back. It is an intelligent and reasonable creature and rarely attacks by surprise, preferring to allow its victims a chance to surrender (it only accepts total, unconditional surrender). If the victim refuses to surrender, the fiend usually starts its attack with a Roar, then Summons its preferred weapons, a two-handed sword and a whip. The most favored or powerful of Roaring Fiends will wield artifact-level *two-handed sword of slicing +5, +10 vs. humans* and a *whip of draining +5, +10 vs. humans*; others will have weapons with lesser bonuses and perhaps no special abilities; especially wretched fiends might have weapons which are mortal-level magic. Roaring Fiends like to perch on high peaks or crags, both for tactical reasons and to assume a commanding position. They can speak quite convincingly and possess leadership and domination abilities; their great power and Charisma enable them to convince or force even the most rampant chaotics to cooperate. Roaring Fiends are immune to normal, silvered, and +1 mortal weapons. The Roaring Fiend's special Powers are Call Other (as an Initiate), Enhanced Reflexes, Roar, and Summon Weapons. Roaring Fiends get 1d8+27 for Strength, Intelligence, and Constitution, 1d20+15 for Wisdom, Dexterity, and Charisma.

Whispering Fiend: Also known as the

Charmer or Gray Deceiver, this fiend is never found with others of its kind, nor with Hissing Fiends. It prefers to act alone or as the companion of another powerful fiend. Its natural form is that of a human female with small horns and great bat-like wings (not attached to her arms). It is seldom seen in this form, preferring to use *polymorph self* to appear as an extremely seductive mortal, either male or female and of any race, as suits its goals. The Whispering Fiend seeks to convince its victim that it is good and innocent, sometimes pretending to be a captive. Rather than fighting for itself, it usually relies on a powerful companion or beguiled ally to do the fighting for it. It forced, however, it can be a formidable opponent on its own. A Whispering Fiend is immune to normal, silvered, and mortal +1 weapons. Its special Powers are Call Other (as an Initiate), Control Undead, Enhanced Reflexes, and Leech. Whispering Fiends get 1d6+9 for Strength, Intelligence, and Constitution, 1d8+7 for Wisdom and Dexterity, and 1d12+12 for Charisma.

A DM who wants to have other types of Lesser Fiends than those given above in his or her campaign has only to create his or her own, keeping in mind the reason why an Entropic Immortal might design such a servant and the powers he or she would be likely to give it.

Where Found: Anywhere.

Flicker

Sphere:	Energy
Status:	Exalted
Power Points:	100-1,000 (1d10×100)
Anti-Magic:	100% (0% vs. Sphere of Energy magics)
Armor Class:	9
Hit Dice:	9****
Hit Points:	9d8
Move:	36 miles (12 miles)
Attacks:	Special
Damage:	Special
No. Appearing:	1d4
Save As:	IM1
Morale:	9
Treasure Type:	Nil
Intelligence:	1d12+16
Alignment:	Chaotic
XP Value:	3,700 (0 PP)

Type of Monster: Planar Monster.

Description: A flicker is a being composed entirely of light energy. It looks like a strand of multi-colored light. The strand is only 1/4 inch in diameter, and is a number of feet long equal to the creature's Intelligence score (i.e., 17-28 feet).

One end of the light strand moves in a complex path within a small space (about 100 cubic feet), and the rest of the strand appears to follow the leading end's path. Movement may be very slow or extremely rapid. The flicker may choose to appear as a glowing symbol or as a written word.

The maximum movement rate of a flicker is 12 miles per round. Flickers usually choose to move much more slowly, at rates similar to those of other life forms, unless seriously threatened. They may accelerate to full speed instantly.

Flickers are intelligent, with minds similar to those of Immortals, and with Intelligence and Wisdom scores of 17 to 28 (1d12+16). They may use a few spells (*travel*, *power attack*, *probe*, and *shield*), but otherwise have no magical abilities. They recover spent Temporary Power at normal rates.

Flickers are completely immune to physical attacks and to magic cast by mortals; also, they are not affected by magic cast by Immortals of the Spheres of Matter, Time, Thought, and Entropy. However, they are affected by magic cast by Immortals of the Sphere of Energy.

For each full round that a flicker remains within a fire or a manifestation of raw energy, the flicker will heal one point of damage or regain one TP. Flickers do not regenerate hit points otherwise.

Flickers communicate with each other by the patterns formed by their movements. A flicker's mood is obvious: its patterns contain smooth, flowing lines when the flicker is happy or peaceful; the patterns become jagged and irregular as the flicker's excitement or irritation increases. Immortals can understand their form of communication and can communicate with them in Manifestation Form by manipulating their Auras. Anyone, mortal or Immortal, can understand a flicker's speech by casting the *read magic* spell.

Flickers began their existence in the Home Plane of an ancient Immortal of the Sphere of Energy. They evolved independently, eventually developing intelligence and learning to leave their own plane. Their existence is well-known to Immortals; the Immortals of most Spheres are glad to befriend them for the colors and beauty they provide. In fact, most Immortals tend to think of them as pets, which some flickers resent.

Flickers are an example of the kind of strange life-form which player-characters will encounter when exploring the multiverse. They are not dangerous (except when attacked, and then only to creatures with Power scores) and serve to make the places where they are found more interesting, colorful, and alien.

Where Found: Flickers are common in the Astral Plane and are often found in the Elemental Plane of Fire and in Outer Planes where the Sphere of Energy is dominant. They do not willingly enter other planes; they die immediately when entering other planes unless completely immersed in fire or raw energy.

Jumper

Sphere:	Time
Status:	Exalted
Power Points:	5 per Hit Die
Anti-Magic:	100% (0% vs. Sphere of Time magics)
Armor Class:	−7 (body) or −2 (arms)
Hit Dice:	11**** to 30****
Hit Points:	5 per Hit Die
Move:	450' (150')
Attacks:	12 arms (maximum 5 per target)
Damage:	2d6 each + special
No. Appearing:	1d8
Save As:	IM1
Morale:	8 (vs. Immortals) or 11
Treasure Type:	None
Intelligence:	1d6+20
Alignment:	Neutral
XP Value:	4,300 (0 PP) to 21,750 (2 PP)

Type of Monster: Planar Monster.

Description: Jumpers are intelligent life forms that feed on time. They appear very similar to marine brittle-stars, with small bodies and long, slender arms. Jumpers are far larger than starfish, though; their bodies measure one inch across per Hit Die and their arms 1 foot per Hit Die.

Each Jumpers has twelve arms. They may attack with each arm per round and may attack a single target with up to five arms at a time. A blow from an arm inflicts 2d6 damage and also steals time from its victim. A mortal who is struck is aged 10-40 (1d4 × 10) years per hit, with no saving throw possible.

An Immortal who is struck by a Jumper must make a Saving Throw vs. Power Attacks for each blow. If this roll is successful, the character loses 1d10 TP. If this roll fails, the Immortal is transported five rounds forward in time (i.e., he or she vanishes, reappearing in the same spot five round later). If some other object or being now occupies that space, the Immortal will reappear in the nearest open space in a random direction.

For each successful time-jump the Jumper causes in combat, it is cured of 5 hit points of damage and regains 5 TP. These gains will only restore a Jumper to its starting hit point and Temporary Power totals; the Jumper can't improve its scores by this means. Jumpers are able to touch others without aging or time-jumping them if they choose to do so.

Like Immortals, Jumpers can use the *power attack*, *probe*, and *shield* Immortal-level spells. However, they prefer not to, since they have comparatively low Power scores. Jumper Ability Scores all range from 21-26 (1d6 + 20).

Jumpers cannot cast spells other than the ones mentioned. They move by a very rapid but non-magical flying and communicate by telepathy. They are completely unaffected by magic, except for spells cast by Immortals from the Sphere of Time.

Jumpers are thieves (and have the Thief Special Abilities as though they were 30th-level human thieves). They live only for self-interest and self-gratification. They hire themselves out to Immortals, particularly for missions involving retrieval (i.e., theft).

They take their pay in time units, usually demanding five to 50 days per mission apiece, depending on the difficulty of the task involved. They demand payment in advance, but they fear the Immortals and so generally can be trusted once paid.

Up to two Jumpers per Immortal can collect payment at a time. To collect payment, the Jumper gently wraps five arms around the victim (so that no physical damage is inflicted) and then concentrates for 1d6 rounds. The victim (having agreed to the payment) gets no saving throw, and is suddenly jumped forward the agreed-upon amount of time.

A Jumper who is already at full Temporary Power and hit points gains 1 Hit Die for each 5 days of time that it eats from an Immortal. It gains a corresponding amount of hit points, Power Points, and physical size for Hit Dice so gained.

These creatures were created by a long-gone Hierarch of the Sphere of Time.

Where Found: These creatures are now common sights on the Outer and Astral planes.

Monster Rulers

For most monster species there is a Monster Ruler, a creature which is a powerful, nearly Immortal example of the species.

Each Monster Ruler is intelligent (even if the race it represents is not) and has its own name. This creature was once a normal example of its monster race which became especially powerful and wise over the years; if a member of an unintelligent race, it developed intelligence through evolution, accident, or enchantment.

Each Monster Ruler possesses all the abilities of the original monster race. It also can cast the Immortal spells *power attack*, *probe*, and *shield*. It is immune to normal and silvered weapons but can be hit by mortal enchanted weapons.

With some Monster Rulers, the status of Ruler is handed down from parent to child, with others, it is won in mortal combat between the current ruler and new challengers; with others, it is simply awarded by an Immortal Hierarch.

To determine the enhanced abilities of a Monster Ruler, take the statistics of the normal monster and modify them as follows:

Sphere: Choose one which best suits the monster type; normal animals, forest creatures, and constructs are normally Matter, undead are normally Entropy, and so forth
Status: Exalted
Power Points: Usually 300 Power Points, or 5 × -10 × their Hit Dice in PP
Anti-Magic: Usually 50%; sometimes None
Armor Class: Subtract 6 from normal AC
Hit Dice: 8 × normal, counting each "plus" as one Hit Die
Move: 2 × normal
Attacks: 2 × normal
Damage: 4 × normal
No. Appearing: 1
Save As: IM1
Morale: 12
Treasure Type: 4 × normal, at 2 × the normal percentages
Intelligence: Add 10 to normal score
XP Value: Recalculate from new abilities and statistics
Height/Length: Twice normal

Monster Rulers normally rule over only one plane, often only one world, and a given monster race may have many Monster Rulers, each in a widely separated place. Monster Rulers normally do not travel between planes or planets.

Here's one example of a Monster Ruler:

Minoides, King of the Minotaurs

Sphere:	Matter
Status:	Exalted
Power Points:	300
Anti-Magic:	50%
Armor Class:	0
Hit Dice:	48*
Hit Points:	200
Move:	240' (80')
Attacks:	2 gores/2 bites or 2 weapons
Damage:	4d6 each (gores/bites) or 4d10 (weapons)
No. Appearing:	1
Save As:	IM1
Morale:	12
Treasure Type:	4 × C
Intelligence:	15
Alignment:	C
XP Value:	24,250 (2PP)

Notion

Sphere:	Thought
Status:	Immortal
Power Points:	250
Anti-Magic:	40%
Armor Class:	−12
Hit Dice:	5*** to 50***
Hit Points:	25 to 250
Move:	72 miles (24 miles)
Attacks:	2 thoughts
Damage:	Special (see below)
No. Appearing:	1d8
Save As:	IM1
Morale:	9
Treasure Type:	Nil
Intelligence:	1d6+18
Alignment:	Neutral
XP Value:	550 (0 PP) to 37,775 (3 PP)

Type of Monster: Planar Monster.

Description: Notions are creatures of nearly pure thought; they are often completely undetectable.

Notions cannot cast most magic spells; they can, in fact, cast only the Immortal *probe* and *shield* spells. They are incapable of doing physical harm to anyone. However, they're not incapable of causing trouble.

At rest, a notion appears as a lacy network of strands of air, similar to a small and loosely woven net or a large spiderweb made up of thick strands. Its surface area is about 1 square foot per Hit Die. It may flutter about in this form, or may curl up into a tiny ball of airy fluff of microscopic size. A notion which embodies a positive emotion is white; one which embodies a negative emotion is grey.

Notions are invisible in most environments. They cannot be seen in environments of earth, fire, water, or vacuum, unless a *detect magic* spell is cast by an Immortal (in such environments, notions regenerate TP and hit points at a rate of 1 point per turn). They are completely invisible in air, ether, or the Astral Plane; the only way to detect one in such environments is with an Immortal's *probe* spell, and even it has only a 2 in 6 chance of succeeding. Once an Immortal has detected a notion this way, he or she may keep track of it by paying the Temporary Power cost for the *probe* each round thereafter. If the notion casts a *shield* spell, even a *probe* will not detect it.

Notions are a friendly, inquisitive race, and mean no harm to anyone. However, each one embodies a specific emotion or attitude, referred to by Immortals as its *flavor*. A notion will project that flavor to thinking creatures which it encounters. Notions with low Hit Dice figures have weak flavors, while those of high Hit Dice embody very strong flavors. They "attack" thinking creatures for entertainment, or because someone has asked them to; they never do so with the intent of doing harm.

A notion attacks its victims simply by swooping past; with a successful Attack roll, it inflicts its flavor upon the victim. Mortal victims get no saving throw, while Immortals may make a Saving Throw vs. Mental Attacks.

A character affected by a notion's attack immediately begins reacting with that emotional flavor. For instance, if the notion embodied *honesty*, a dishonest character will begin telling the truth, while an honest character might become brutally, rudely honest.

If the notion's current Temporary Power is not at full strength, it regains 1d6 TP per victim it affects. However, the victim of the attack suffers no Power loss.

A notion may attack one victim per round for each 5 HD it possesses. Small notions swoop between their victims, while large ones may float down across several at once.

The duration of the notion's effect is determined randomly. Mortal victims make one Saving Throw vs. Spells per hour; success means that the flavor no longer affects their thinking (unless they want it to). Immortals can make a new Saving Throw vs. Mental Attacks once per round with the same results.

Notions come in a variety of flavors. Thousands are possible; a few examples are shown immediately below.

Typical Notion Flavors

01-03	absurdity
04-06	alertness
07-10	anxiety
11-12	boredom
13-14	certainty
15-16	comprehension
17-18	courage
19-22	curiosity
23-26	dislike
27-29	doubt
30-31	evasiveness
32-34	excitement
35-38	fear
39-40	fondness
41-44	hate
45-46	honesty
47-49	indifference
50-53	insanity
54-56	judgment (bad)
57-58	judgment (good)
59-61	love
62-64	misinterpretation
65-66	optimism
67-69	paranoia
70-73	passion
74-75	peace
76-78	pessimism
79-80	pleasure
81-82	pragmatism
83-85	procrastination
86-89	rage
90-91	sanity
92-94	serenity
95-97	sorrow
98-00	unconcern

When a player character is affected by a notion, the DM should inform him or her privately of the new emotion he or she feels and the intensity with which he or she feels it. Unless it is known that a notion is in the area, the DM need not reveal the fact that a notion is responsible for the mood swing. The player should make every effort to add the flavor to his or her character's emotional reactions until a saving throw removes the flavor's effects.

Notions reproduce simply by swooping at one another; occasionally, this interaction of two notions will create a new one, apparently instantaneously. The new notion may have flavor characteristics of either, both, or neither of its parents; it may be of any Hit Dice figure from 5 HD to the combined total of its two parents (up to 50 HD).

Notions of an identical flavor seldom associate with one another; they prefer to be in the company of notions of different flavors.

Notions can be persuaded to perform services in exchange for payment in high emotional states; for example, a notion with the flavor of love might be willing to

inflict its flavor on a specified NPC in exchange for being invited to observe a planned romantic liaison. For a big favor, the notion might demand to drain the Immortal of all emotion corresponding to its flavor, the drain to last for 1d20 days per HD of the notion; if the victim agrees, the notion passes through the victim, who gets no saving throw, and the victim is unable to experience that emotion for the time period rolled on the dice.

Where Found: Many notions become friendly with Immortals who frequently manifest their flavors and stay with those Immortals most of the time; the Sphere of the Immortal in question does not matter. With the rise of human and demi-human races, notions have become very common on the Prime Plane. They are also very common in Outer Planes where the Sphere of Thought is dominant.

Servitor

Sphere:	Any
Status:	Exalted
Power Points:	150-300
Anti-Magic:	Nil
Armor Class:	0 to −10
Hit Dice:	15-50
Hit Points:	60-200
Move:	150′ (50′)
Flying:	360′ (120′)
Attacks:	2 (varies, may be special)
Damage:	2d6 to 6d6 (may be special)
No. Appearing:	1
Save As:	IM1
Morale:	Varies
Treasure Type:	Varies
Intelligence:	10+
Alignment:	Varies
XP Value:	Varies

Monster Type: Construct.

Servitors are monsters which may look like anything: humans, golems, dragons, clouds, chairs, bowling balls....

They are created by the Immortal-level spell *create species*. Immortals often create servitors as personal bodyguards or as messengers; they sometimes create Servitor bodies to house the life-forces of recently-slain mortals whom they liked.

Titan

Sphere:	Any except Entropy
Status:	Immortal
Power Points:	250
Anti-Magic:	25%
Armor Class:	−3
Hit Dice:	15********
Hit Points:	100
Move:	150′ (50′)
Attacks:	2 fists or 1 weapon or 1 magical effect
Damage:	2d6 each or by weapon or by magical effect
No. Appearing:	1 (1d3)
Save As:	IM1
Morale:	11
Treasure Type:	Nil
Intelligence:	1d8+17
Alignment:	Any
XP Value:	10,050 (1 PP)

Type of Monster: Humanoid.

Description: Titans are beings which appear similar to attractive humans, 21′ to 30′ tall. All their ability scores are 1d8+25 and their hit points are always 5-8 (1d4+4) per Hit Die.

Titans are the special servants of the Immortals. Most were once mortal servants of the Immortals and proved so valuable that the Immortals in question wished for them to be available forever; however, most were not likely candidates for Immortality. Hierarchs transformed them into Titans; Titans are like Immortals in many ways but may not progress beyond the abilities shown here.

Every Hierarch of Matter, Energy, Thought, and Time has about 20 Titans as servants. There are no Entropic Titans; the Entropic equivalents of Titans are Lesser Fiends.

Titans regenerate Temporary Power and hit points at the same rates as Immortals. They are able to cast Immortal-level spells. They can spend Temporary Power to be able to cast magic as a 36th-level spellcasters.

Titans have no Aura. They cannot have multiple Manifestation Forms and cannot take on Mortal Identities or Incorporeal Forms. They cannot create artifacts, and create mortal-level magical items exactly as mortals do.

Titans cannot be damaged by normal or silver weapons, nor by mortal-level magical weapons of +2 or lesser enchantment. They have Anti-Magic ability, but it is not as powerful as that of true Immortals. They can be affected by mortal magic.

When a titan is reduced to 0 hit points, its body perishes and its life-force returns to its Home Plane. There, it cannot do anything but drift and communicate with living creatures until a Hierarch places it in another body.

They are not very ambitious beings; they know they have advanced as far as they ever will. They prefer to be addressed informally. They seldom carry weapons.

Where Found: Titans are found singly or in pairs on all planes. They are not commonly found on the Prime Plane; when encountered there, they are usually in the company of 2d4 cyclopes servants.

Planes and Dimensions

This chapter expands and elaborates the information in Chapter 18: The Planes of Existence in the **D&D® Rules Cyclopedia**, especially as it pertains to Immortal player characters.

Planes

The Prime Plane

In most campaigns, the player-characters grow up and begin adventuring on a single planet. This planet is warmed by a sun, and the sky is filled with stars at night; each star is another, far more distant sun. Other planetary arrangements are possible, but this is one of the most common. Stars are gathered together in galaxies, and an incredible number of galaxies comprise a universe. The universe in which the Known World, Mystara, is located is known as the Prime Plane. There are, however, other universes, each unique; together they make up the multiverse.

Planes

There are many, many planes throughout the multiverse. Two planes can lie side by side like pages in a book, yet (since each plane is closed and self-contained) it will be impossible to travel between them without the aid of powerful magics.

Not all planes are arranged like the Prime Plane. Some are small and others vast. In some, planets are arranged in solar systems and orbit suns; in others, flat planets are warmed by tiny suns of their own. Some contain nothing but empty void; others are completely solid. Every bizarre combination imaginable can exist out there somewhere. What's more, each plane has its own physical laws, and the rules of magic vary from plane to plane as well.

The Multiverse

Think of a huge, complicated palace laid out by a madman. In the middle of the palace is an enormous gymnasium-sized chamber filled with liquid; the chamber has very thick but hollow walls. Inside this chamber float five rooms, none of which touch each other.

Outside the chamber, the rest of the palace is made up of innumerable other rooms—some huge, some small, some mere nooks and odd-shaped closets. Some change shape and size without warning. Some have ordinary doors leading to them; others have secret doors. A few can only be reached through ventilation ducts; some have no entrances to them at all. Some rooms have other rooms nestled within them. And each of these rooms was decorated and furnished in a completely different fashion.

The liquid filling the chamber is the Ethereal Plane. The five smaller rooms floating in it are the Prime Plane (the universe where the player characters have spent all their lives) and the four Elemental Planes of Earth, Air, Fire, and Water. The hollow walls of chamber make up the Astral Plane; all the other rooms of the palace are the Outer Planes. The "palace" itself is the multiverse. Each "room" or plane is a whole universe unto itself. Each differs in its looks, its characteristics, its physical laws, its effects on the use of magic, and its native lifeforms.

Inner and Outer Planes

The Ethereal Plane completely surrounds the Prime Plane like an atmosphere. With very few exceptions, characters cannot travel from the Prime Plane to another plane without first passing through the Ethereal Plane. The Ethereal Plane and the five planes contained within it are generally known as the Inner Planes.

The Astral Plane surrounds and contains the Ethereal Plane. It is necessary to pass through the Astral Plane in order to reach any of the planes that lie beyond. The Astral Plane and all those outside its great barrier are known as the Outer Planes.

Together, the Inner Planes and Outer Planes make up an entire dimension, referred to here as the multiverse.

Travelling Through the Multiverse

Characters can travel through the planes of the multiverse through a variety of means—spells, potions, vortices, and permanent gates, all of which will be described in this section. It sometimes *requires* a variety of means to get from one place to another. Additionally, the DM can decide that there are strange, unreliable portals which crisscross the multiverse, some of which activate once every thousand years, others lying dormant until used, only to vanish forever. Such devices will help the DM to get PCs from one place to another so that the PCs can participate in an adventure (in other words, they're "plot devices").

Addresses

For the most part, characters—including Immortals—can only make the transition from one plane to an adjacent plane per spell use.

Most passages are from one plane to an adjacent plane, normally making it impossible to travel in a single jump from, say, the Prime Plane to an Outer Plane. For a character to get from the Prime Plane to an Outer Plane, he or she would have to jump first to the Ethereal Plane, then to the Astral Plane, then to an Outer Plane—perhaps through a succession of Outer Planes until the proper Outer Plane is reached.

The paths to many planes are so complicated that characters (and Immortals) remember them as series of intervening points. Such a series is called an *address*. Addresses are usually figured with the Astral Plane, the great dividing line between the Inner and Outer Planes, as the starting point.

For example, the address to the Prime Plane, a very simple one, would read like this: Ethereal-Prime. In other words, to get there, a character on the Astral Plane would travel to the Ethereal Plane and then straight to the Prime Plane. More complicated addresses have more steps, sometimes including travel within a plane from one site to another to gain access to permanent gates.

Nodes

There are places in a plane where the fabric of reality between that plane and an adjoining plane is thinner than elsewhere. Such places are called proximity nodes, or simply *nodes*.

Interplanar travellers usually find it easier to travel between planes at such nodes, as the following spell descriptions will explain.

Spells and Potions

Following are details on several spells and potions which can be used to travel through the planes.

Ethereality

A character in the Astral Plane, Prime Plane, or an Elemental Plane can use a potion or magic item of *ethereality* to travel into the Ethereal Plane. The character can be anywhere on any one of those planes, use the potion or item, and be transported to the Ethereal Plane. However, these items will *not* work on any of the Outer Planes.

While on the Ethereal Plane, a character can use other magical effects, if available, to travel to yet another plane. If he or she does not, the character will be drawn back to the plane he or she started from once the potion's or item's duration ends. Note that a character who has moved from the entry point while on the Ethereal Plane will not reappear at the same spot where he or she entered it.

Find the Path

This spell cannot cross planar boundaries, but it can be used to find planar nodes. For example, a cleric can cast it and ask the way to a specific node or simply to the nearest node to the desired adjacent plane and the spell will reveal that site's location to him.

Gate

The *gate* spell can be used in two different ways to travel between planes.

Its main use is to create a vortex or wormhole between any two adjacent planes. Thus a gate could be created that would permit travel between any two of the Inner Planes, or enable the caster to travel from an Inner Plane to the Astral Plane, or from the Astral Plane to an Outer Plane, or between any two adjacent Outer Planes.

The caster of the spell can not choose where in the next plane the other end of the vortex appears; it automatically opens up at the nearest corresponding node of the adjacent plane. It therefore pays for interplanar adventurers to learn and remember where the various nodes are located. Once the caster has gone through the vortex to that next plane, he or she may have to travel a great distance through that plane in order to find the person or place on that plane he or she came to visit. Existing gates between planes tend to be far apart; DMs are urged to take advantage of the adventuring possibilities offered by this fact to prevent characters from having a quick, easy, and therefore boring time on multiplanar journeys.

This spell can also be used to get the attention of Immortals and similar powerful beings. If the caster names a specific plane and a specific being (usually an Immortal) thought to be on that plane while casting the spell, it opens a special kind of vortex. One end of the vortex is on the caster's plane; the other appears in front of that named being if (and only if) he or she is currently on the plane named. The being named by the spell has the choice of whether or not to respond. If he or she prefers not to be disturbed just now, the spell fails and both ends of the vortex disappear. If, on the other hand, the being is sufficiently intrigued to see who is attempting the summoning and why, he or she can use the vortex both to come to the caster and then to return whence he or she came

during the spell's duration.

The vortex created by a *gate* spell is normally 30' in diameter and perpendicular to the ground, like a round doorway.

Gate spells cannot reach a being if he or she is on a plane where magic does not work; thus the spell cannot usually help beings held in prison planes to escape. The caster of the spell can never enter the gate before the summoned being comes through it (and therefore cannot enter it at all if the Immortal does not come). Gates created in this manner do not have to appear at a planar node; instead, the far end of the gate opens wherever on that plane the summoned being happens to be at the time.

Maze

This spell only works from the Inner Planes or any Outer Plane immediately adjacent to the Astral Plane.

A character who is in a *maze* can find his or her way out normally if he or she can make a Saving Throw vs. Mental Attacks. Alternatively, either a *gate* or *travel* spell can tear a character free of the *maze* and leave him or her on the Astral Plane. However, the character has no control or foreknowledge of where he or she will appear on the Astral Plane (that decision is entirely up to the DM), making it difficult for the character to find his or her way back without doing a lot of exploring and adventuring.

Teleport

This spell cannot be used to travel between planes. However, characters travelling from plane to plane will often have to travel between widely separated places in order to reach existing gates or nodes. This spell will get the characters to the next gate quickly, regardless of physical distance between the two points.

Travel

This spell allows the caster to move between adjacent planes of existence. Each turn that the spell is in effect, the caster (and any characters he or she is capable of taking along—see the spell description) can enter an adjacent plane.

Character using *travel* will always exit through a planar node, so he or she may need other means of transport to reach a specific spot on a plane.

Truesight

This spell doesn't allow travel between the planes, but, when cast in the Prime, Astral, or Elemental Planes, it will reveal the presence of any ethereal objects, nodes, or gate to the Ethereal Plane within sight.

Wish

A character can cast this spell to simulate an *ethereality* effect or a *teleport* or *travel* spell. It can also be cast to keep a *gate* open permanently—at least until someone casts a powerful enough *dispel magic* or reversed *gate* on the interplanar opening, as either of these attacks will close a permanent gate.

Word of Recall

Note that this spell will not carry a cleric between the planes. The cleric must be on the plane where his or her home is in order for this spell to work. If a cleric casts this spell anywhere else, it is wasted.

Vortices

A vortex is a hole from one plane to an adjacent plane. Elemental matter either whirls into or erupts out of the vortex; a current of elemental matter flows in one direction, either toward or away from the connected plane.

Vortices occur naturally at some, but not all, planar nodes; naturally-occurring vortices, because they are normal parts of the structure of the multiverse, cannot be closed, moved, or otherwise affected by mortal or Immortal magic (they can, however, be hidden). Vortices can also be created by *gate* spells; such vortices are temporary and can be removed by magical means such as *dispell magic*.

If seen by a *detect invisible* spell or similar magic, the vortex appears from the front or back as a shimmering colored circle. It has no thickness and thus cannot be seen at all from the side.

On the Prime Plane, the color of the vortex matches the plane to which it leads—brown for Earth, blue for Air, red for Fire, green for Water, or grey for Ethereal. On those planes, a vortex leading to the Prime Plane is a multi-colored swirl of the four elemental colors. Vortices leading to other planes may have multiple colors, colors unknown on the Inner Planes, strange textures, or other visual elements appropriate for those distant and exotic places.

A vortex may be as small as a few feet across or as large as dozens of yards in diameter. A vortex may appear to float in the air or lie on a surface; it may even be disguised as an unusual work of art.

A vortex from one of the Elemental Planes will always exit in the element corresponding to its destination—for example, a vortex leading to the Plane of Water might be in a whirlpool, one from the Plane of Fire might exit through a fireplace, and so forth.

Wormholes

A wormhole is a connecting passage between planes. Wormholes occur naturally between some planes instead of vortices.

The wormhole is a round tube about 10' in diameter; its wrinkled sides appear very similar to a dungeon corridor without any corners. A wormhole is never straight; it bends and winds along its entire length.

When wormholes occur between adjacent planes, there is no place from which observe their exterior surfaces; they do not seem to have an "outside." When wormholes stretch from the Prime Plane to the Elemental Planes, creatures in the Ethereal Plane can see the wormhole exterior as a wrinkled grey surface much like the interior. Creatures on the Ethereal Plane can enter a wormhole when they encounter it only through use of a *travel* spell.

There is no gravity in a wormhole, and a strong current of air constantly blows through the passage in a single direction. Characters entering a wormhole feel as though they have entered a long, vertical tunnel. If the current is with them, they have the sensation of being at the top of the shaft, while if it is against them they feel as though they were at the bottom of the shaft.

Wormholes tend to be about 10 miles in length. Characters travelling with the current will have the sensation of falling at the rate of about 60' per round (but will take no falling damage upon arrival). If they have *fly* spells or other flying abilities, they can travel at one and a half times the speed the flight ability normally grants them.

Characters travelling against the cur-

rent will stay at the opening if they do nothing. If they have *fly* spells or other flying abilities, they will travel at one-half the normal speed the flight ability grants them.

There is a network of permanent wormholes between the Prime Plane and the Elemental Planes. This network looks similar to the roots of a plant; each small wormhole joins a larger one, until all the smaller wormholes connect to one huge wormhole connected to the Elemental Plane itself.

Many of the things inside one of these network wormholes are made of elemental material matching the plane to which it leads, but other elements and creatures are often present.

As they approach the Elemental Plane end of this network of wormholes, nonmagical inanimate objects are magically changed into their elemental equivalents—for instance, a normal sword being taken through a wormhole to the Plane of Water will turn into an ice sword by the time it arrives. When the inanimate objects leave that plane by the same means, they return to normal. However, items taken back to their original plane by another means (e.g., via a gate) will *not* revert to their original forms and so may be destroyed by a now-hostile environment.

Navigating Through the Multiverse

Knowledge of the spells and portals that allow a character to get from one plane to another doesn't automatically tell a character how to navigate through the multiverse. There are several things a character can do to find his or her way around.

Accompany More Knowledgeable Characters. A character could accompany a character who already knows his or her way around. Once the character has been taken along an interplanar route, he or she too becomes familiar with that route.

Use Spells. A *find the path* spell will allow a character to know the direction to any site he or she can name, such as a specific place the character has heard of or the nearest node to an adjacent plane he or she can specify. A *wish* spell can provide the character with even more information, at the DM's discretion.

Consult the Locals. In a plane inhabited by intelligent creatures, a character may be able to communicate with them and learn what they know of important sites—such as gates, nodes, landmarks, forbidden sites, and the like. Non-Immortal character will have to have some means of communicating with those creatures, such as *speak with monsters*, *read languages*, and *ESP* spells.

Generally speaking, a character exploring new territory in the multiverse will have the hardest time, since there will not be any existing gates or instructions on how to find his or her way from one plane to the next, nor any warnings about dangers unique to that plane.

Dimensions

Characters who discover that there is a vast multiverse beyond their own Prime Plane will be even more surprised to discover that the multiverse is not the limit of all reality.

Think of the multiverse as a paper plate. To a creature which is microscopic in size, that plate may appear immeasurably large, and the creature may believe that the plate is the sum total of all reality.

Then, imagine another paper plate on top of the first... then another one on top of that, and another, and another, until the stack reaches up out of sight.

Each paper plate represents a *dimension*, an entire level of reality similar to the multiverse in its infinite size and variation. Each dimension touches every other dimension at every point. This means that they often are arranged in the same types of planes as the multiverse and may have other interesting similarities to the multiverse. But they are their own realities, and just as often differ from the multiverse in strange and disconcerting ways. There are some dimensions where there is no magic at all; there are others so chaotic that the same cause will never produce the same result twice.

Only the Immortals and a very wise and experienced mortal characters know of the existence of other dimensions. Of those two informed groups, a very few explorers have ventured into other dimensions. Some of those adventurers have returned; many others have not.

Sometimes, explorers from other dimensions have found their way to the multiverse and adopted it as their home. The Glantri clans of d'Ambreville and McGregor and the diaboli have their origin amongst such extradimensional roots, as do the Immortals Harrow and Rad.

To get to another dimension, a planar explorer must first find his or her way to the *dimensional node*, which is similar to a planar node. Dimensional nodes tend to be located in very distant and dangerous Outer Planes, where the laws of reality of the multiverse dimension begin to break down. Once at a dimensional node, a character may then cast a *transfer* spell to cross over to the corresponding Outer Plane in the other dimension. Upon arrival the interplanar traveller is subject to the new dimension's physical and magical laws and may become stranded if his or her magics do not operate there.

The characteristics of some of the better-known dimensions which have been discovered and partially explored so far are given below.

Home Planes

Every Immortal has what is known as a Home Plane. The Home Plane is chosen for the Immortal by his or her Immortal sponsor. Sometimes it will be a universe-sized plane that he or she will share with other Immortals; sometimes it will be a tiny pocket-plane created by the sponsor to serve as a dwelling for the Immortal character alone.

Each plane except the Prime Plane is dominated by one of the five Spheres of Power; an Immortal's Home Plane will always be dominated by that Immortal's Sphere. It wouldn't do for an Immortal of the Sphere of Energy to have as his or her Home Plane a plane where Entropy is dominant, for instance.

An Immortal on his or her Home Plane cannot assume any physical form except one of his or her Manifestation Forms or his or her Incorporeal Form.

Immortals are much more powerful when on their Home Planes than elsewhere, gaining the equivalent of *six* temporary experience levels for as long as he or she remains there, along with the extra Power Points, Hit Dice, hit points, Anti-Magic, Armor Class, Number of Attacks, Damage, and Saving Throws that would accompany the higher level. Thus, an 8th level Temporal would have all the abili-

ties of a 14th level Celestial when on his or her Home Plane. There are two exceptions to this rule: Immortals cannot spend the additional PP to create artifacts, raise abilities, or otherwise lower the PP total, and no Immortal can be raised above 36th level by this means. A 33rd level Hierarch would therefore only gain the benefit of three extra levels, not six, and a 36th level Immortal would gain no special benefits at all. Immortals lose these extra abilities when they leave their Home Plane. If an Immortal is damaged on his or her Home Plane, the damage is subtracted first from the bonus hit points; likewise, when an Immortal spends Temporary Power on his or her Home Plane, the power is subtracted first from the bonus Power. However, any permanent Power Points an Immortal spends while on his or her Home Plane are deducted directly from his or her normal PP total.

An Immortal can never switch Home Planes. Once the Immortal's sponsor has selected a Home Plane for the character, that choice is irrevocable. His or her lifeforce is tied to the Home Plane, and only the character's complete and permanent destruction can sever that tie. However, an Immortal can make changes to his or her Home Plane by use of the Immortal-level spell *shape reality* (see pages 65-67 for details), and many reshape their Home Planes to suit themselves in this fashion.

Characteristics of Planes

Most of the rest of this chapter is given over to descriptions of planes and dimensions. Some of these are places which mortal player characters may visit in their adventures; others are places which only Immortals are likely to see.

Descriptions of Planes

Each plane is described in terms of the following traits:

Name:
Address:
Size:
Appearance:
Dominant Sphere:
Physical & Magical Laws:
Passage of Time:
Spells/Powers Needed to Survive:
Spells/Powers Needed For Movement:
Effects on Mortal Magic:
Effects on Immortal Magic:
Effects on Immortal Special Powers:
Native Races and Monsters:

Explanations of these traits follow.

Name: This is the name by which the plane is most commonly known. Many of the names given to these places are whimsical nicknames—simple and convenient references which the Immortals apply to them in order to remember them better. The natives of a plane will not necessarily know (and might find insulting) the name by which others refer to their home.

Address: Here we describe the means by which planar travellers can get to the plane from the Astral Plane.

Size: Planes come in a variety of sizes. The most common varieties of planar sizes include:

Universe: An immeasurable distance of physical space, the same approximate size as the Prime Plane. Often such a plane will contain thousands of galaxies.

Galaxy: A measurement of space containing the equivalent of anywhere from a few million to several billion stars.

Cluster: A measurement of space containing the equivalent of anywhere from a few hundred to a million stars.

System: A volume of space large enough to accommodate a sun and several planets, or the equivalent.

Planet: A volume roughly equivalent to a single world, perhaps with some surrounding satellites and space.

Continent: A measurement roughly equivalent to a planetary continent or a large moon.

Island: A space anywhere from a few thousand feet to a few miles in diameter.

Dwelling: A space anywhere in size from a coffin to a few hundred feet in diameter.

Note that the *size* of a plane does not affect its *structure*—the way it is arranged. A *planet* plane could consist of a planet-sized disk with a dome on top and a dome on the bottom, the two sides of the disk comprising two different worlds, with nothingness—not even vacuum, a total lack of existence—outside the domes. A *universe* plane might not be arranged in galaxies and solar systems: it might, in fact, be filled with a material roughly the consistency of mashed potatoes and occupied by burrowing creatures.

Particularly small planes (Island and Dwelling-sized) tend to be entirely contained within other planes and accessible only from those other planes. Such small planes are often called *pocket universes* or *miniplanes*. Many of them are created by Immortals as Home Planes for their proteges, as playgrounds, places for meditation, prisons, or testing grounds for unusual experiments (note that one Immortal's vacation spot might be another's prison).

Appearance: This paragraph describes how the plane and its elements look and are structured. Naturally, for a plane the size of a universe, a one-paragraph appearance can only convey a general outline.

Dominant Sphere: Most planes are dominated by one of the five Spheres of Power; a plane can only be a Home Plane for Immortals of the Sphere which dominates it.

Physical & Magical Laws: This paragraph describes the way physical laws function: whether or not there is gravity, whether fire can exist, whether water flows uphill or downhill, etc. It also mentions any pertinent facts about the way magic functions.

Passage of Time: This section compares the rate at which time passes on this plane with the Prime Plane's chronology. Sometimes this will be expressed as a multiple or fraction. For instance, "Half as fast as on the Prime Plane" would mean that for every two days a character spent on this plane, one day would pass on the Prime Plane. It is thus possible for a character to go on a long journey and return years later, only to find that very little time has passed on his or her home plane, or to take a brief trip and find that centuries have passed while he or she was away.

Spells/Powers Needed to Survive: If characters need to maintain spells in order to survive a hostile planar environment, that fact is noted here. Unless the paragraph also mentions Immortals, presume that an Immortal can survive in this environment without difficulty.

Spells/Powers Needed For Movement: If characters cannot move through this plane without magical assistance, that fact is noted here.

Effects on Mortal Magic: Magic doesn't work the same in all planes. In some places, it can be cast but not re-memorized; in others, certain spells don't work; in others, magic is more potent than elsewhere. This paragraph describes the plane's effects on the magic cast by mortals and on the powers of magical items made by mortals.

Effects on Immortal Magic: This paragraph describes the plane's effects on the magic cast by Immortals.

Effects on Immortal Special Powers: This section describes the effects the plane has on the special Powers possessed by Immortals. On some planes, an Immortal's spells will not function but his or her special Powers will, and vice versa.

Native Races and Monsters: This final section mentions some of the monsters and character races which are native to this plane. "Native" usually means that they are numerous on this plane, often living in communities, and regarding this plane as "home." A race can be native to many planes; humans, for instance, occupy worlds in planes throughout the multiverse. Note that this paragraph will not list *all* races native to this plane; so the DM is free to introduce all the additional races he or she thinks would flourish in that particular setting.

Descriptions of Dimensions

Dimensions can be made up of any number of planes, each completely different from the next. Therefore, only those traits which apply to most or all planes in the dimension are given in the following descriptions.

Plane Design Sheet

On the inside of the foldout back cover of this book is a blank form intended to make it easier for DMs to keep track of the special features in new planes they create for their own campaigns. This form may be photocopied for personal use only.

Known Planes and Dimensions

The following is a very small sampling of the numerous planes and dimensions which player characters might visit in the course of a DUNGEONS & DRAGONS® game campaign. The DM should feel free to create as many more as he or she wishes.

The Prime Plane (Multiverse Dimension)

Address: Ethereal-Prime.
Size: Universe.
Appearance: The Prime Plane appears as a recognizable universe structure: an infinity of vacuum with numberless galaxies each made up of billions of stars; many stars are orbited by planets; many of those planets are inhabited by lifeforms.

Dominant Sphere: None. The Prime Plane is the only plane where the five Spheres are in perfect balance with one another; as such, it is unique in the multiverse.

Physical & Magical Laws: Large bodies of mass provide gravity; the open area between suns and planets is mostly made up of vacuum. Magic is abundant. Spells cast by mortal clerics have to be granted them by higher powers (Immortals); spells vanish from the mortal spellcaster's mind as soon as they are cast.

Passage of Time: The Prime Plane is the default value for the passage of time in the multiverse. Since most Immortals in the campaign come from the planet of Mystara, when an Immortal refers to a day he or she usually means twenty-four hours (the rotation period of Mystara).

Spells/Powers Needed to Survive: Varies by planetary atmosphere. In worlds such as the Known World, none is required. Some environments require *water breathing*, *create air*, or *survival* spells.

Spells/Powers Needed For Movement: On most planetary settings, none. On worlds with hostile atmospheres or in the depths of space, various spells such as *travel*, *survival*, or even *passwall* might be required.

Effects on Mortal Magic: None; all listed spells can be cast as described in the rules.

Effects on Immortal Magic: None; all listed spells can be cast as described in the rules.

Effects on Immortal Special Powers: None; all listed Powers work as described in the rules.

Native Races and Monsters: All of the character and monster races described in the D&D® Rules Cyclopedia are native to the Prime Plane, except when their descriptions explain otherwise.

Ethereal Plane (Multiverse Dimension)

Address: Ethereal (adjacent to Astral).
Size: Universe.
Appearance: Ether, the material of the Ethereal Plane, appears to be a gray fog. It can sometimes be compressed (either by a creature or by magic) into a sticky gray solid. Vision through the lighter types of fog is the same as that in a dim dungeon corridor, and the temperature is a steady 50° Fahrenheit (10° Celsius).

The fog may be dense or thin, depending on what sort of material is dominant in the corresponding place on the Prime Plane. Water on the Prime Plane appears as dark, shifting Ether in the Ethereal Plane. Rock, earth, and wood appear as even thicker Ether. Dense rock and heavy metals (lead, gold, and the like) appear as solid Ether (also known as ectoplasm). Fire on the nearby Prime Plane appears as bright Ether. By noting these changes of density, a traveller can make a good guess about what the physical conditions are nearby on the Prime Plane—an important consideration if he or she plans to reenter the Prime Plane at that point.

Dominant Sphere: Thought.

Physical & Magical Laws: The Ethereal Plane co-exists with the Prime Plane. Every place in the Ethereal Plane corresponds to a place in the Prime Plane. This means that if a character enters the Ethereal, moves 30′ forward, and then reenters the Prime Plane, he or she will emerge at a spot 30′ away from where he or she started.

In the foggy universe of the Ethereal Plane, travellers can vaguely see the outlines of structures and natural features on the Prime Plane and sometimes figure out what they are by interpreting the changes in brightness and material density. Characters able to cast *detect invisible* and similar magics can use them to actually see into the Prime Plane; likewise, these spells can be cast from the Prime Plane to enable the characters to see any ethereal objects which are present.

Light sources work normally here, but the light they cast shines only in the Ethereal Plane; it does not shine all the way into the Prime Plane.

There is no gravity here, but travellers feel no sensation of weightlessness. Travellers can sense the pull of gravity from the Prime Plane but are not affected by it, so they know which direction is "down" but are not drawn in that direction.

Passage of Time: Same as the Prime Plane.

Spells/Powers Needed to Survive: None; the Ether is a breathable (if sterile) atmosphere.

Spells/Powers Needed For Movement: No walking or swimming is possible here; characters must use some sort of flight power for ordinary movement. Fortunately, most of the magical items which enable one to enter the Ether also enable those using them to move once there. Other transportation spells (such as *teleport*) function normally.

The thickness of the Ether at any given spot corresponds to the density of the nearby Prime Plane and determines how fast characters can move. For instance, characters will fly slower through heavy thick fog corresponding to the interior of a mountain than they will through light fog corresponding to air. The chart below shows the changes to movement rates:

Movement in the Ethereal Plane

Type of Material	*Effect on Movement Rate*
Vacuum	Double normal
Air	Normal
Fire or Water	3/4 normal
Soil or Wood	1/2 normal
Rock	1/4 normal
Metal	Reduced to 0'
Lead	Reduced to 0'

Effects on Mortal Magic: Druid spells, spells which affect or involve insects, and spells which affect or involve weather do not work on this plane.

Effects on Immortal Magic: Same as "Effects on Mortal Magic," above.

Effects on Immortal Special Powers: None.

Native Races and Monsters: Faerie, Haunt (Banshee, Ghost, and Poltergeist), Plasm, Planar Spider.

Elemental Planes (Multiverse Dimension)

For convenience's sake, all four Elemental Planes are listed in this single entry.

Address: Ethereal-Elemental Plane (of Earth, Air, Fire, or Water).

Size: Universe (Each Plane).

Appearance: In an Elemental Plane, all material in the plane is made up of that element. Worlds are accumulations of solid, liquid, and gaseous states of the element of this plane, and there is a very thin atmosphere between worlds.

Plane of Earth: The atmosphere is foamy, transparent, gaseous soil; normal visibility is 60'. Liquids include mud (which cannot be strained to get clean water), oil, and lava. Solids include earth and stone.

Plane of Air: The atmosphere is air; normal visibility is unlimited. Liquids are transparent airy liquids. Solids are solidified clouds.

Plane of Fire: The atmosphere is plasma (elemental fire condensed into a matter-like consistency and then superheated); normal visibility is 120'. Liquids include liquified condensed fire or lava. Solids are made up of magically-hardened fire.

Plane of Water: The atmosphere is a thick fog, too heavy to breathe; normal visibility is 60'. Most liquids are made up of normal water. Most solids are formed from crystalline (unmelting) ice.

Worlds appear at points which correspond to planets on the Prime Plane; numerous natural wormholes appear leading to and from those Prime Plane worlds.

Dominant Sphere: *Plane of Earth:* Matter. *Plane of Air:* Thought. *Plane of Fire:* Energy. *Plane of Water:* Time.

Physical & Magical Laws: Gravity works in the presence of large bodies of elemental matter, and most physical laws are the same as on the Prime Plane. However, all spells cast in the Elemental Planes, and all special powers used there, are subject to the effects of Domination and Opposition, explained below under "Effects on Mortal Magic."

Passage of Time: Same as the Prime Plane.

Spells/Powers Needed to Survive: Mortals need special magic to survive on the Elemental Planes; see the "Survival in the Elemental Planes" table on page 264 of the **D&D® Rules Cyclopedia**.

On any of these four planes, a *force field* spell will allow a character to survive the atmospheric conditions of the plane, but a character inside a force field cannot go anywhere; the field keeps him or her in a protected, immovable bubble.

Immortals are immune to the dangerous environmental effects of these planes and need no extra spells or powers to survive.

Spells/Powers Needed For Movement: None. Normal walking works on solid surfaces, swimming works in liquid elements, and flight works in atmosphere; *teleport* spells and similar magic work normally.

Effects on Mortal Magic: Beings of different elements affect each other in logical ways. The basic principles used are *dominance* and *opposition*. If one element has dominance over another, it has power over that element. If two elements are in opposition, they are enemies but affect each other normally. The principles of dominance and opposition are easily summarized:

Earth has dominance over Air.
Air has dominance over Water.
Water has dominance over Fire.
Fire has dominance over Earth.
Earth and Water are in opposition.
Air and Fire are in opposition.

In combat between elemental beings, dominance and opposition have the following effects:

When one creature has dominance over another, it does double damage to the other; the victim may make a Saving Throw vs. Spells to take only normal damage. The creature who has dominance takes less damage than normal from the other's attacks; only minimum damage may be inflicted against the dominant creature. For example, Air has dominance over Water; therefore an air elemental attacking a water elemental would inflict twice normal damage (6d8 instead of 3d8), while in return the water elemental could inflict a mere 3 points per successful hit (instead of the normal 3d8). For this reason the victim of dominance naturally tends to fear the other; if a Reaction Roll indicates hostility, "flee" should replace "attack."

Opposition, unlike dominance, does not affect damage; it only results in hostility between the two parties. A −4 pen-

alty applies to all Reaction Rolls of creatures belonging to opposing elements; double that (−8) if the creature are of opposing alignments (lawful vs. chaotic, good vs. evil) as well.

Spells cast by characters are affected by these rules. For instance, a magic-user's *fireball* spell will do double damage to a creature from the plane of Earth but minimum damage to one from the plane of Water. However, mortals from the Prime Plane are not considered to be of any elemental plane, so none of the elemental creatures have dominance over them.

Some spells have to be "translated" into local terms when cast in the elemental planes. For instance, spells which affect various states of matter function normally but must be translated into local terms: replace the terms "stone" with "solid element of this plane," "water" and liquids with "liquid element of this plane," "air" with "atmospheric element of this plane," and "flesh" with whatever state of matter the local creatures enjoy.

Other magical guidelines and restrictions:

Druid spells do not work on the Elemental Planes.

Create normal animals has no effect on an elemental plane unless there are local versions of the animals being created.

The *aerial servant* and *invisible stalker* spells have no effect on the plane of Air, except to make residents of that plane very, very angry.

Weather control has no effect on the elemental planes.

The *disintegrate* spell works normally except against an elemental on its home plane. There, it causes an elemental to split into many creatures of 1 Hit Die each; the number of creatures is equal to the Hit Dice of the elemental affected. Each new elemental has only 1d4 hit points.

Spells which summon or affect insects do not work on these planes.

Effects on Immortal Magic: Same as the effects described above for mortal magic.

Effects on Immortal Special Powers: None.

Native Races and Monsters:

Plane of Air: Aerial Servant, Airdrake, Air Elemental, Djinni, Faerie, Invisible Stalker.

Plane of Earth: Basilisk, Cockatrice, Earthdrake, Earth Elemental, Gorgon, Horde, Kryst, Medusa.

Plane of Fire: Flicker, Frost Salamander, Hydrax, Undine, Waterdrake, Water Elemental.

Plane of Water: Efreeti, Firedrake, Fire Elemental, Flame Salamander, Helion, Hellhound, Lava Ooze, Phoenix.

The creatures of the elemental planes are usually organized in civilizations and communities as complex and interesting as those of humankind; the DM is free to elaborate upon all of these cultures.

Astral Plane (Multiverse Dimension)

Address: None; the Astral Plane is the starting point for all addresses.

Size: Universe.

Appearance: The Astral Plane appears to be a huge expanse of space; though it is not as crowded as the Prime Plane, it contains a vast number of suns and planets. However, the majority of planets are two-dimensional; they appear as flat disks. The same goes for the suns, which appear as brightly-shining plates. Most creatures appearing in the Astral Plane are also two-dimensional, looking like paper cutouts of the monsters they represent.

All matter in the Astral Plane appears to be surrounded by a field of shimmering light.

Dominant Sphere: Thought.

Physical & Magical Laws: The Astral Plane itself is a three-dimensional plane. However, most matter and creatures in the Astral Plane, including those visiting from other planes, *lose a physical dimension* here: three-dimensional things become two-dimensional. Therefore, characters entering this plane will become flat. However, they can still move in three dimensions, furthering the impression that they are moving paper cutouts; they can bend their arms and legs, wrap their hands around the hilts of their two-dimensional weapons, etc. Melee combat is unaffected by this effect.

Gravity works in the vicinity of the flat planetary bodies of this plane.

Immortals and artifacts do not suffer this effect; they continue to be three-dimensional in the Astral Plane. However, an Immortal taking on a Mortal Identity here will become two-dimensional like actual mortals.

Passage of Time: Same as the Prime Plane.

Spells/Powers Needed to Survive: On most planetary settings, none. On worlds with hostile atmospheres or in the depths of space, a *survival* spell is required (*create air* will suffice only if it is cast on a helmet or other object which will prevent the air thus created from escaping).

Spells/Powers Needed For Movement: Characters can move normally on planetary surfaces. Movement through empty space requires a flight or *teleport*-type spell or power.

Effects on Mortal Magic: Spells which normally have a three-dimensional area of effect have a two-dimensional area of effect on the Astral Plane. For instance, a *fireball* produces a flat disk of fiery destruction. The spell does the same amount of damage, but not in a spherical area of effect—only to things touched by the disk.

For this reason, saving throws against mortal spells are more effective on the Astral Plane. A character who successfully makes a saving throw against a spell which normally affects a volume of space will take *no damage* from the spell: he or she has side-stepped or jumped above the flat area of effect, avoiding all damage.

When a spellcaster first casts magic on the Astral Plane, the square or disk-shaped areas that his or her spells affect are always perpendicular to his or her current orientation. For instance, if the character is standing on the ground, his or her *fireball* disk is horizontal (parallel to the ground); if the character is lying on his or her side, the *fireball* disk is vertical (up and down). After a character has cast a spell 1d4+2 (3-6) times, he or she can figure out how to rotate that spell so that the flat surface of its area of effect will be at any angle he or she wishes. This does not affect the ability of spell victims to avoid all damage through a successful saving throw.

The Astral Plane also affects mortal magical items. The magical strength of enchanted items is reduced by one (for example, a *sword +4* becomes a *sword +3*). The enchantment is only temporarily suppressed, not cancelled; when the magical item is taken out of the Astral Plane, its enchantment returns to normal potency.

Effects on Immortal Magic: None; Immortal spells have three-dimensional effects, as normal. When mortals make saving throws against magic cast by Immortals here, they save at a −4 penalty instead of the usual −2 because of the increased difficulty of dodging three-dimensional spell effects on this plane.

Effects on Immortal Special Powers: None.

Native Races and Monsters: Few creatures are truly native to the Astral Plane. However, travellers from many races are found crossing through the Astral Plane to get from the Inner Planes to the Outer (or vice versa). They include adaptors, archons, blackballs, black hags, diaboli, djinn, draedens, dragons, efreet, fiends, humans, Immortals, kryst, liches, malferas, nightshades, planar spiders, spectral hounds, spirits, titans, undines, and vampires.

Brynn (Multiverse Dimension)

Address: Brynn (Adjacent to Astral Plane; an Outer Plane).

Size: Cluster.

Appearance: The plane of Brynn appears to be a single flat world stretching immeasurable distances in all directions. It isn't infinite; it has borders which are literally light-years apart. A character standing at the rim of this world can look out and see nothingness; there are no stars.

The world has an atmosphere on one side and vacuum on the other. The side with the atmosphere is inhabited by Immortals and many, many creatures friendly to the Sphere of Matter.

Above the inhabited side of the world passes a parade of suns and moons. The surface of the world is therefore lit in day-and-night cycles, but the sun and moons are different each day.

Everywhere on Brynn, the surface of the world is characterized by heavy, ponderous geological features. In some places these features are mountains; in others, they are mesas and plateaus; here, volcanoes; there, vast canyons. No matter where a character is on Brynn, he or she will be struck by the massive solidity of the place.

The world's surface is heavy with plant growth. Much of it is forest, but there are also thousand-mile expanses of grains and grasses, vast fields of flowers, and rolling hills covered with huge mushroom-like growths. Even the seas are crowded with islands and floating masses of algae.

The world is thousands of miles thick, with caverns, caves, and tunnels without count. Some of the cave systems are quite beautiful, like the inside of a geode. If a character were to dig all the way down through the world's surface, he or she would have a nasty surprise, emerging into the vacuum on the underside of the planet. The planetary atmosphere would begin draining out, prompting a fix-it visit from a cranky Immortal.

Dominant Sphere: Matter. This plane is the Home Plane of many Immortals of the Sphere of Matter.

Physical & Magical Laws: There is no detectable corruption in the plane of Brynn; matter which elsewhere would decay (fallen leaves, remains of food, etc.) here is absorbed by the world's surface through a slow, graceful transformation. Thus a body left in Brynn's mountains would slowly turn to stone and merge imperceptibly with the surrounding rocks; a fallen apple would slowly transform itself into whatever material lay beneath it while retaining its own shape. Time flows but has no power here; mortals brought to this world do not age while they are here, nor are children conceived, nor do seeds sprout.

This plane is deadly to undead creatures of less than Exalted or Immortal status; on this plane, they quickly turn to stone. They cannot regenerate, instead taking 1 hit point damage per round until they leave or perish. Once completely petrified, no *stone to flesh* spell can return them to their undead existence; they have been destroyed and cannot be *raised*.

Passage of Time: Half the speed of the Prime Plane.

Spells/Powers Needed to Survive: Within the world's atmosphere, none; outside the atmosphere, *create air* or *survival*.

Spells/Powers Needed For Movement: Normal movement abilities work on the world; outside the atmosphere, flight or *teleport* effects are required.

Effects on Mortal Magic: This plane is highly resistant to change; therefore spells which alter others in any way (through damage, alterations in their form, changes to their way of thinking, and the like) do not work here.

Effects on Immortal Magic: Spells cast by Immortals of Spheres other than Matter are at half strength whenever that is possible to calculate. If a spell normally does a certain amount of damage, it will do half that amount here. If a spell affects a certain number of Hit Dice, that number is cut in half. If a spell has a specific duration, that time is reduced by half.

This does not affect magic cast by Immortals of the Sphere of Matter.

Effects on Immortal Special Powers: None.

Native Races and Monsters: Most normal animals, most Lowlife creatures, all giant humanoid creatures (giants, ogres, etc.), most giant sea-life (giant crabs, giant fish, etc.), baaka, dragons, humans, medusae, minotaurs, and titans.

Draesten (Multiverse Dimension)

Address: Draesten (adjacent to Astral Plane; an Outer Plane).

Size: Cluster.

Appearance: One of the most beautiful planes, Draesten is a vast expanse of space filled with colorful, flickering energy; it looks like an enormous nebula which changes colors like a tyrant changes his or her mind, its sky filled with stars like glowing jewels. Many of the suns are circled by planets which can support life. Looking at this plane, one is struck by a sense of motion: the energy between the solar systems constantly changes colors, planets suddenly reverse their orbits around their suns, suns shrink and grow. The whole plane acts like a living thing.

Planets within this plane also seem to be alive and constantly changing. The planets are made up of air and earth and water just as on the Prime Plane, but here those ingredients change place from day to day. What is a mountain on one day may be a valley the next; what is a sea today becomes a marsh tomorrow. Most of the surface of a planet is covered with jungle growth, and dwellings built here are soon overrun with this growth if not constantly maintained.

Dominant Sphere: Energy. This plane is the Home Plane of many Immortals of the Sphere of Energy, who thrive on its vibrant chaos.

Physical & Magical Laws: Everything in this plane is suffused with energy, including travellers from other planes. Gravity works normally in this plane, but all creatures on this plane (native or visitors) are imbued with a natural flying power identical to the *fly* spell of unlimited duration (this fades as soon as a creature leaves the plane). Any creature on this plane, intelligent or not, can cast a *haste* spell on itself three times per day in addition to any other spells he, she, or it might know.

Passage of Time: Twice normal; two days pass here for every one that passes on the Prime Plane.

Spells/Powers Needed to Survive: None. Even the open spaces between worlds is filled with a breathable atmosphere made of sustaining energy.

Spells/Powers Needed For Movement: None. All creatures have the natural *fly* ability described above.

Effects on Mortal Magic: Mortal spellcasters on this plane can cast twice as many spells as on the Prime Plane. For instance, on the Prime Plane, a 16th level cleric can cast six 1st level spells, five 2nd level, five 3rd level, four 4th level, four 5th level, and three 6th level; on this plane, the same cleric can cast twelve 1st level, ten 2nd level, ten 3rd level, eight 4th level, eight 5th level, and six 6th level spells. A spellcaster entering this plane doesn't suddenly gain the new spells; he or she must still memorize or meditate for them as usual. But the first time the character begins memorizing or meditating for spells, he or she will realize that his or her spell capacity has doubled. When a spellcaster leaves this plane, the spell capacity drops back to normal; the DM should choose which excess spells disappear from his or her memory.

Effects on Immortal Magic: Immortals of the Sphere of Energy automatically make all Saving Throws when in this plane.

Effects on Immortal Special Powers: None.

Native Races and Monsters: Adaptor, beholder, chimera, djinni, doppleganger, dragon, efreeti, elf, faerie, flicker, gremlin, helion, humans, lizard man, metamorph, phoenix, plasm (does not take damage every round on this plane), titan.

Entrem (Multiverse Dimension)

Address: Entrem (adjacent to Astral Plane; an Outer Plane).

Size: Cluster.

Appearance: This plane is a vast area of space filled with breathable air. There are no suns present, but the whole plane glows as though suffused with a *continual light* spell; there is no night. There are no planets here, per se, but there are innumerable planet-sized globules of water. Tendrils of water like mighty rivers stretch from water-globule to water-globule, each flowing in only one direction. Living things grow on these water-worlds and waterways, including island-sized clumps of vegetable matter on which grow trees, crops, animal life, and civilizations.

The people of the civilizations make their living as fishermen and traders; they build mighty boats and ships which they sail from world to world along the tendril-rivers.

Dominant Sphere: Time. This plane is the Home Plane of many Immortals of the Sphere of Time.

Physical & Magical Laws: Gravity works normally here. Time, however, is a little less reliable. Time-storms and time-eddies sweep through this plane. Characters can be speaking to a citizen of this plane and then see their situation "reset" to the way it was at the beginning of their conversation, with the local citizen commencing the discussion again, unaware that time has skipped backwards a little bit.

Passage of Time: Abnormal. Whenever characters leave this plane, the DM rolls 1d20 to determine how time has passed for them while they were here:

Roll	Result
1	Characters go back in time ten days for every day spent here.
2-7	Characters go back in time two days for every day spent here.
8-13	Time passes at the normal rate.
14-19	Characters find that two days have passed on the Prime Plane for every day they spent here.
20	Characters find that ten days have passed on the Prime Plane for every day they spent here

Spells/Powers Needed to Survive: None. Considering the amount of water present, *water breathing* spells are good insurance.

Spells/Powers Needed For Movement: On the water-worlds and water-ways, normal movement (on solid surfaces) and swimming work normally. For travel through airy space, *teleport* is most useful.

Effects on Mortal Magic: Spell durations and effects can vary wildly: A *fly* spell, for instance, might allow for ten times the normal flying speed but only last a tenth the usual duration. The DM should roll 1d20 and consult the following table each time a spell is cast:

Roll	Result
01-07	Spell has a greater effect over a shorter length of time.
08-13	Spell effects and duration are normal.
14-20	Spell has a lessened effect over a greater length of time.

Effects on Immortal Magic: Spells cast by Immortals of the Spheres of Matter and Entropy are reduced in effect: all damage, duration, number of Hit Dice affected, and so forth of such spells are cut in half.

Effects on Immortal Special Powers: None.

Native Races and Monsters: Most normal forest animals and lowlife monsters, plus adaptor, devilfish, dolphin, dragon, dragon turtle, elf, fish (giant), giant (sea), humans, hydra, jumper, manta ray, merman, nixie, pixie, plesiosaurus, termite (water), titan, weasel (giant), whales.

Mirage (Multiverse Dimension)

Address: Mirage (adjacent to Astral Plane; an Outer Plane).

Size: Cluster.

Appearance: This plane initially resembles the Ethereal: it's a place filled with a breathable gray fog. However, unlike the Ethereal Plane, it's crammed full of objects: planets and suns of all shapes and sizes (round, square, flat, wrench-shaped). Every planet features innumerable species of plants, monsters, and intelligent humanoid races, growing in great profusion next to one another without regard to the laws of nature. Most planets have recognizable surfaces (water and earth), while some are alien: sticky surfaces, green-and-blue lava, black ball bearings dancing around in Brownian motion, etc.

Dominant Sphere: Thought. This plane is the Home Plane of many Immortals of the Sphere of Thought.

Physical & Magical Laws: This is a place where thought becomes reality. Characters' thoughts become visible to others on this plane. When a character comes to this plane for the first time, everything he or she thinks appears in the air around the character, in miniature, revealing his or her thoughts for all to see (this can be particularly embarrassing if he or she is entertaining romantic notions at the time). After a turn of struggling with this, a character can figure out how to shield his or her thoughts so that they do not automatically project themselves this way. The character can still project those thoughts he or she *wants* others to see. However, characters cannot shield their thoughts while sleeping, so a character's dreams and nightmares are always visible for others to see.

Passage of Time: Just as in the Prime Plane.

Spells/Powers Needed to Survive: None.

Spells/Powers Needed For Movement: On most planetary surfaces, normal movement works; *teleport* spells and flight abilities are required to travel between planetary systems.

Effects on Mortal Magic: Mortal spells are unaffected. However, all characters (regardless of class) travelling to this plane are able to cast a number of spells: *light, continual light, create water, create food, phantasmal force,* and *projected image* any number of times per day; *growth of animals, sticks to snakes, animate objects, create normal animals, control temperature 10' radius, invisibility, create air, hallucinatory terrain, woodwall, stonewall, wall of iron, ironwall,* and *steelwall* three times per day; and *weather control, polymorph others, polymorph self, create normal monsters, create magical monsters, create any monster,* and *shapechange* one time per day. In other words, characters can make a lot of what they imagine become real. *Create any monster* spells cast on Mirage can be used to create all-new species.

Unless the DM decides otherwise, anything created by these spells disappears into nothingness if transported out of this plane.

Effects on Immortal Magic: Same as for mortals, above.

Effects on Immortal Special Powers: None.

Native Races and Monsters: All, plus countless creatures never seen on any other plane.

Pyts (Multiverse Dimension)

Address: Pyts (adjacent to Astral Plane; an Outer Plane).

Size: Cluster.

Appearance: This plane is filled with a foul-smelling poisonous gas. It is a plane of darkness. There are moons here—moons which radiate their own pale light instead of reflecting light from elsewhere—but there are no suns. Planets are oddly shaped; some look like spiders or octopi which have curled up and died; others look like volcanoes; still others look like talons, tombstones, sharks, or other dangerous, foreboding things.

Planetary surfaces are usually hostile environments: deserts, swamps, brutal mountain ranges. There are communities here and huge citadels of powerful beings; they are normally built in sinister gothic styles and made of harsh black stone. All in all, this plane is a grim, unlovely place.

Dominant Sphere: Entropy. This plane is the Home Plane of many Immortals of the Sphere of Entropy.

Physical & Magical Laws: Gravity works normally. All food and water spoils in this plane within a day. Living creatures from other planes suffer a temporary Charisma loss when on this plane; they lose one point of Charisma for each day they spend here. When a character's Charisma score reaches 0, the character changes, as if from a *polymorph self* spell, to some fiendish shape such as a gargoyle, but without acquiring the abilities or personality of the shape he or she changes to. All lost Charisma returns instantly when the character leaves this plane, and a character who has changed to a fiendish shape will instantly return to his or her natural form with no permanent ill effects.

Passage of Time: Ten days pass on Pyts for every single day on the Prime Plane.

Spells/Powers Needed to Survive: Creatures which need to breathe must use *survival* spells while on this plane; otherwise, they must make a Saving Throw vs. Poison every round or die.

Spells/Powers Needed For Movement: Normal movement works on planetary surfaces. Travel between planets requires *teleport* spells.

Effects on Mortal Magic: The clerical ability to turn undead does not work on this plane, and only creatures which are themselves undead or Immortals of the Sphere of Entropy can use the "control undead" ability. Only the reversed forms of helpful or curative spells work on this plane. Holy Water cannot be created on this plane, and holy water brought into Pyts is changed into a potent acid which will inflict 1d8 damage per vial to *any* creature, living or undead, good or evil, it is splashed upon. Any of this caustic substance taken out of Pyts turns into nonmagical water much too foul to drink.

Effects on Immortal Magic: Same as the effects on mortal magic, above.

Effects on Immortal Special Powers: None.

Native Races and Monsters: All undead and Lesser Fiends. There are also native versions of all lycanthropes, lowlife, and many other animals and monsters which are either adapted to breathe the poisonous atmosphere or are immune to it; they include the bat, beholder, boar, bugbear, chimera, cockatrice, cyclops, devilfish, doppleganger, dragon (chaotic species only), gargoyle, golem, hag, harpy, manscorpion, manticore, medusa, nekrozon, nuckalavee, rat, revener, stirge, thoul, tiger, and wolf.

Old Alphatia (Multiverse Dimension)

Address: Draesten-Old Alphatia.

Size: Cluster.

Appearance: This plane is a vast area of space filled with breathable air, air which is stirred by winds. It is filled with stars, each of which is a sun; many of these suns

are circled by planets. At the center of the plane is a huge, colorful nebula containing one of the biggest and brightest suns; this place attracts the eye no matter where in the plane a traveller is.

This central nebula was once home to the highly magical Alphatian peoples of the Known World. This plane had once been an airless void with suns and planets, but air-magicians of the Alphatian civilization cast powerful magic to fill it with air... an event which upset fire-magicians of the same civilization and which eventually led to a war between the two factions. See the history of the Immortal Alphaks, in Chapter Two: Immortals of the Known World, for more details.

The war destroyed the world of Alphatia and shattered many other worlds of this plane (though the Alphatians, wrapped up in their own problems, were not aware of this). Many of the Alphatian survivors fled this plane, eventually ending up on the Known World. However, many other survivors remained, living in communities on the large floating islands which were the remains of the planet. In the central nebula, visitors from other planes will come across numberless asteroids and floating islands, many of which have water and sustain life. The people of these flying islands, the Cypri, are a copper-skinned folk like the "common" Alphatians of the Known World; no pale-skinned "pure" Alphatians remain. Each island now constitutes an independent small nation.

One place which visitors are likely to find is called Paradise Island. There, the islanders wear loin cloths and colorful robes; they decorate themselves with feathers and flowers. They are very friendly toward travellers, generous and trusting. Most are in the habit of eating the fruit of the *zzonga* plant, which deprives them of ambition. These people have all the magical potential of their ancestors, giving them all the abilities of 1st level magic-users, yet they are so lacking in ambition that none rise above that level. Outsiders who get in the habit of eating the *zzonga* fruit also suffer the fruit's pacifying effects and have no desire to leave the island; if forcibly removed and denied access to the fruit for a 1d4 days, they will return to normal at the end of that time.

Dominant Sphere: Energy.

Physical & Magical Laws: Any mass which would weigh more than 20,000 cn generates a gravity field equivalent to the Known World's.

Every child born in this plane has the abilities of a 1st-level magic-user. Consequently, magic-users are much more common than any other character class here; a majority of the population is made up of low-level magic-users instead of Normal Men and Women.

Once upon a time, spellcasters in this plane had extended spell durations and could cast additional spell levels, owing to the magical saturation of the plane, but this is no longer the case; the energy which destroyed the world of Alphatia ended that magical effect.

Passage of Time: Same as the Prime Plane.

Spells/Powers Needed to Survive: None.

Spells/Powers Needed For Movement: Flight powers or *teleport* spells are necessary for travel in the airy void; ordinary, non-magical sailing ships can use the winds in the void to sail between planetoids. On a planetary surface, normal movement works.

Effects on Mortal Magic: None.

Effects on Immortal Magic: None.

Effects on Immortal Special Powers: None.

Native Races and Monsters: Adaptor, animal herd, athach, beholder, blast spore, cat (great: panther, lion, tiger), cyclops, doppleganger, dragon, drake, gargoyle, giant (hill, stone, frost, fire, cloud, storm, mountain, sea), golem, humans, lich, mek, merman, metamorph, minotaur, nixie, most normal animal types, ogre, pixie, roc, spectre, spider (planar), sprite, statue (living), troll, unicorn, vampire, wraith.

Dimension of Myth

An alternate dimension which has been visited by Immortals and high-level mortal adventurers on several occasions, and one which strongly resembles the multiverse, is called the Dimension of Myth.

The world corresponding to the Known World in that dimension's Prime Plane is very much like our own planet Earth as it was in the Middle Ages; each nation and culture corresponds very closely to a nation and culture of Earth. However, in that dimension magic works and magical creatures that are merely mythical here are very prevalent. This is the world where the households of Sylaire and Klantyre (the d'Ambreville and McGregor families and their dependents) came from before they settled in Glantri on the Known World; see the description of Rad in Chapter Two: Immortals of the Known World.

As a general rule, this dimension is populated by worlds, creatures, Immortal beings, and themes which strongly resemble the mythologies of our Earth. However, these elements, instead of being blended together as they are on the Known World, are kept separate according to their real-world cultural backgrounds; for instance, characters will see pegasi and dryads in the worlds of Greek myth, but never in the worlds of mythologies where winged horses did not appear.

Dimension of Nightmares

This dimension has been little explored by Immortals or mortals; it is dangerous to both. It is known that the very appearance of the planes is terrifying to look upon; planes, worlds, even architecture are strange, designed with alien and abnormal geometry which gives mortals of the multiverse headaches and jitters to see.

There is apparently a certain amount of "bleed-through" between the Nightmare Dimension and the multiverse. People of the multiverse sometimes see creatures of the Nightmare Dimension in their dreams, and the reverse is also true; creatures of the multiverse sometimes appear in the dreams of the intelligent beings of the Nightmare Dimension.

It doesn't help that creatures from the two dimensions are regarded as hideously ugly and frightening by one another. For example, diaboli (the race corresponding to humans in the Nightmare Dimension) are red-skinned and fiendish of appearance, at least to human eyes; they find humans equally terrifying in appearance.

Two types of Nightmare creatures which are known to have visited the Multiverse are diaboli and malferas; diaboli, in fact, have even settled in the Prime Plane of the multiverse, where a few of them have slowly overcome their dread of humankind; see Chapter Seven: Monsters.

The Vortex Dimension

This dimension appears to be fatal to mortals and Immortals alike. Its outermost Outer Planes, the only ones with portals into the multiverse dimension, are visible from certain Outer Planes of the multiverse to characters using *detect invisible* or *truesight* spells; they appear as nasty, whirling vortices of energy and destruction. These vortices occasionally spit out monsters; this is where spectral hounds and the mysterious blackballs come from.

Of the few Immortals who have ventured into that dimension, only a battered few have ever returned, and they were unable to recall anything that happened to them while there, leading some to believe their memories had been deliberately erased.

It has been a persistent myth among the Immortals for eons that the Vortex Dimension is where the Old Ones are. According to ancient Immortal legends, the Old Ones are a state of existence and power as far from the Immortals as the Immortals are from humans. Some Immortals believe that the Old Ones were once all Immortals, just as the Immortals were all once mortals. The goals and powers of the Old Ones are unknown, but there are a few Immortals who aspire to become Old Ones in order to acquire the legendary power and knowledge of these beings.

There are rumors that it is possible for a reigning Immortal Hierarch to become an Old One by voluntarily giving up his or her Immortality and becoming a mortal again, then earning Immortality a second time and eventually rising to be a Hierarch once more. However, there are very good reasons why *very* few Immortals are willing to undertake this. The Immortals all remember how difficult it was for them to earn Immortality the first time and know how slim the odds are that they would succeed in a second attempt, especially given the interference of enemies they have made in their Immortal careers. It is said that only two Immortals have succeeded in this incredible feat in the last few thousand years... and both, as soon as they had became Hierarchs a second time, were attacked by blackballs and vanished—either destroyed or, some maintain, transformed into Old Ones.

City of the Immortals

The setting for most D&D® game adventures is a planet named Mystara. Mystara is a hollow planet with an inhabitable inner surface and a tiny sun in the center of the hollow interior. The planet's outer surface is the Known World setting, and its inner surface is the HOLLOW WORLD® setting.

Mystara has one visible moon with the same size and general characteristics of the moon of our own Earth. In one of the larger craters of that moon, a crater facing Mystara, is a node which leads to a small pocket-universe. In that pocket-universe, the Immortals have built a city called Pandius.

Pandius (Prime Plane)

Address: Ethereal-Prime-Pandius.
Size: Island.
Appearance: This pocket universe is a hemisphere several hundred yards in diameter, consisting entirely of the City of the Immortals. It is possible to see out onto the Prime Plane from Pandius, but beings on the Prime Plane cannot see in. A mortal character on the Prime Plane could walk right *through* the area occupied by the city of Pandius and would neither see nor touch the city nor anything in it.
Dominant Sphere: None.
Physical & Magical Laws: Same as the Prime Plane. However, although gravity on the lunar surface is 1/6 that of the planet of Mystara, gravity within this pocket universe is the same as that of Mystara.
Passage of Time: Same as the Prime Plane.
Spells/Powers Needed to Survive: Inside the city: None.
Spells/Powers Needed For Movement: None.
Effects on Mortal Magic: None.
Effects on Immortal Magic: None.
Effects on Immortal Special Powers: None.
Native Races and Monsters: The city of Pandius is densely occupied by Immortals, Titans, Lesser Fiends, monsters, and favored mortals of all descriptions.

The Arrangement of Pandius

The map on page 127 shows the arrangement of the city of Pandius. The map numbers are keyed below.

(1) **The Central Dome.** This giant golden dome is the center of activity in the city. It is where Immortals of all the Spheres can meet freely and in peace. Combat between Immortals is forbidden here, and the Hierarchs in Pandius ruthlessly punish those who violate this rule.

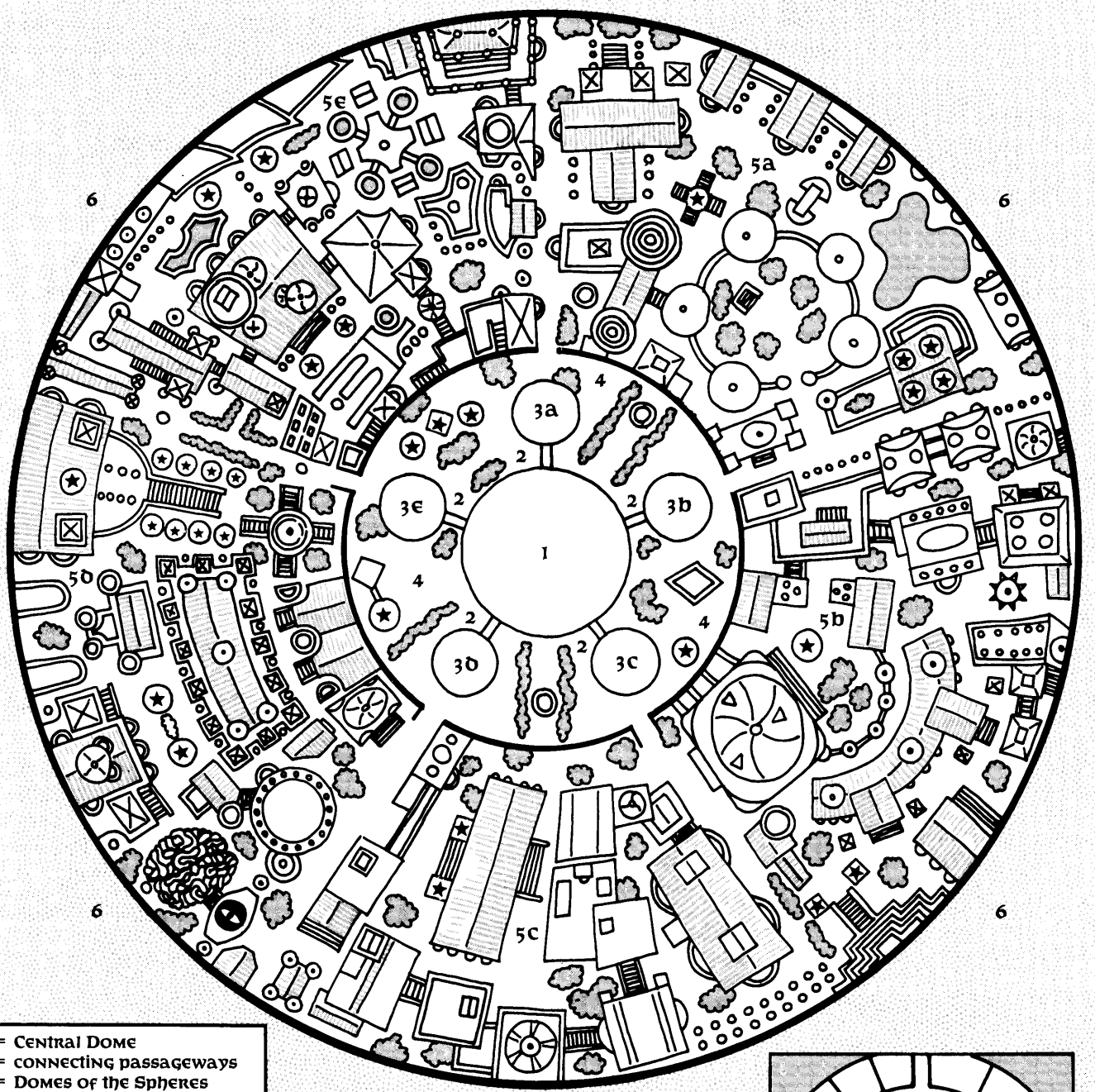
The inset map at the bottom of the city map shows the layout of the interior of the Central Dome. The exterior ring of the dome consists of access corridors and numerous chambers. Some of these chambers are meeting rooms; several of them permanently assigned to various Councils of Hierarchs, others open for use by Immortals in need of a neutral meeting ground. Some of the chambers are prisons, where cells or chains made of baaka can hold Immortals or other powerful creatures. Others are monitoring rooms with skylights, where low-level Immortals working for the Council of Mystara use their magic to watch out for illegal Immortal activity on the Known World below.

The main chamber of the Dome is a theater with seating all around; sometimes it is used by Hierarchs to address the collected Immortals, sometimes it is used as an arena for challenge combats or demonstrations of magic, sometimes it is used as a court where Immortal malefactors are tried. This chamber is decorated with motifs suggesting all five Spheres: inlaid gem mosaics celebrating the Sphere of Matter, pulsing energy paintings displaying the glories of the Sphere of Energy, synchronized moving patterns suggesting the Sphere of Time, absorbing interpretive art appropriate to the Sphere of Thought, and grim black-and-white etchings glorifying destruction and death for the Sphere of Entropy.

Underneath the main chamber is a punishment chamber containing the **Altar of Diminishment**, an immensely-powerful artifact which can only be used by an entire Council of Hierarchs acting together. It possesses the special artifact power De-Power (see page 96) and is able to reduce an Immortal's Power Points total, Experience Level, and Rank. This is a slow, painful process and is only done to

PANDIUS

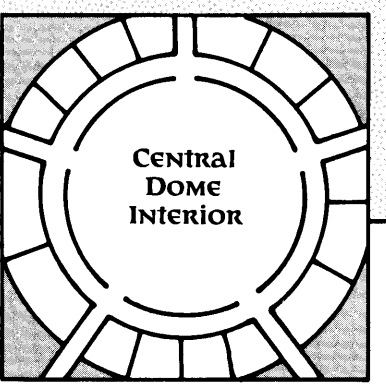
Scale: one inch equals 500'



1 = Central Dome
2 = connecting passageways
3 = Domes of the Spheres
- 3a = Dome of Matter
- 3b = Dome of Energy
- 3c = Dome of time
- 3d = Dome of Thought
- 3e = Dome of Entropy

4 = Gardens
5 = Estates of the Immortals
- 5a = Estates of Matter
- 5b = Estates of Energy
- 5c = Estates of Time
- 5d = Estates of Thought
- 5e = Estates of Entropy

6 = The Hemisphere



Immortals who have committed a grave offense, been captured, and need to be taught a severe lesson.

In addition to the Immortals present, titans, fiends, and other servitor-races are often found in the Central Dome, usually running errands for their Immortal masters.

(2) Connecting Corridors. These golden passageways are inset with heavy crystal windows and skylights, allowing those within to see outside. Each corridor connects the Central Dome with one of the Domes of the Spheres. Each has four 10′-wide colored strips on the floor, one blue, one red, and two gold. Anyone standing on the blue strip is automatically swept toward the Central Dome, while anyone standing on the red strip is swept toward the connected Dome of the Sphere; they travel at a rate of 50′ per round. The golden strips enable Immortals to walk at their own pace without being carried along by magic; they also provide a place to stand and stare meditatively out the windows.

(3a-3e) Domes of the Spheres. Each of these domes is governed by the Hierarchs of one Sphere of Power; Immortals from other Spheres are not usually invited to visit. These domes are where Immortals of a single Sphere can meet—to socialize with others of their kind, to plot against the Immortals of the other Spheres, or simply to relax in a congenial atmosphere.

Each dome is laid out similarly to the Central Dome, with one central chamber and several utility rooms at the rim. Each is decorated in a manner suited to that sphere. Each is monitored by Immortals of that Sphere, who use their magical detection spells and abilities to make sure that Immortals from other Spheres do not enter unannounced.

(4) The Plaza. The area around the Great Complex is an open plaza decorated with statues, fountains, and stands of trees. It is a less formal area where Immortals and their servants of all Spheres can meet in peace. The no-fighting prohibition of the Complex extends to the Plaza, as well.

(5a-5e) Estates of the Immortals. The rest of the city is made up of residential districts where Immortals may build themselves estates. Any Immortal with an interest in the Known World can ask for and receive a plot of ground, where he or she may create whatever sort of estate suits the character's fancy. For this reason, each estate is unique and reflects the personality of its resident. Most include lavish palaces, villas, citadels, or castles and are staffed with retainers or monsters belonging to the Immortal owner of the estate.

These estates tend to be segregated by Sphere; Immortals of the Sphere of Matter tend to build their estates close together, for instance. However, there are no rules prohibiting Immortals of other Spheres from visiting the areas belonging to other Spheres. Since Immortals of different Spheres can be friends, allies, and lovers, there is a good deal of traffic into any given area by Immortals of other Spheres.

Space considerations prevent us from giving descriptions of each estate in this area, but note that just about every Immortal in the "Immortal of the Known World" chapter has an estate here, and many others not listed there do as well.

(6) The Hemisphere. The lunar surface is barren and has no atmosphere, so the Hierarchs who initially created Pandius enclosed a large area in a thick crystalline dome (actually a set of interlocked, glass-clear baaka) and created an atmosphere within it. Of course, the Immortals do not need air to breathe, but many of their estate servants do; additionally, without air no verbal communication is possible even between Immortals, and the Immortals enjoy the scents of flowers and foods just as much as mortals do... when there is atmosphere to carry those scents.

Other Cities of the Immortals

Pandius is not the only city of the Immortals, but it is one of the few where Immortals of every Sphere of Power have estates and meet in peaceful interaction. It has sprung up because of the interest the Immortals have in the Known World, one of the planets of the Prime Plane which is the origin-point of so many Immortals. Other planets which produce many Immortal candidates have other, similar Immortal cities on or near them.

Other *planes* also feature Cities of the Immortals. For instance, the Plane of Brynn has a heavy stone citadel occupied by Immortals of the Sphere of Matter; the Plane of Draesten features a flying city occupied by Immortals of the Sphere of Energy; the Plane of Entrem has an hourglass-shaped planetoid on which are built the homes of Immortals of the Sphere of Time; the plane of Mirage has a city where Immortals of the Sphere of Thought live (but the shape and appearance of the city changes from day to day); and the Plane of Pyts features a giant, terrifying subterranean citadel that serves as headquarters for many Immortals of the Sphere of Entropy. Other planes, and other worlds on the Prime Plane, have cities of the Immortals nearby, and most Immortals maintain estates in several planes at the same time.

Immortal Record Sheet

Name: _____ Immortal Level: _____

Sphere: _____ Alignment: _____ Immortal Rank: _____

Abilities:

☐ Str _____
☐ Int _____
☐ Wis _____
☐ Dex _____
☐ Con _____
☐ Cha _____

Adjustments:

☐ Attack Rolls, Damage
☐ Plots, Skills, Aura
☐ Aura
☐ Missile Attack Rolls, AC
☐ Resistance to Poison
☐ Reactions, Aura, Retainers

Power:

Permanent Power

_____

_____

Temporary Power

_____

_____

Saving Throws:

____ Spell Attacks
____ Physical Attacks
____ Mental Attacks
____ Power Attacks

Combat Notes:

Armor Class: _____
THAC0: _____
Hit Dice: _____
Hit Points: _____

Movement:

Walking: _____
Flying: _____
Incorporeal Form: _____
Mortal Identity _____

Manifestation Form:

Name: _____
Race: _____ Age: _____ Sex: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____
Appearance: _____

_____

_____

_____

Powers: _____

_____

_____

_____

Usual Mortal Identity:

Name: _____
Race: _____ Age: _____ Sex: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____
Appearance: _____

_____

_____

_____

Abilities: _____

_____

_____

_____

Special Skills and Equipment:

_____

_____

_____

_____

_____

_____

Current Plots:

_____

_____

_____

_____

_____

_____

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Plane Design Sheet

Name: _____

Address: _____

Size: _____

Appearance: _____

_____

_____

_____

Dominant Sphere: _____

Physical & Magical Laws: _____

_____

_____

_____

_____

_____

_____

Passage of Time: _____

_____

_____

Spells/Powers Needed to Survive: _____

_____

_____

Spells/Powers Needed For Movement: _____

_____

_____

Effects on Mortal Magic: _____

_____

_____

Effects on Immortal Magic: _____

_____

_____

Effects on Immortal Special Abilities: _____

_____

_____

Powers: _____

_____

_____

Native Races and Monsters: _____

_____

_____

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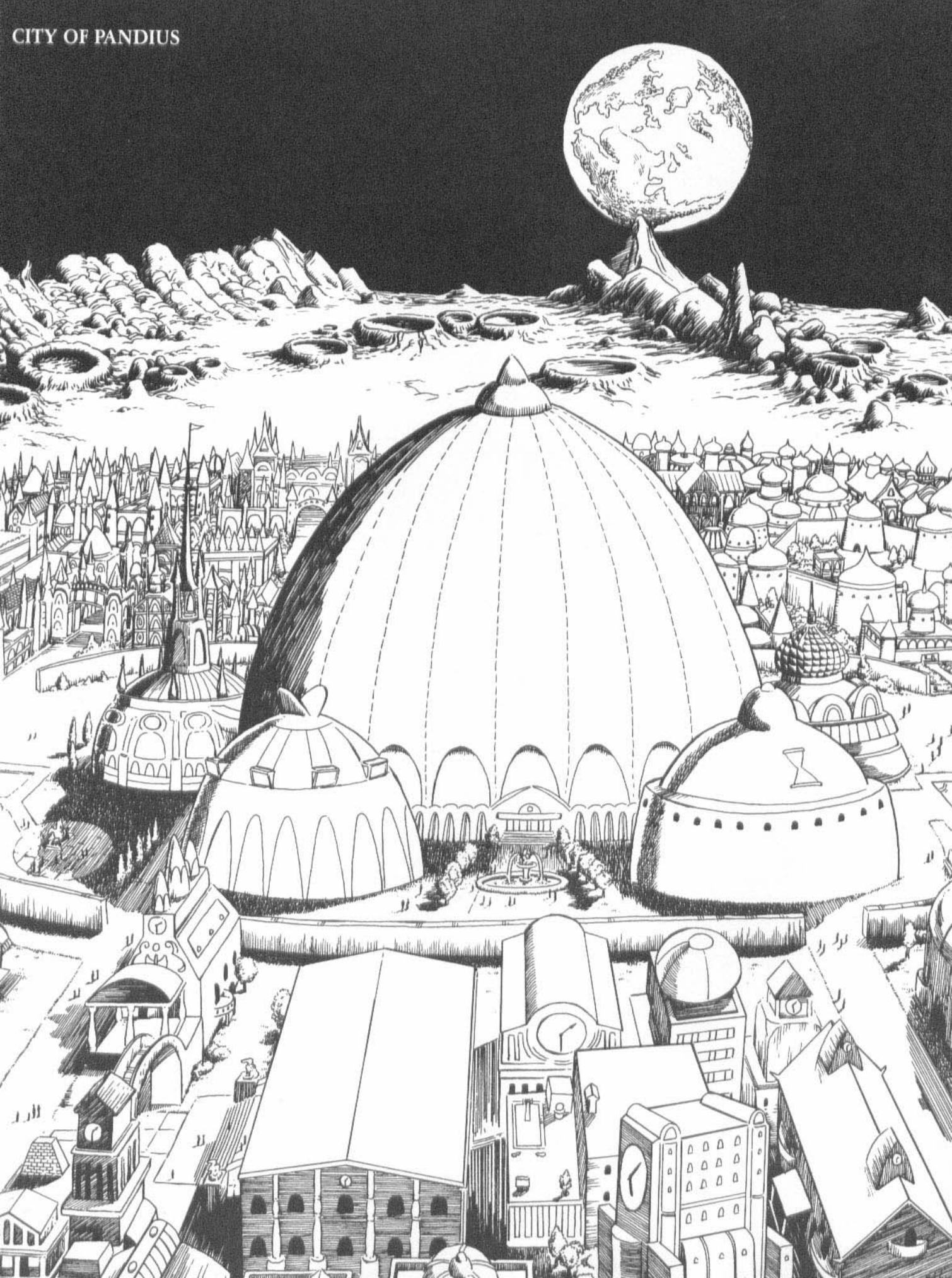
CITY OF PANDIUS

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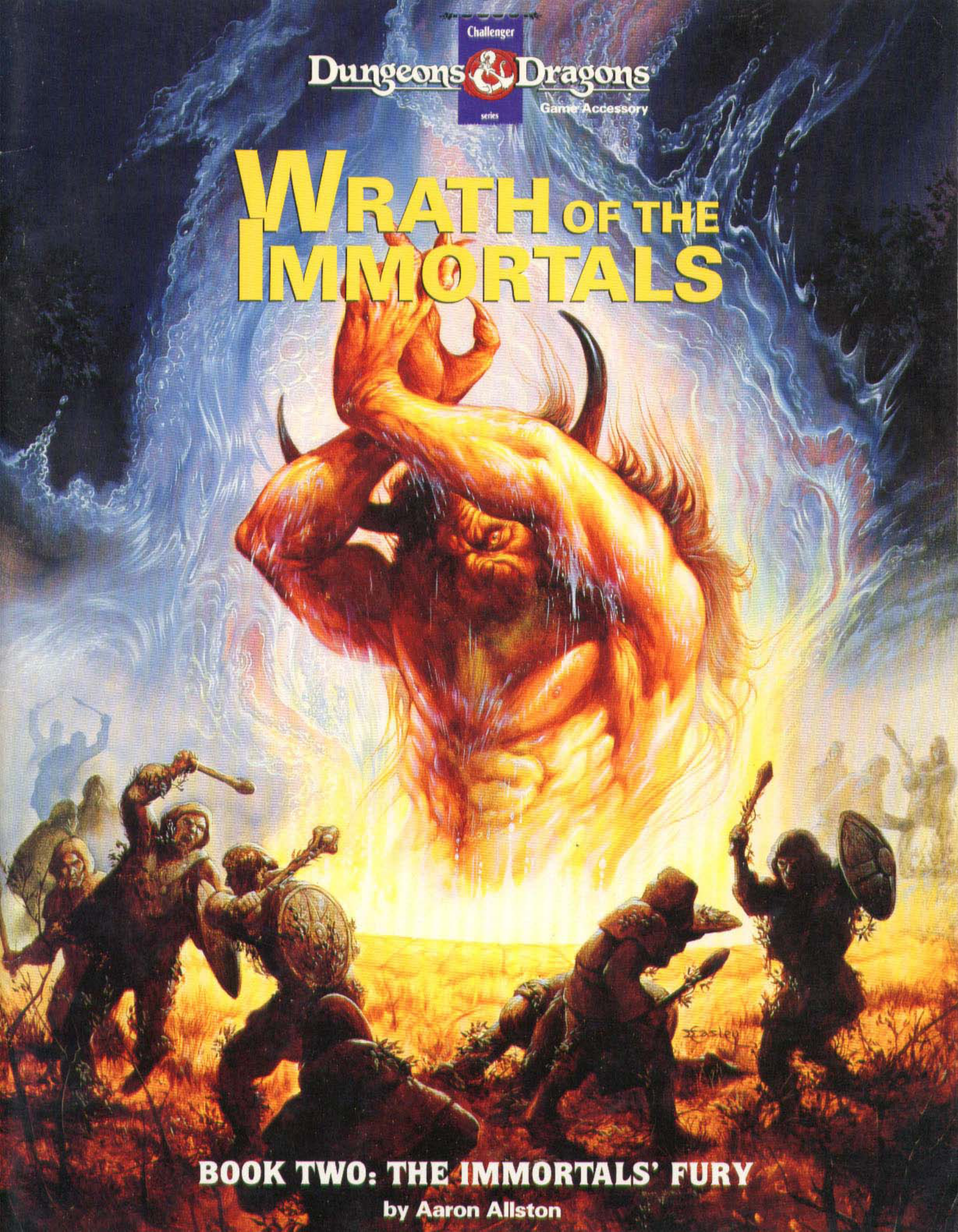

BOOK TWO: THE IMMORTALS' FURY

by Aaron Allston

Book II:
The Immortals' Fury

by Aaron Allston

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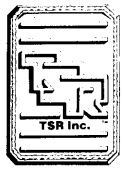

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Introduction

This adventure, **The Immortals' Fury**, turns the campaign world upside-down, making planet-wide changes which will alter the Known World forevermore.

But before we continue with this discussion:

> **This entire book is for the eyes of the DM™ only. Persons intending to play in this adventure, rather than referee it, should *read no further!***

DMs who haven't already read **Book I: Codex of the Immortals** should at least skim it now, especially the first two chapters, before digging too deeply into the adventure. Please note that players *can* read the **Codex**; it is only the details of the adventure which follow that should be off-limits.

What It's All About

In **The Immortals' Fury**, one set of the all-powerful Immortals has made important discoveries about an ancient and bizarre artifact. This group's continued investigation of the artifact threatens to challenge the rules by which the Immortals govern themselves, and other Immortals have sworn to stop them. The struggle between these two groups, modified by the interference of other Immortals and the efforts of heroic mortals, will result in mortal nations destroying one another in bloody warfare. When the dust has settled, the status quo will have been altered forever, and the Known World will never be the same.

Where Things Happen

This adventure takes place in the Known World and HOLLOW WORLD® game settings, which have been extensively described in previous publications (the GAZ and HWR series of supplements, the **Dawn of the Emperors** and **HOLLOW WORLD** boxed sets, the **D&D® Rules Cyclopedia** hardback, the **Trail Maps** series, and many, many adventure modules). This adventure can be played without owning any of these supplements (aside from the **D&D® Rules Cyclopedia**, which is essential), but the DM will be able to throw in more "local color," and his or her job will be a whole lot easier, if he or she draws on the following supplements for their descriptions of the nations where the most crucial portions of the adventure take place:

> **GAZ 3: The Principalities of Glantri**
> **GAZ 11: The Republic of Darokin**
> **Dawn of the Emperors** Boxed Set
> **HOLLOW WORLD®** Boxed Set

Time of the Adventure

Up until now, most supplements and adventures written for this setting have presumed a starting date around the year 1,000 AC in the Thyatian calendar, and none has postulated major changes to the setting. With **The Immortals' Fury**, the situation changes dramatically. The efforts of the Immortals will result in catastrophic alterations to the world's surface... and to its interior surface, the HOLLOW WORLD setting, as well.

The episodes of this adventure begin in the year 1004 AC, to give individual DMs time to arrange a seamless transition from their current campaigns to the starting point. Thereafter, the phases of the adventure should be interspersed with events from the timeline in the back to take the Known World setting up to the year 1010 AC. Future D&D® game supplements and adventure modules will be set in Year 1,010 and afterwards to reflect the changes brought about by this adventure.

DMs who don't run a campaign set in the Known World or HOLLOW WORLD can adapt this adventure to their own campaign worlds by substituting the most appropriate nations, NPCs, and Immortals from their home campaigns for the ones described in this adventure. This will take a fair amount of work but should be worth the reward. Alternatively, any DM not wanting to disturb his or her home campaign to quite this extent is free to run some but not all of the scenarios included in this book as stand-alone adventures.

How It's Arranged

The Immortals' Fury is arranged this way:

About This Adventure gives a brief overview of the whole adventure and describes a variety of ways a DM can integrate this adventure into his or her ongoing campaign.

What Has Come Before fills in the background and relates events in the past which have a direct bearing on the course of events in the adventure. This section is particularly important for explaining the motivations and goals of the Immortals involved.

Phase One: The Prelude is the first part of the **Fury** epic. It is a complete adventure for characters of experience level 1-5, so only the entry-level **DUNGEONS & DRAGONS®** game boxed set is needed to play it. The DM should not feel obliged to have the characters jump into the next phase of the adventure immediately; in fact, they may not know for quite some time that there is even going to be a "next phase."

Phase Two: The Build-Up is the second part of the epic. This adventure for mid-level characters—heroes in the prime of their careers, 6th level and up—requires the new **D&D® Rules Cyclopedia** or the older **Expert** and **Companion** boxed sets. In this stage, the characters' actions may begin to influence the fate of nations and bring them to the attention of the Immortals.

Phase Three: The Great War is the third and final part of the epic. It is a complete adventure for high-level characters—those who rule their own dominions, interact on an equal basis with princes and kings, and tackle the most powerful menaces the world has to offer. Here, players will need either the **D&D® Rules Cyclopedia** or the older **Companion** and **Masters** boxed sets. It is during the course of this adventure that the world will see its most profound changes.

Timeline of the Years 1,004-1,009 AC describes the political events which parallel the course of the adventure, as well as providing many suggestions of other scenarios that can be used to lengthen the main adventure.

When Things Go Wrong describes ways the adventure can go astray, and ways the DM can set it right again.

Monsters describes new monsters introduced in **The Immortals' Fury**.

Before Play Begins

Considering the scope of events which take place within these pages, DMs are strongly recommended to take time to become thoroughly familiar with the adventure before running it for their players.

Also, DMs not yet familiar with the Known World and HOLLOW WORLD settings who have access to the supplements which describe them should read up on these settings. DMs intending to set this adventure in their own, unique campaign-worlds should preview the adventure and think about all the setting substitutions needed to custom-fit this adventure to their worlds.

For now, turn the page... and watch the world start to come apart at the seams.

About This Adventure

The Immortals' Fury is an adventure which involves, in one way or another, most of the nations of the Known World. In this chapter, we'll discuss ways a DM can run the adventure so as to put the PCs through as much excitement and danger as possible.

Synopsis of the Adventure

Phase I: The Prelude

In the first phase of the adventure, the player characters are low-level heroes who come across a castle tucked away deep in the mountains between the trading-republic of Darokin and the wizard-ruled lands of Glantri. There, they find hitherto-unknown monsters and an artifact—an artifact which contains the life-force of a being who has existed since the time of Mystara's first human civilizations.

If the characters defeat the dangers of the castle, they can help the being escape the artifact, gaining an extremely useful (and powerful) ally.

Phase II: The Build-Up

At adventure's start, it has been some time since the adventure at the castle where the artifact was retrieved; the player characters will very likely have gained several levels in other adventures over the intervening weeks or years.

The being they freed from the artifact reappears to enlist the PCs in an investigation. He draws the characters' attention to the fact that the world appears to be going mad. Armies everywhere are growing in numbers and strength, spies are perpetrating acts of sabotage and murder on an unprecedented scale, and normally diplomatic kings and queens are bringing their nations to the brink of war on matters of little consequence. Their friend fears that some powerful force is behind these events... but lacks the kind of details that would constitute solid proof. He asks the PCs' help in securing that evidence.

Travelling to an island dominion of the Empire of Alphatia, the heroes will discover evidence of a massive colonization program being undertaken by the Alphatian government. This will tempt them to travel to regions they've probably never seen before... and will allow them to uncover evidence of the conspiracies of Immortals, as well as the identity of a mortal dupe in those conspiracies.

Phase Three: The Great War

By now, the Known World is one great battlefield, as nation after nation joins in the Glantri/Alphatian war. Glantri, Alphatia, Thyatis, the Heldannic Knights, Darokin, the Orcs of Thar, Vestland, the Ethengarian Khanate, Soderfjord, Alfheim, the Emirates of Ylaruam, and Hule are all either locked in battle with one another or wracked by internal dissension; great changes also rock Rockhome and Karameikos. In a pair of adventures set against the background of this war, the player characters, knowingly or not, decide the fate of Mystara.

Having identified a mortal who holds a valuable key to the Immortals' plans, the player characters must follow his trail across a war-torn continent. Only by running him to earth can they find the information that they and their mysterious patron need. Finally, in the last and most dangerous stage of their whole mission, they travel to the secret location of the ancient artifact the Immortals are fighting over and must find a way to stop it from draining all the magic from Mystara—in the face of direct interference from angry Immortals!

Coordinating Adventure and Timeline

At the end of this adventure is a list of events entitled "Timeline of Years 1,004-1,009 AC." This Timeline details what is taking place in the rest of the Known World while the adventurers are concentrating on their quest.

These events form the backdrop to the adventure; it is very important that the characters become aware of them as they happen. These events not only suggest the passage of time to the PCs but should increase their sense of urgency as the situation grows increasingly out of control. In many cases, knowing of these events will force the characters to revise their plans—for example, travel between Darokin and Glantri will be easy at the adventure's onset but almost impossible during the period of the humanoid invasion of 1007-1008. Similarly, it would be prudent of them to avoid areas where there are major outbreaks of plague, if only they can find out about them well enough in advance, or to go secretly through lands which are at war with the PC's home country. It is therefore important for DMs to keep careful track of exactly how long the player characters take to complete each stage of the adventure, as well as travel time spent in getting from place to place.

Each time the PCs advance through the calendar to a new season, the DM should check the Timeline entry for that season. The PCs won't necessarily hear of these events until long afterwards, and thus may be in for one or two nasty surprises ("Disappeared? How could all the dwarves in Rockhome just disappear? *I'm* a dwarf, and nobody told *me* anything about it!"). However, once the players begin to realize how wide-sweeping the changes taking place are, the DM can rest assured that their characters will take pains to keep up on the latest news, especially as it relates to their home and families. The cumulative weight of events will eventually work to convince the PCs of the serious nature of the changes taking place on their world.

Many of the events described will provide the PCs with adventure opportunities. If the PCs are near one of the areas affected by an event, or have properties or loved ones in those areas, they may feel obliged to intervene to the best of their ability—to try to hold back an invading army, to help victims of the plague, to lead a band of refugees to safety...whatever is in their power and fits their individual personalities.

Timeline Record Sheet

The **Wrath of the Immortals Timeline Record Sheet** at the end of this chapter is designed to help the DM keep track of where the players and most important NPCs go and what they do over the six-year span covered by the adventure. The DM should make at least six copies of this sheet—one for each year from 1,004 through 1,009—and fill them in as the adventure progresses.

The Calendar

The Known World calendar is made up of twelve months, each consisting of four weeks of seven days each. There are therefore 28 days in each month and a total of 336 days in the year; there are no leap-days. DMs wishing to make a one-on-one equivalence with the Gregorian calendar in modern use in our world should assume that the Mystaran day is slightly longer than Earth's, just over 26 of our hours. DMs using some calendar system of their own should translate according to the appropriate season (spring, summer, fall, and winter).

The first month of the year is Nuwmont, which together with Vatermont and Thaumont make up the Spring months. Officially the first day of Spring is Thaumont 1, but in reality the first warm day can come earlier or later, depending on how far north the characters are and how cold that year's winter was. Consequently, when a Timeline event is listed as taking place in Spring of 1,006, the DM should set it anywhere from Nuwmont 1 to Thaumont 28, wherever it best fits the campaign as he or she is running it. Even when it is specified that a certain event will take place in "late summer" or "early winter", the DM has considerable flexibility in fixing the exact date.

The other three seasons are Summer (Flaurmont, Yarthmont, and Klarmont), with Klarmont 1 the traditional first day of summer; Fall (Felmont, Fyrmont, and Ambyrmont), with Ambyrmont 1 as the official first day of fall; and Winter (Sviftmont, Eirmont, and Kaldmont), with Kaldmont 1 the official first day of winter.

All these names of the months and days on the calendar are from the Thyatian calendar used throughout the Empire of Thyatis and neighboring Karameikos; it is also popular throughout the Known World. The Alphatian calendar is similar, with the following differences:

First, the Alphatians date their calendar from exactly 1,000 years earlier than do the Thyatians. Thus, the year 1,004 AC (After Crowning of the first Thyatian Emperor) on the timeline is the equivalent of 2,004 AY (Alphatian Year).

Second, the Alphatians start their year with a different month. Thyatians start their year with Nuwmont 1; Alphatians start it with Thaumont 1. Consequently, for the Alphatians Vatermont 1,004 AC is near the beginning of the year, while for the Alphatians the same month is Vatermont 2003 AY, near the *end* of their year.

Third, the Alphatians have different names for the months of the year and for the days of the week; see the Timeline Record Sheet on page 5.

Adjusting the Adventure to Character Level

The Immortals' Fury is a very flexible adventure which, with a little creativity on the DM's part, can be adapted for use in almost any ongoing campaign. Virtually any of the scenarios included in this book can be adjusted to become appropriate challenges for characters of higher or lower levels. For example, Phase I is written with low-level characters (1st through 5th level) in mind. A party of four 1st level characters would find it difficult to survive, while a group of eight 5th-level characters would breeze through it unscathed.

To modify an encounter for lower-level characters, reduce the number of opponents the PCs face, or break them into smaller groups so they don't have to fight as many at once. The DM can also reduce the amount of damage the opponents' attacks do, or change it from permanent damage that would kill a character to temporary damage that would knock him or her out (so that lethal poisons become sleep toxins and the like). Also, the DM can adjust the opponents' motivation to give them a reason to take the characters alive rather than trying to kill them, giving the PCs either a chance to negotiate or to escape later on.

To modify an encounter for higher-level characters, the DM should simply reverse all the suggestions in the preceding paragraph, so that the PCs face more opponents with more Hit Dice and deadlier abilities. Simple traps and ambushes become lethal. Enemy NPCs fight with better organization and more guile, making them much harder to defeat.

Thus, if Phase I of this adventure were being run for a party consisting entirely of 1st-level character, the DM should arrange for there to be fewer monsters present at each encounter to give the PCs a fighting chance. If the party is largely 2nd and 3rd-level characters, the adventure should be run as printed. If the characters are 4th and 5th-level, their foes should have more Hit Dice and hit points. If the DM wishes to send a group of characters higher than 5th-level through this dungeon, he or she should substitute vampires or some other powerful creatures for the lightning zombies. In every case, the important thing is to adjust whatever factors are necessary to keep the *challenge* the player characters face about the same.

* * *

With all that out of the way, it's time to look at the events which led up to the adventure... and at the adventure itself.

Wrath of the Immortals Timeline Record Sheet

Year: _____ DUNGEON MASTER™: _____

Events and Notes:

NUWMONT / *NYXMIR*				
Lunadain / *Majhur*	1 *	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

VATERMONT / *AMPHIMIR*				
Lunadain / *Majhur*	1	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

THAUMONT / *ALPHAMIR*				
Lunadain / *Majhur*	1 **	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

FLAURMONT / *SULAMIR*				
Lunadain / *Majhur*	1	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

YARTHMONT / *SUDMIR*				
Lunadain / *Majhur*	1	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

KLARMONT / *VERTMIR*				
Lunadain / *Majhur*	1	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

FELMONT / *TSLAMIR*				
Lunadain / *Majhur*	1	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

FYRMONT / *ANDRUMIR*				
Lunadain / *Majhur*	1	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

AMBYRMONT / *CYPRIMIR*				
Lunadain / *Majhur*	1	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

SVIFTMONT / *HASTMIR*				
Lunadain / *Majhur*	1	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

EIRMONT / *EIMIR*				
Lunadain / *Majhur*	1	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

KALDMONT / *BURYMIR*				
Lunadain / *Majhur*	1	8	15	22
Gromdain / *Tijhur*	2	9	16	23
Tserdain / *Wojhur*	3	10	17	24
Moldain / *Thajhur*	4	11	18	25
Nytdain / *Flajhur*	5	12	19	26
Loshdain / *Sejhur*	6	13	20	27
Soladain / *Lajhur*	7	14	21	28

MAIN CALENDAR KEY

* *First day of the Thyatian new year*
** *First day of the Alphatian new year*

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What Has Come Before

This adventure takes place because the Immortal named Rad is in possession of a mysterious artifact—one which he studies to learn new secrets of the multiverse, but which drains power from the Sphere of Energy on the world of Mystara each time it is used.

This object, unlike most artifacts, was not created by the Immortals. It started out as a technological device, the power generator of a spacecraft which crashed on the world of Mystara long ago. But over the millennia it has become something far more powerful and dangerous.

Year 4,000 BC

Five thousand years ago, the world of Mystara was very different. Its continents and coastlines would be unfamiliar to modern eyes; it even rotated upon a different axis. At that time the region now known as the Known World was part of the polar icecap. This was the age of Blackmoor, Mystara's first human civilization.

Originally Blackmoor was a small and beleaguered kingdom, until its history was forever changed by a freak accident. Far away in another dimension, a highly-technological civilization developed a star-drive capable of crossing the void between the planets. Over a period of centuries, they colonized new worlds and allied themselves with other races on inhabited planets they came across.

One of their survey ships, the *Beagle*, was on a mission to explore and map an unknown area of their galaxy when it was caught in a freak energy vortex. The disabled ship was whirled through the dimensional barriers, where the crew managed a crash-landing on the surface of the planet Mystara. Most of the people on board survived, but it was clear that the ship would never move again. The captain set up a distress beacon and waited for rescue, not knowing that they were in a whole other dimension whose boundaries their signal could not penetrate.

As time passed and no rescue came, the crew became divided over whether to wait in suspended animation until the inexplicably-delayed rescue ship finally arrived or to colonize this planet. One faction argued they should use their technology to enslave the native population. Tension between the two groups grew until a mutiny broke out, with the "colonizers" seeking to overthrow the captain and those who supported his "sleeper" solution. After a bloody struggle, the mutineers were defeated and fled, hiding in a distant swamp, where they eventually put their ideas into practice. Using their science to breed a race of semi-intelligent frog-men, they so terrorized the local human population that dark legends about "the Order of the Frog" are still used to frighten children today, five thousand years later.

Back at the ship, the captain and surviving crew went into suspended animation, leaving behind automated defenses (electronic traps and killer robots) to prevent either the mutineers or the planet's natives from gaining access to the ship. Nevertheless, it was only a matter of time before King Uther of Blackmoor learned of the ship's existence and heard rumors of the strange treasures inside. He dispatched adventurers to explore the ship and bring back whatever marvels they could. Eventually the sages and mages of Blackmoor learned enough about the items recovered from the *Beagle* to create a technological culture of their own.

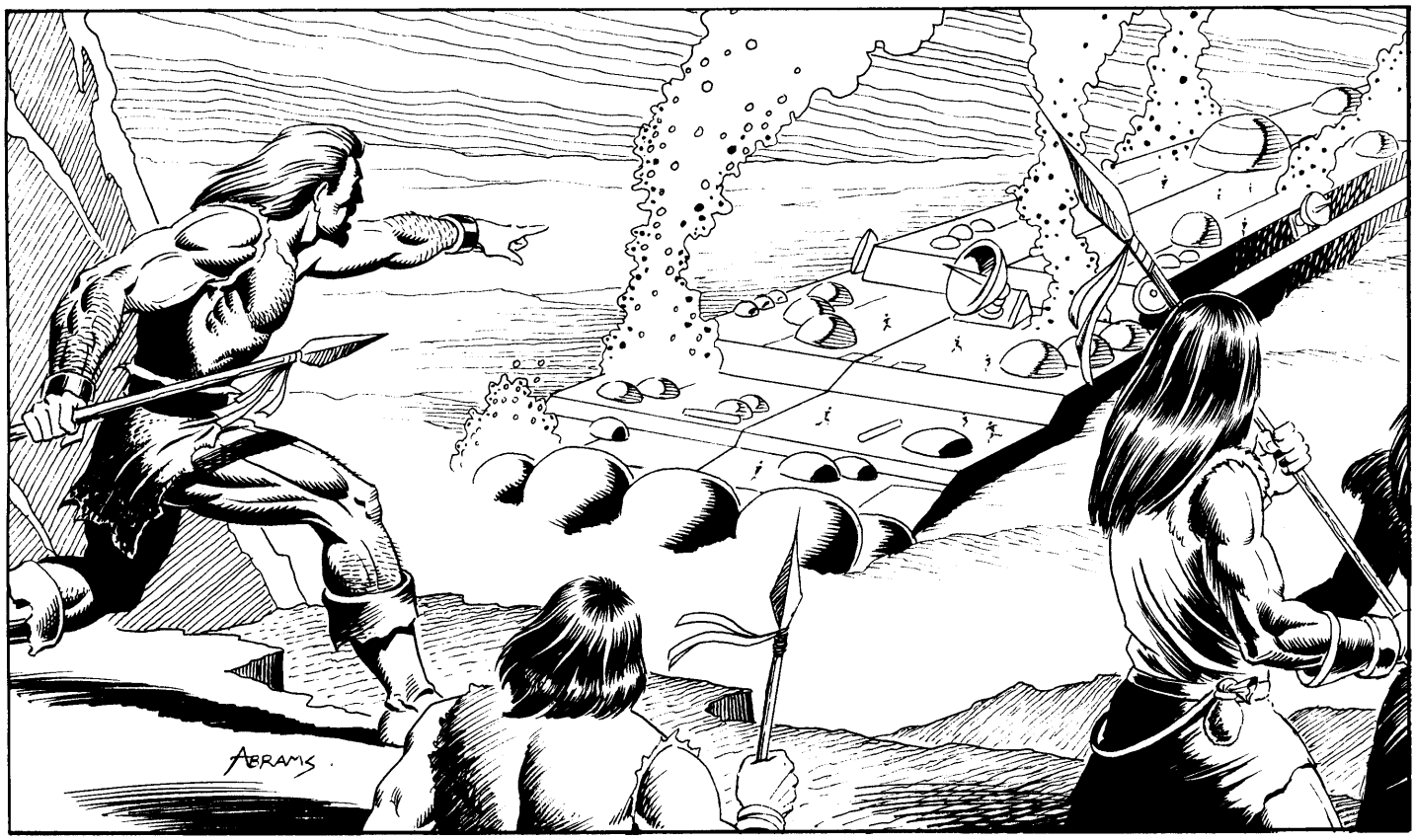
Many years—perhaps centuries—later, Ogdoban Treel, one of the ship's crewmen in suspended animation, awoke as part of a routine maintenance schedule. He discovered that some of the crew had disappeared, including the captain, and noted the continued intrusion by men of Blackmoor despite the dogged defense of the ship's robots—and decided to sell out. He greeted the next group of adventurers to enter the ship and offered them a bargain; in return for a life of luxury and wealth, he would voluntarily hand over the greatest technological secrets of the ship to the men of Blackmoor, secrets they would never be able to unravel without his help. Since he knew the other men and women of the crew would stop him if they ever became aware of his actions, he sabotaged all the other life-support modules to kill them while they slept.

At first the plan worked well, and under Treel's direction the systematic looting the ship's core began. Then something Treel hadn't counted on happened; one of the other crew members interfered. Unknown to Treel, First Assistant Engineer Rheddrian Benekander, a compulsive tinkerer, had made modifications to his own life-support capsule. When power was cut to the capsule, his modifications switched it to backup power and initiated its thawing procedure. Rheddrian awoke to find his fellows murdered and a traitor handing over to natives technology which would catastrophically alter their culture.

Unsure what one person alone could do to stop Treel and his allies, Rheddrian used his familiarity with the ship's maintenance ducts to spy out the situation thoroughly before acting. He then improvised a plan to put a halt to Treel's activities and undo as much of the damage as possible. First he reprogrammed the defense robots to attack and repel the intruders, defeating them handily, then he planned to assess the damage to the ship itself—but it was already too late.

Treel was a linguist and diplomat, not a physicist, and he had unwittingly allowed the men of Blackmoor to detach crucial elements that stabilized the core of the ship's power system. Rheddrian was horrified to find that a chain reaction capable of setting off an explosion big enough to vaporize the entire planet was already underway. It was too late to stop the core from going critical, so he focused all the escaping energy inward, turning the explosion into an *implosion*.

The resulting energy pulses vaporized all of the starship except the engine core itself, which melted through the very rock it rested on and sank hundreds of feet into the earth. Rheddrian, working to the last minute in a final effort to stave off as much of the disaster as possible, was utterly disintegrated. What little energy did escape warped reality in all directions, causing animals, people, and plants exposed to it to mutate into strange monster races. By the time investigators from Blackmoor came to investigate, all that was left was a smoking crater with a smooth, glassy bottom; they could only conclude that somehow the ship had taken off, never to return.



Years 4,000 BC-1,000 AC: The Mirror-Shield

Several centuries later, a red dragon flying over the crater saw a strange shiny object exposed by erosion of the fused sand. This brightly-glowing disk two feet across looked valuable, so the dragon carried it off to become part of her treasure.

A thousand years after Rheddrian's sacrifice, Blackmoor's scientists rediscovered the principles upon which the *Beagle's* engines had operated—only to find that the highly magical nature of Mystara made such objects volatile. Before they could learn how to control the new-found energy, their prototypes exploded with such force that Blackmoor was obliterated in The Great Rain of Fire, an explosion so powerful it shift the planetary axis. Thirteen hundred years later (1700 years before the start of the Thyatian calendar), a second, smaller explosion turned an elven homeland into the Broken Lands.

Meanwhile, the mirror-disk had become a sort of dragon heirloom, passing from one hoard to another, its powers unknown and its origin forgotten. Eventually it came into the possession of a great dragon-slayer named Balthac, who slew its owner and carried the disk away with him to his mountainside home. After Balthac himself died fighting Calor the Great, the most powerful dragon of his day, his abandoned fortress slowly crumbled into ruin. About 200 years ago, a small keep was constructed on the same site by a Darokin noble named Baron Alexander Corran.

Unknown to everybody, the mirror-disk is an artifact created by the bizarre energies that destroyed the *Beagle*. Once a small two-inch disk used as a security access device by the ship's engineers, it absorbed an enormous amount of power in the implosion and expanded into a shield-like disk two feet in diameter. It had also absorbed something else: the life-force of 1st Assistant Engineer Rheddrian Benekander.

After being unconscious for millennia, Rheddrian awoke a few decades ago to find himself trapped within the disk, which was lying in a forgotten cave beneath the ruined castle. Upon his awaking, the disk began emitting traces of strange energy, with unexpected effects on all creatures, living and dead, in the vicinity... as described in the chapter entitled "Phase I."

The First Alteration of the Engines

When the *Beagle* was destroyed, the engine compartment of the starship burrowed its way several hundred feet into the ground in the resulting meltdown. The intense energy field of the implosion altered the engine to create an incredibly powerful artifact, now known as the Nucleus of the Spheres.

At some point, an Old One discovered the device and became intrigued with it. He or she realized that the strange magical energies emanating from the device, the Radiance, had the potential to enable mortals to achieve Immortality in the Sphere of Energy without help from an Immortal sponsor. As an experiment in creating a whole new kind of Immortal, he or she moved the artifact to its current location and changed it to make it capable of granting Immortality to those who fully mastered its secrets.

Satisfied with the results, he or she left the device to do its work; to this day, no one knows who, or what, he or she was.

The Second Alteration of the Engines

Thousands of years passed before anyone else noticed the artifact, but eventually Noumena, a Hierarch of the Sphere of Time, deduced its existence. Disturbed to learn of its ability to create Immortals that were not controlled by the current Immortal hierarchy, he took counsel with his fellow Hierarchs. Meeting secretly, a full council of Hierarchs agreed that, left unchecked, the artifact would create an imbalance between the Five Spheres, as well as undercutting their own authority. They therefore altered the device so that every time it was used, it leeched power from the Sphere of Energy, diminishing the sum total of magic available to the world of Mystara. It thus became the responsibility of the senior Immortals of that Sphere to restrict the Radiance's use.

Year 845 AC: Rad

One hundred and fifty-five years ago, a brilliant and eccentric wizard named Etienne d'Ambreville, one of the princes of Glantri, discovered the Radiance and used it to achieve Immortality. He founded an order of mortal sorcerers called the Brotherhood of the Radiance to study it. D'Ambreville was the first to achieve Immortality through its use... and it is he who is now known as Rad.

Year 1000 AC

"My lords and ladies, Immortals and Exalted servants, we face no less than the destruction of the world of Mystara... and of our own society."

The speaker—tall and elegant, with skin the color of bronze gleaming in firelight, and flaming eye sockets—took the center of the Central Dome's main chamber as if it were a stage reserved for his use. His gaze swept the crowd, Immortals all, and looked for opponents to quell, doubters to sway, and supporters from whom to draw encouragement.

He spun and pointed an accusing finger up at the raised judges' bench, where five Hierarchs sat. "It is your responsibility to pass sentence on Rad, to end his studies before they destroy everything we know. In his greed for knowledge, he will sacrifice anything, from an entire world to the very future of our kind."

The object of his tirade, standing quietly a few yards away stroking his beard, coughed up a little laugh. "Eh, monsieur, you credit me with far too much influence and far too little sense. Would I endanger the world of my birth, the world where my descendants still live? No. The object I am studying, the artifact which causes you so much consternation, it is no threat to Mystara. It ***is*** *a source for understanding. It shapes energies in ways which no one has ever seen before. It ignores the known laws of magic and yet achieves magical results. There is nothing like it in any of our records. By studying it, I may discover a whole new kind of magic previously unknown to us—perhaps I may even unlock the secrets of those who went before, the Old Ones."*

Ixion glowered, and the fire in his eye sockets burned brighter. "Each time you use this device, this ***thing****, it draws magical energy, the source of* ***our*** *power, from the world. We have no way to replace that lost energy. And the rate of consumption is increasing. In a few centuries, perhaps a few decades, your irresponsible experiments will have robbed the world of Mystara of all magic."*

Rad shrugged, the delicate fabric of his crimson robe rustling. "So?"

After a second of stunned silence, Ixion whirled to face the audience. "You see? His own words condemn him. No other place in the multiverse has produced as many candidates for Immortality as Mystara, the very world this madman threatens. Many of you called it home during your mortal lives. Steal away its magic, and you turn it into a wasteland of squabbling warriors. You doom all the wonderful races of magical creatures who cannot survive without it to slow and lingering extinction."

"Nor is this all," Ixion said, turning his attention to the five Immortals who sat in judgement. "Rad has violated one of the most ancient laws of our kind. By leeching magic from the world, he is directly interfering with the lives of mortals. Unless we stop..."

Rad's voice interrupted him: "That is a lie."

Ixion whipped around to glare at him in angry disbelief. The crowd stirred and began to mutter: no Immortal, even one as knowledgeable as Rad, had ever dared to speak like that to a higher-ranking Immortal before, especially not to a Hierarch as powerful as Ixion.

Before Ixion could answer, Rad continued: "The 'law,' good monsieur, states that we are not to take direct action against mortals. Travelling to Mystara and forcing a mortal to do your will, that is direct action. Dropping thunderbolts on a city you despise, or sinking an island into the sea, ***that*** *is direct action. What I do is indirect. I study; I encourage; I inspire. I take no direct action."*

Ixion laughed bitterly. "Your 'inaction' will change the world more completely than any thunderbolt from an angry Immortal on an erring mortal. I congratulate you on the sheer power of your inaction. I've never seen any inactivity so powerful... or so dangerous." Ignoring Rad's mocking bow at the compliment, Ixion turned again to the judges before them. "You have seen, and you have heard. I have proved conclusively that Rad's research is draining energy from Mystara. Unless he is stopped, his work will eliminate the influence of the Sphere of Energy there, and perhaps elsewhere in the Prime Plane. Not even Rad could contest my findings. Now I demand a vote. I demand by my right as a Hierarch that he be stopped."

On the bench, Djaea, speaker for the Council of Mystara, nodded. "So be it. We shall decide." She turned to confer in whispers with her fellow judges.

Ixion took a moment to relax. He shouldn't have let Rad get him so angry; he knew he'd won his case. Rad was clever—too clever—but he had only been an Immortal for less than two centuries, while Ixion had known the judges for eons; he knew how each would vote.

Djaea, a Hierarch of Matter, was sure to vote his way. As concerned as she was with the preservation of worlds and species,

she would never allow harm to come to the exotic races of Mystara.

Ilsundal, a fellow Hierarch of Energy, was Ixion's friend and shared his fears about their Sphere losing influence on Mystara. He, too, was a sure vote.

Korotiku, Hierarch of Thought, was another friend whose frivolous manner hid a deep wisdom. A co-founder of the HOLLOW WORLD®, he too would act to protect his charges from the danger Rad's experiments posed. His vote would go with Ixion.

Khoronus, Hierarch of Time, was a cipher; Ixion could never tell how he might vote on any issue. He might find some precedent for Rad's actions in the deeds of some madman of centuries past, in which case he would vote for Rad, or he might accept Ixion's charge that Rad's refusal to stop at his Hierarch's command was a defiance of tradition, in which case he would vote with the others.

Hel, a Hierarch of Entropy, in keeping with her nature would probably vote whichever way would cause the most trouble.

But it didn't matter: with Djaea, Ilsundal, and Korotiku on his side, Ixion's victory was assured. He stood savoring the moment, thinking of how he would discipline Rad once the verdict was announced.

Yet, when the votes were counted, it was Djaea and Ilsundal for Ixion, Korotiku and Khoronus for Rad, and Hel abstaining.

Ixion stared in surprise at Korotiku while the crowd buzzed at the unexpected outcome. The ebon-skinned Immortal stared back, sympathy but not the slightest trace of remorse on his face. "Knowledge and growth do not come from stagnation, my friend," he told the solar Immortal. "This was nothing personal."

"We have a tie," Djaea announced; she, too, looked surprised. "As speaker for the Council, it is my right to break the tie. I decide in favor of Ixion. Rad will abandon his studies of the device. This meeting is at an end."

There were unhappy mutterings from the crowd as Djaea and the others rose to depart, but they stopped when Rad quietly said: "No. I do not accept your ruling."

In the shocked silence which followed, Rad's calm voice continued: "I came here to answer the charges against me and to explain the importance of my work for us all. Even had the vote gone against me, I would not have abandoned my research. But your council is **deadlocked***: two for my humble self, two for good Monsieur Ixion, with Madame Hel keeping her own counsel, as is her right. No verdict has been reached, and your own attempt to vote twice is, how you say, below the board? My studies will continue."*

It took the outraged Hierarch a moment to find her voice, during which time the background noise slowly grew to a low roar as Immortals in the crowd began arguing among themselves. When she did speak, it was clear from her tone that she was trying hard to keep her temper. "By rights, the Council should not even have had to intervene in this matter. Ixion is the reigning Hierarch of your Sphere; once he ordered you to stop your lunatic scheme, you should have obeyed him without question. I offer you one last chance to obey your superior, to do the right thing, to honor our traditions."

There was dead silence as they all waited for Rad's reply. "I defy your tradition," he said at last, his quiet voice carrying to every corner of the great chamber. "Traditions are only laws when all accept them. I do not. Our 'traditions' are not laws but regulations made up by the Hierarchs to keep all power in their own hands. Ixion is older and stronger than I, but he is not my superior, and I will not obey his orders.

"Have you all forgotten?" cried Rad, turning from Djaea to the crowd. "The Hierarchs command such subservience because they sponsored so many of you to Immortality. No one can become Immortal without serving an Immortal sponsor— or so we are told. Most of you have never outgrown the habit of deferring to them; **that** *is the hallowed tradition which Madame Djaea evokes.*

"But I achieved my Immortality without benefit of your ancient traditions. I owe my allegiance to no sponsor. I myself am proof that the old ways can change, thanks to the very studies these Hierarchs wish to suppress. Who is to say that those who went before, the Old Ones, are not responsible for guiding me to this new path now opening up before us? I will not, I cannot stop now because one world might lose its flying carpets and crystal balls!

"For the sake of us all, for the sake of the future, I must continue my studies. And I **will***, to the last of my strength, even if I must defy you all to achieve my goal."*

Ixion clinched his fists and took a threatening step forward. "I should destroy you here and now, before you cause any more damage," he hissed.

Suddenly two figures stepped out of the crowd up to Rad's side: Rafiel and Rathanos, fellow Empyreals of Energy. "Rad does not stand alone," Rafiel said to the fiery Hierarch. "I too became Immortal without a patron; I, too, would like to see what his experiments bring." Rathanos merely nodded.

"Traitors!" shouted Ixion. "There may be three of you, but you are merely Empyreals; do you seriously think you can stand against a Hierarch in his fury?"

*"***Two** *Hierarchs," said Valerias, sliding up to Ixion's side. "Say the word, my love, and we will stop this rebellion before it spreads any farther." Ixion smiled and raised his weapon, but before he could strike a huge figure moved between the antagonists.*

"No," said Ka the Wise, "That is not the way. Rad is right in one thing at least: he and Rafiel are the first of a new kind of Immortal. I have devoted all the millions of years of my existence to protecting endangered species from harm; I cannot allow you to destroy them. Come, my friends, can we not talk this over before it is too late?"

"It is already too late," said Ixion, gesturing to the crowd, which had degenerated into small groups shouting and shoving at one another. "Much as it pains me to count you among my enemies, my duty is clear; I must not allow Rad to destroy my Sphere and rob Mystara of its magic. If I cannot fight him here in Pandius, then I will fight him in the mortal world below.

"Look to your followers, rebel," he said, turning to Rad a final time. "An Immortal without mortal followers quickly loses his power. Unless you halt your research **now***, I will unleash my followers against yours in a war that will wipe your precious Glantri*

ABRAMS

from the map. And I won't stop until all knowledge of you and your 'Radiance' has vanished from Mystara."

For the first time, Rad hesitated. "You condemn hundreds of thousands of mortals to death—many of them your own followers, or innocents who will get caught up in the struggle."

"No, rebel, it is ***you*** *who condemn them." Ixion snapped back. "I do not desire any of their deaths, but if that is the price I must pay to prevent the doom of every magical creature on the planet, then so be it. Give up your work, submit to the Council and myself, and the war need never take place. Refuse, and their blood is on your hands."*

Rad shook his head. "I cannot."

"Then it's war—and such a war as that world has never seen before. Look to your defenses, traitor. Gather what allies you may; nothing will save you from my wrath." And with that, Ixion and Valerias vanished in a blinding flash.

Rad's shoulders sagged. "So be it," he sighed before turning to his supporters. "My friends, we had best take counsel together. If my dream is to survive, I will need all the help I can get." Then they too vanished.

Djaea sat in the rapidly-emptying hall with her face in her hands and said, "What have we done?" Khoronus put a comforting hand on her shoulder and quoted an old rhyme softly to himself: "The old order changeth, giving place to the new/Lest one good custom should corrupt the world...."

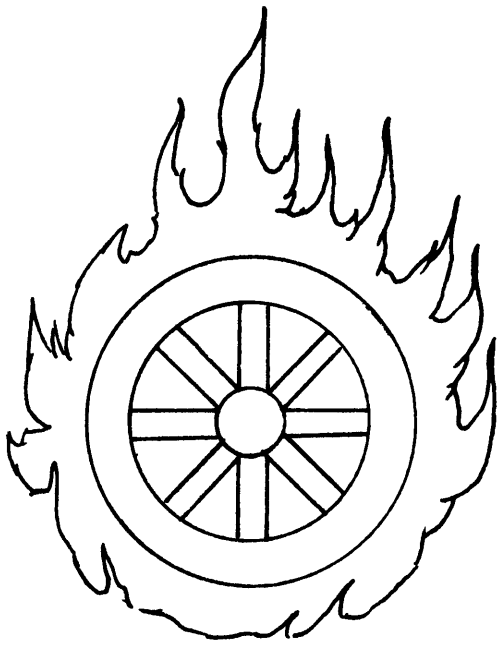
Years 1000-1,004 AC

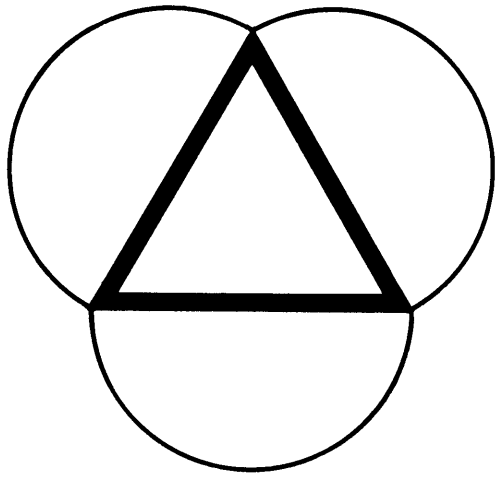
In the years immediately following this fateful exchange between Ixion and Rad, all the Immortals involved assemble their allies to prepare themselves for the conflict to come.

Ixion and Valerias are joined by another Hierarch, Ilsundal, who fears for the elves if Rad's work continues, and by Alphatia, who knows that the disappearance of magic would doom her own followers on the Alphatian continent. These four organize themselves into a band called **The Ring of Fire**. Their goal is to protect magic and the status quo by forcing Rad to end his studies; Ixion and Valerias seek Rad's personal destruction as well. They encourage their followers—clerics and non-clerics alike—to become unusually active so that they will advance in level and be more powerful for the events to come. They also do their best to gain their followers a role in influencing the governments of these and other nations. Finally, they subtly stir up anti-Glantri sentiments so that Rad's followers will be isolated when the war finally comes.

Meanwhile, Rad's cause continued to attract supporters. Soon he, Rafiel, Rathanos, and Ka were joined by Korotiku, Eiryndul, Vanya, and Asterius; together, they form **The Fellowship of the Star**. While Rad, Rafiel, and Rathanos work to find ways to use the Radiance defensively, Korotiku and Ka continue to present his case in Pandius. Between Ka's prestige and Korotiku's wiliness, they prevent Ixion from gaining any more allies. Asterius roams the Known World in Mortal Identities to spy out Ixion's plans so Rad will know what to expect. Eiryndul devotes himself to stirring up so much trouble in Norwold that civil war breaks out there, preventing this Alphatian colony from helping the mother country in the war against Glantri. Vanya, meanwhile, fans anti-Alphatian sentiment among her own followers in Thyatis and the Heldann Freeholds so that these nations will be likely to side with Glantri when hostilities begin.

By the year 1004 AC, the Known World is a powder keg ready to explode—and an angry Ixion is ready to light its fuse.





Phase I: The Prelude

This is an adventure for low-level player characters—those from 1st to 5th experience levels, averaging around 3rd level. DMs starting a new campaign will probably want to adjust the strength of the NPC forces downward; those introducing experienced characters to this scenario may want to toughen up the monsters proportionately.

Also, this adventure begins four years after the time in which the D&D® Gazetteers are set; this four-year gap is designed to allow the DM time to prepare his or her campaign for the changes **The Immortals' Fury** will bring.

How the PCs Get Involved

This adventure takes place in the Silver Sierras Mountains on the border between the nations of Glantri and Darokin, not far from the northernmost tip of Lake Amsorak.

It is the Spring of the year AC 1,004, and the player characters are at home or at whatever place is their usual hangout, when they are approached by a man named Jeddarin Corran.

Jeddarin Corran

History: Born 40 years ago to a Lake Amsorak fisherman, Corran became a good businessman and gradually acquired a fleet of cargo ships and fishing boats; they conduct trade across Lake Amsorak and in the open seas south of Darokin.

Personality: Shrewd; good judge of character. Has no tolerance for laziness or incompetence. Gets the most use out of every gold piece he spends, but isn't stingy—just careful. Family man; doesn't care for violence.

Appearance: Average height; black hair, mustache, and beard going to grey; blue eyes, intelligent; lean build. In spite of good income, dresses in average workers' clothing.

Combat Notes: 1st level Fighter; AC 9; hp 8; MV 120' (40'); #AT 1 sword; Dmg 1d8+1; Save F1; ML7; AL L. S13 I15 W13 D9 Co10 Ch10. Languages: Darokin (common), Thyatian. General Skills: Labor/Fisherman (I), Profession/Manager (I), Detect Deception (W), Piloting/Small Boats (D), Bargaining (Ch).

Magical Items In Possession: None.

If the PCs are currently in Darokin and have had at least one publicized adventure, Jeddarin has made this short trip to hire them based on what he's heard about them.

If the PCs are farther away or are not yet known as adventurers, the DM needs to establish how Jeddarin would know of them—perhaps Jeddarin's wife is the sister or cousin of one of the PCs. In this case, she would have met Jeddarin when he was on a business trip and moved to Darokin with him after they married.

If at all possible, it's a good idea to bring up his name in an adventure prior to this one; this will make his sudden appearance in the story line seem more natural.

However he gets introduced, Jeddarin will treat the player characters to a round of drinks and dinner. As the meal gets under way, he explains his situation:

"My cousin Teodor, a horse-trader, died recently. Good man. Had no children, so I inherited all his material possessions. One of them was a box with a lot of parchments in it, apparently something that had been passed along in his side of the family for generations. Had charts showing our family trees, histories, old letters, that sort of thing.

"One of the papers was a deed. Turns out that a couple of centuries back one of our ancestors earned himself a little dominion in the mountains up north. Built himself a castle, called it Corran Keep.

"Well, he and his family died in some sort of bandit raid. Since he had no descendants still living, his title was revoked. But apparently some clerk forgot to reclaim the castle. When I presented the deed to the government offices, they were as surprised as I was to find out that I owned a castle none of us had ever heard of! Not a bad inheritance from poor Teodor, I say.

"Anyway, I sent Noriad, one of my boys, up to Corran Keep to see what sort of shape it was in. It was up in the mountains, far from the roads.

"He got close enough to watch the place, but didn't go in, because he saw activity. The Keep was still standing and in pretty good shape... and there were men moving around in the castle.

"And what was strange was that these men, and a lot of birds which lived in the area, *glowed in the dark*. My boy was attacked by one of the birds, said that it gave off sparks. He got out of the area the next day.

"Now, I have clear title to the castle. No one else should be there.

"So what I need is a band of trusty souls to go in there and clear the place out. You wouldn't have to kill everything you see; I mean, if you can *persuade* the men to leave, you get the same amount of money for less work. But if they don't want to leave... well, I'm paying for results. That could mean fighting.

"I'm offering you fifty pieces of gold each, one-third now, two-thirds on delivery. Delivery means my men can move in and start repairs.

"I'll throw in a couple of bonuses with that. The Corran who built that place was far from rich, but he might have had a little gold tucked around here and there. If you find it, you can keep it. Same goes for goblets, jewels, that sort of thing, but show 'em to me when you come out in case I want to buy 'em from you. Family heirlooms, and all that. Papers, furniture, draperies, paintings, those *aren't* fair game; they're mine.

"Also, while you're in my employ, you get all the fish you can eat, free of charge.

"What do you say? Is it a deal?"

If the PCs want to haggle, Jeddarin will bargain with them. He'll go as high as 100 gp per player character and will pay up to 50% in advance, with the remaining 50% "on delivery." He'll also throw in free two-way passage from here to the area of the castle anywhere his boats go—which means anywhere along the

coast north of the Sea of Dread and anywhere on Lake Amsorak. The passage won't be luxurious, but it'll be decent, fast, and free.

Assuming the PCs accept the offer, he'll settle down to make the travel arrangements.

Getting to Corran Keep

Using the New Boxed D&D® Game

DMs using the new **D&D®** boxed game, which provides rules for characters of 1st through 5th level of experience, should tell the characters that Jeddarin will make all their travel plans. Either simply tell them that the trip to Darokin was uneventful, or throw in one or two details (bad weather, a chance meeting with an old friend) to make the journey more interesting.

To calculate the amount of time it took the PCs to get from their starting point to the city of Darokin, use the folded map included in this boxed set. Assume that in an average day the characters will cross one 24-mile hex when travelling overland and *three* 24-mile hexes when travelling by boat.

Be sure to mark off the amount of time the trip took on the **Wrath of the Immortals Timeline Record Sheet** (see page 5) for the current year, since keeping accurate track of the amount of time the characters spend on each stage of this adventure is important.

Using the D&D® Rules Cyclopedia

DMs running this game with the **D&D® Rules Cyclopedia** or one of the older boxed sets of the **D&D®** game should treat the PCs' trip to Darokin like any other travel adventure. Each DM should choose whether to introduce wandering-monster encounters and allow the PCs to have sideline adventures as they travel toward Darokin or to simply gloss over the details of the trip to get them there more quickly.

In either case, the DM should still keep scrupulous track of the time spent on the journey in order to make full use of the **Timeline** given on pages 72-92.

From Darokin City

When the characters reach the city of Darokin, read them the following text:

> From Darokin, the capital of the republic, you make a five-day overland trip through grasslands and hills to the city of Akorros, a major trade town on the shore of Lake Amsorak.
>
> At Akorros, you board a trading-boat belonging to Jeddarin. It's large enough to have a couple of cabins and you're the only passengers, so you're comfortable enough during the two days it takes to get to the northern tip of Lake Amsorak. During those two days, you see the snow-capped mountains to the north getting bigger and bigger as they grow closer and closer.
>
> In the evening of the second sailing day, you're rowed to shore at a Darokin fortress community, Fort Lakeside. Jeddarin goes with you into Fort Lakeside and to one of the community's inns, where his son is staying. At the inn, he introduces you to a strapping young man by the name of Noriad. It was Noriad, Jeddarin's eldest son, who visited Corran Keep earlier and will be your guide to and from the site. Jeddarin says, "He'll get you there and back, but I've ordered him not to go within a half-mile of the place until you've made it safe. My boy's a merchant, not a fighter."
>
> Jeddarin rows back to his ship that evening, and after a good night's sleep at the same inn, you set out for Corran Keep.
>
> Your trip takes you due north along a game trail into the Silver Sierras. The mountains are steep and rugged, and the going is slow. At the end of the first day, you've travelled only a dozen miles. You're hundreds of feet above sea level now, and the air is getting thin and cold.
>
> The next morning, you turn *off* the game-trail, and the going is even worse. Young Noriad says that there was once a trail here, and shows you occasional crumbled trail markers to prove it, but decades of rockslides and weathering have all but obliterated it. You camp that night in a rock cleft which protects you from the cold mountain winds. Noriad says it's not much further.
>
> He's right. The next morning, you walk for another hour... and come within sight of the walls of Corran Keep.
>
> The Keep consists of a large donjon (a circular defensive building made of stone) built flush up against the upper slope of a mountain and surrounded by a single curtain wall.
>
> Amazingly, the Keep seems to be in very good shape. The walls are standing, and there are signs that they have been recently repaired. The wooden gate is new, and closed.

Mark off ten more days on the calendar on the **Wrath of the Immortals Timeline Record Sheet**.

The PCs can ask Noriad whatever they like, but he doesn't know much more about the Keep than what has already been detailed. He can describe the bird which attacked him in more detail than his father did; see the description of the sprackles on page 96 for those details.

> **Noriad Corran**
>
> **Personality:** Cheerful, more interested in seeing the world than managing a trade company.
>
> **Appearance:** A tall, lean teenager with black hair and brown eyes; bony.
>
> **Combat Notes:** Normal Man; AC 9; hp 5; MV 120' (40'); #AT 1 dagger; Dmg 1d4; Save F1-1; ML6; AL N. S12 I12 W10 D11 Co9 Ch13. Languages: Darokin (common).

Jeddarin has ordered Noriad not to go into the Keep, and, though he might like a little adventure, Noriad will obey his father.

The Keep

The map on page 15 shows Corran Keep—all the areas which are visible from outside, plus the interior of the donjon.

The walls are steep and the gate closed, but there is no one defending the walls. Any character who is a thief or mystic can climb the walls with a successful ability check. *Levitate* and *fly* spells can get a character safely to the top of the walls. In campaigns using the optional General Skills rule given in the **D&D® Rules Cyclopedia**, a character with Mountaineering Skill can climb the walls with a successful roll. Once one character is atop the walls, it's easy for him or her to climb down and open the gate or to lower a rope for the others to climb.

Exploring the Courtyard and Donjon

Once the sprackles have been defeated or chased away, the characters can begin their exploration of the Keep. The following details are keyed to the map on page 15:

1. Walls

The walls are 30′ tall and quite thick; their foundations appear to be much older than the centuries-old upper regions, which indicates that this site was probably a walled fort in the distant past. The walls appear to have been repaired recently; fresh-cut stones have been placed in some areas, and toppled courses have been rebuilt.

Wooden ladders and stone staircases inside the walls provide access from the courtyard up to the gate. The ladders are all new; the staircases have recently been repaired.

2. Gate

The gate is made of wood and is new, constructed within the last year. It consists of a single gate of heavy, reinforced wood; there is no gatehouse over it or portcullis behind it. The gate is held closed by a simple, heavy bar (made from a single massive piece of oak) on the inside. When the PCs arrive, the bar is in place. Two characters with Strength ability scores of 13 or better can lift the bar free if they wish.

3. Courtyard

> The area between the outer wall and the tower itself is cobblestoned courtyard open to the sky. The courtyard looks clean and well-maintained—the stones are all in place, and a few early flowers bloom along the tower's base.
>
> Directly ahead of you is the tower itself. It looks to be about four or five stories high with a flat roof. You can see one large doorway, as well as several windows in the upper stories. On your left is a pile of rocks left by a small landslide. Behind the tower, the mountainside rises as a sheer cliff hundreds of feet high.

There are four ways for the player characters to get inside the donjon building: by the front door (#6), through one of the windows on the fourth floor (#15), through one of the windows on the top floor (#17), or through the trapdoor in the roof (#18). Climbing the outside of the tower, or trying to climb the cliff to get to the roof, requires a successful Climb Sheer Surfaces ability check by the thief or mystic attempting it.

> As soon as you enter the courtyard, you see a small flock of reddish-brown birds come swooping down off the mountainslope in your direction.

These **sprackles** are disturbed by the PCs' intrusion into their territory. In addition to the normal beak attack, they deliver an additional 1-3 points of electrical damage to anyone they touch or who touches them (a full description of these creatures appears in Appendix B: Monsters on page 96). Player characters who are substantially above the 1st to 5th experience level range recommended for this adventure should encounter **Greater Sprackles** instead.

There will be one sprackle per PC. The sprackles will keep fighting until at least half of them are killed or injured, at which point they will flee.

Sprackles (Lesser): NA 1 per PC; AC 9; HD 1/2; #AT 1 beak or special; Dmg 1d3 or special; MV 180′ (60′); Save F1; ML 8; TT Nil; Int 1; AL C; SA 1d3 lightning blast from beak; XPV 6.

4. Boulder Nest

Here a small rockslide has come tumbling down the mountain and poured a pile of rocks against the mountain slope. Unknown to the player characters, three snakes have made a nest for themselves among the rocks. If the player characters go digging through the pile, they'll disturb the snakes, which will attack to defend their home. The brownish-striped serpents are not poisonous and have the following statistics:

Snakes: NA 3; AC 5; HD 2; #AT 1 bite; Dmg 1d6; MV 120′ (40′); Save F1; ML 7; TT Nil; Int 2; AL N; XPV 20.

5. Mountain Slope

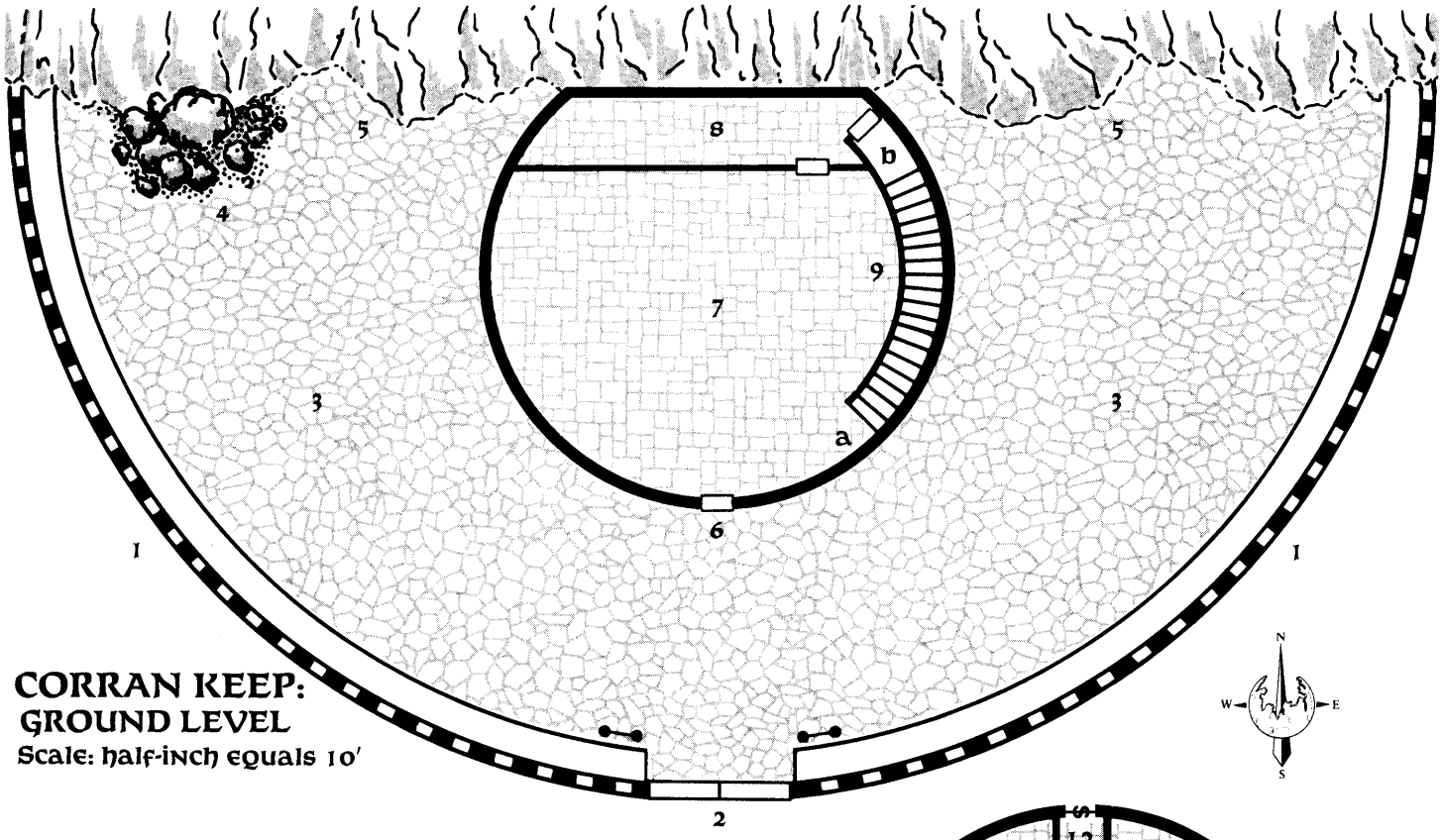
This is an almost vertical slab of stone stretching hundreds of feet straight up to the summit of this low mountain. Though adventuring-parties including thieves could, with difficulty, climb up to the mountain summit, there are no large rocks there which could be dropped upon the Keep, so the fortress is quite secure.

6. Donjon Door

> The only doorway you can find into the donjon is blocked by a single door. The wood in this sturdy door looks new, but the strips of discolored bronze that band it look centuries old; the bronze hinges also look ancient but newly-greased.

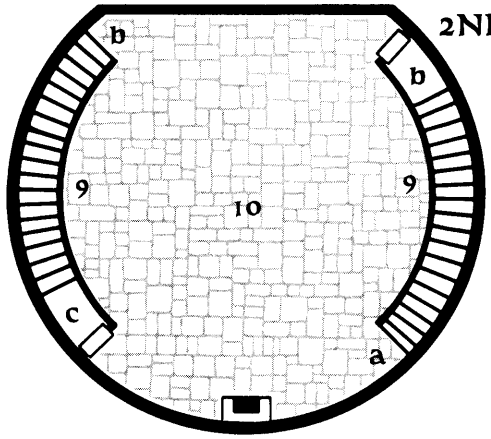
The door is bolted from the inside. Any effort to open or damage it will alert the sleeping Lightning Zombies on the other side; see #7 below for details.

To break the door down, characters must make their Open Doors roll at a −2 penalty. If the roll is successful, they break the door off its hinges.

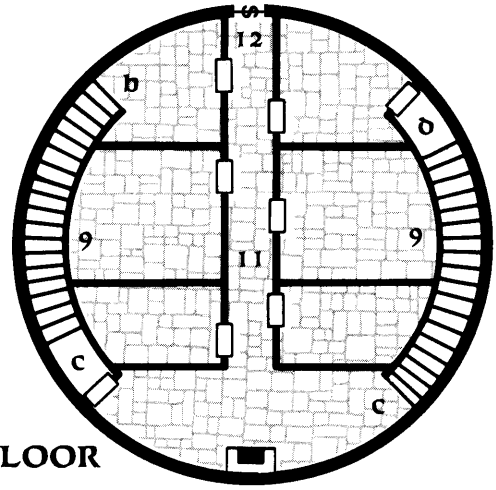


CORRAN KEEP:
GROUND LEVEL

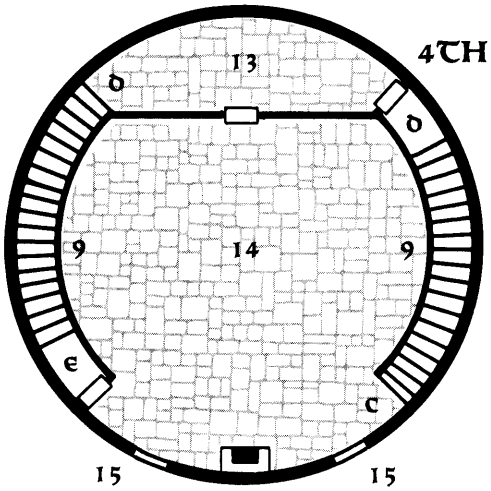
Scale: half-inch equals 10'



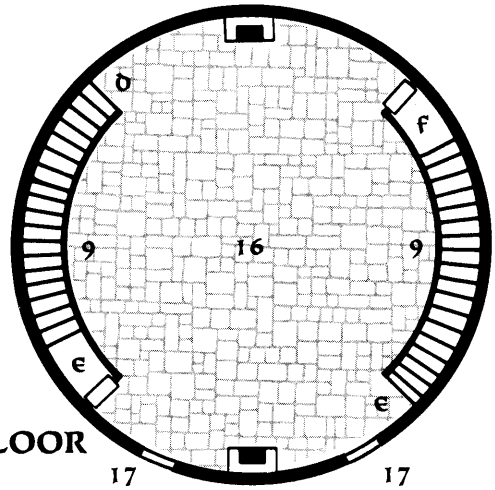
2ND FLOOR



3RD FLOOR



4TH FLOOR



5TH FLOOR

Characters who prefer to use weapons rather than their shoulders must use a blunt weapon such as a club or mace. These will do one-half normal damage against the door; sharp weapons like arrows or swords will not damage it at all because of the metal bands. The door will shatter after receiving 40 hit points in damage.

7. Donjon First Floor (Ground Level)

> The ground floor of the building is a couple of feet higher than the courtyard, presumably so that water will not seep in. It looks like this was once a common area used to stable animals or shelter refugees in times of trouble.
>
> Today, the stone floor of the donjon is covered with dirt and wooden wreckage fills the room. There are no windows, leaving the room dark except for what light comes in through the now-opened door. You can dimly see a door in the back of the room and an enclosed stone staircase along the right wall winding its way up to the next level.

The room's desolate appearance does not mean it is unoccupied. A half-dozen lesser Lightning Zombies sleep here on piles of makeshift bedding among the wooden wreckage. If player characters pound on the door to knock it down, the Lightning Zombies will awaken, exchange a few whispered words, and then hide underneath and behind all the junk in the room until the characters have entered the chamber. When most of the PCs are in the chamber, the Lightning Zombies will spring from their resting-places and attack.

> Ambushed! As you are picking your way through the room, half a dozen men and women jump from behind the rubbish and attack you, shouting "Stop them! Stop the invaders from reaching Lord Kazakk!" They wield a variety of weapons—swords, pitchforks, and kitchen knives, but all are dressed in tattered clothing and all glow with the same eerie light.

The Lightning Zombies will shout orders and warnings to each other as they fight, and may even trade a few words with the player characters as they exchange blows, praising them for clever strokes and saying what a pity it is that they have to kill them. They can't be convinced not to fight, happily confessing that their master, Lord Kazakk, has ordered them to stop anyone who tries to enter the Keep. They won't say who, where, or what Lord Kazakk is.

The defenders will fight the PCs until half or more of their number fall, at which point the rest will flee up the stairs, yelling "retreat!" and "run away!" One will try to hold the stairs to give the others a chance to escape through the secret door on the third floor (area #12 on the map). The brave soul who stayed behind will surrender after two full rounds of combat, since by that time he will have delayed the PCs long enough for his fellows to get through the secret door unseen. If the PCs manage to kill or incapacitate him in only one round, they will be able to get up to the third floor in time to see the secret door swinging shut.

If the PCs do end up with a Lightning Zombie prisoner on their hands, their captive will be helpfully unhelpful. He says his name is Zarrek, a woodworker in service to Lord Kazakk. He will say he cannot answer any questions about the Keep, since Lord Kazakk said not to. If asked where his cohorts fled to, he will cheerfully lie that they have probably retreated to the roof to get as far away from the PCs as possible. If the PCs reach the roof and discover there's nobody there, Zarrek will act as surprised as anybody.

Lightning Zombies (Lesser): NA 6; AC 8; HD 2; #AT 1 fist, weapon, or special; Dmg 1d3, by weapon, or special; MV 90' (30'); Save F2; ML 7; TT A; Int 11; AL N; SA *lightning touch:* 1d6 electrical jolt each round after victim grabbed (Open Doors roll to break grip); XPV 25.

Full descriptions and details of the Lightning Zombies are found on page 94. Parties of higher than 1st-5th level should encounter 1-8 Greater Lightning Zombies instead.

8. Ground Level Storeroom

> This dusty chamber is full of strongboxes and wooden chests. You see no doors other than the one you entered by.

Characters who imagine that they've just walked into the Keep's treasure chamber will be sadly disappointed; the chests and boxes contain only rotted clothing.

9. Staircases

The donjon's staircases are built against the curved walls of the donjon. Each is enclosed, with stone walls on either side and a roof. At the top of each staircase is a landing and a closed door; characters must open the door to enter the next level.

The letters on the map indicate where each or the five staircases begins and ends. Staircase a-b goes from the 1st floor (ground level) to the 2nd floor; b-c goes from the 2nd floor to the 3rd, and so forth. Staircase e-f leads from the 5th floor to a trapdoor in the roof.

10. Donjon Second Floor

> The single room that makes up this floor looks like it might once have been used as an audience chamber for the lord of the Keep. The frayed tatters of once-glorious tapestries still hang from the walls, and a ruined heap of carved ebony, ivory, and gold leaf at the far end of the room is all that remains of an old baronial throne. A large fireplace near the stairs has obviously not been used in centuries; it is choked with cinders, ash, birds' nests, and other rubbish. Elsewhere in the room, ruined desks, benches, spinning wheels, and other furniture lie strewn about. There is no sign of any movement.

If the player characters look for tracks, they can see from the trail through the dust that the Lightning Zombies do not use this room much except to get to the stairs to the next level. Unfortunately, this means they have not rooted out or killed the

strange creatures which infest the level, the Ploppéds (pronounced PLOP-eds).

Ploppéds are big, hairy black spiders with too many legs. They are territorial but not particularly aggressive, which means they will not attack if the PCs merely pass through to the next level. If the PCs decide to search the room throughly, they will be attacked by a Ploppéd each time a character comes within 5′ of its hiding place. These will be individual encounters, not a concerted attack, and the Ploppéd concerned will break off its attack if the character retreats.

Ploppéds: NA 4; AC 9; HD 1/2; #AT 1 bite; Dmg 1 point + special; MV 120′ (40′); Save F1; ML 3; TT Nil; Int 1; AL N; SA leap 10′ (for character's face); poison (Save vs. Poison or paralyzed for 1d6 turns); XPV 6.

For more on Ploppéds, see page 95 in Appendix B: Monsters.

In and of themselves, the Ploppéds are not dangerous to the player characters; they're more like a momentary fright (not many people like to see sixteen-legged one-pound spiders leaping for their faces!). The main danger is if too many characters become paralyzed, leaving the party weakened when they run into the Lightning Zombies again.

11. Donjon Third Floor

> Unlike the two levels below, this floor of the donjon is divided in a T-shaped corridor and six small rooms, three on each side of the hallway.

This level of the tower was once the residential hall. It is divided into several bed-chambers for groups of men-at-arms. If the player characters enter any of the rooms, read them the following description:

> This room looks as if it might once have been a bedchamber. The bed itself has collapsed into a heap of broken wood and bedding; a broken table and smashed chest also litter the place. An armoire, or wardrobe, still stands intact in one corner.

Each time the characters search one of these chambers, the DM should roll 1d6. On a result of 1, the characters find a Lightning Zombie curled up asleep among the ruins of the bed. On a result of 6, the characters find treasure worth 1d6 × 10 gold pieces—either a rotting pouch of coins or gems hidden among the remains of the bed or chest or a piece of jewelry still attached to a ruined piece of clothing.

Lightning Zombies (Lesser): NA 1; AC 8; HD 2; #AT 1 fist, weapon, or special; Dmg 1d3, by weapon, or special; MV 90′ (30′); Save F2; ML 7; TT A; Int 11; AL N; SA *lightning touch:* 1d6 electrical jolt each round after victim grabbed (Open Doors roll to break grip); XPV 25.

The Lightning Zombie will be unarmed.

If the characters think to check, they will find that while the floors of the rooms are dusty, the corridor itself shows signs of

heavy traffic. Because the dust is a giveaway, any character searching for a secret door at location #12 should receive a +1 bonus.

12. Secret Door

> The wall at the end of this corridor looks exactly the same as the other outer walls in this fortress: dressed stones fitted closely together, with two brass sconces to hold torches. The footsteps in the dust lead directly up to the wall and then stop.

The secret door to #19 is actually a heavy wood-and-metal door with a thinner stone facing mounted on the outside; it is triggered by pulling on both torch-sconces at the same time. If the characters think to look, they will notice that this door, like so much else in the fortress, has recently been rebuilt.

> Beyond the secret door lies the cliff wall of the mountain itself; a dark opening in it seems to lead into a natural cave within.

This is the entrance to the cave complex; see the map on page 19.

13. Antechamber

> This area looks like an antechamber. There is no furniture whatsoever, and the door beyond has not been repaired; it lies in splinters on the floor.

14. Baron's Chamber

> This large chamber look as if it might have once been the master bedchamber. The room is filled by the remains of two large four-poster beds, several armoires, rugs, and tapestries. Two windows look out over the courtyard, with a large fireplace between them. Over the mantlepiece are the remains of a weapons rack, a jumble of rusted and broken weapons still dangling from it.

Characters who do a thorough search of this chamber will find several things of interest here:

A small, secret drawer in one of the wrecked armoires (standard Find Secret Doors roll to find) hides a mouldy leather pouch containing 100 gold pieces, three gems (garnets) worth 100 gp each, and a finely-wrought ring. The ring has a crystal stone carved with a mountain-goat in a rampant heraldic pose; on the inner surface is carved the motto "A Corran!" The ring's value is 30 gp, but since it's a treasured family heirloom Jeddarin Corran will reward the characters with 50 gp for recovering it.

In the rubbish on the mantlepiece is a dagger on which there is not one trace of rust. It is a *dagger +2* with no extraordinary abilities.

There is a blank space on one of the walls. From the darkness of the surrounding wall, it looks as if a circular picture or some similar object once hung here and has been recently pried away. No trace of the missing object can be found in the chamber.

If the characters bypassed the third floor and did not discover the secret door to #12, the inhabitants of the Keep choose this opportunity to launch a second ambush on them. A group of Lightning Zombies, one for every member of the PC party, will creep up the stairs from the third floor and attack them from behind.

Lightning Zombies (Lesser): NA 1 per PC; AC 8; HD 2; #AT 1 fist, weapon, or special; Dmg 1d3, by weapon, or special; MV 90′ (30′); Save F2; ML 7; TT A; Int 11; AL N; SA *lightning touch:* 1d6 electrical jolt each round after victim grabbed (Open Doors roll to break grip); XPV 25.

Once again, these Lightning Zombies carry assorted weapons they have scavenged from the ruins: a mix of normal swords (1d8 damage), meat choppers (1d6), and bows (1d6 damage). If they are clearly getting the worst of the battle, they will turn and run. However, this time no one will volunteer to stay behind as a rearguard to delay pursuit, so if the PCs act quickly they will be able to see their retreating foes entering the secret door at #12.

As before, Greater Lightning Zombies can be substituted if the PCs need a greater challenge.

15. Windows

On either side of the fireplace in the old master bedroom are windows large enough for a thin human (or any halfling or elf) to enter. The remains of shutters still hang from hinges, and iron bars are still firm in the stones of the wall; it takes a normal Open Doors roll to pull enough bars free to allow someone to pass through the window. Evidently, these two windows were to be used for sniping down on any enemies who might have reached the courtyard.

16. Kitchen and Food Stores

> This large chamber was clearly the donjon's kitchen and main food storage area. It is currently littered with the remains of hardwood kitchen tables, rusted knives and other implements, and large bins which once held many types of food. There are not one but two large fireplaces here, at either end of the room; both look equally disused. The ceiling here is made of heavy wooden planks; holes in it have allowed birds to enter and nest here; several squawk in annoyance at you as you enter.

These birds are not sprackles and, while a nuisance, are not dangerous. Any character entering the chamber will become an object of interest to them; several birds will settle on the character and begin pecking his or her hair for nesting material. After three rounds of this, they will flee through the holes in the ceiling.

Ordinary Birds: NA 6; AC 9; HD 1 point; #AT 1; Dmg Nil; MV 120′ (40′) flying; Save F1-1; ML 3; TT Nil; Int 1; AL N; XPV Nil.

17. Windows

The windows of the kitchen level are identical to the windows at #15.

18. Roof (Not Shown On Map)

> The donjon's roof provides a breathtaking view not just of the courtyard below but of the whole valley and the mountains to the south as well. Chimneys stand to the north and south, while the rotted remains of what was once a water-tank lies in the center. The heavy wooden beams that make up the roof sag dangerously; you can see several holes where it has begun to give way. An intact trapdoor leads to the level below.
>
> There is no sign of any activity anywhere on the roof.

The Lightning Zombies never come up here, largely because the roof is rotted and dangerous to walk upon. Every turn a character walks on this roof, the DM should roll 1d6. On a result of 1 or 2, the character will fall through the ceiling and crash into the kitchen, taking 1d6 damage; if the character is smaller than a normal human (a halfling, an elf, or a child) or a mystic, he or she will only fall through on a roll of 1.

The Caves

19. Cave Access

> The chamber behind the secret door leads to a small natural cave in the mountain's side. The cave is dark, but full of sooty air that smells as though torches burned here until mere moments ago.

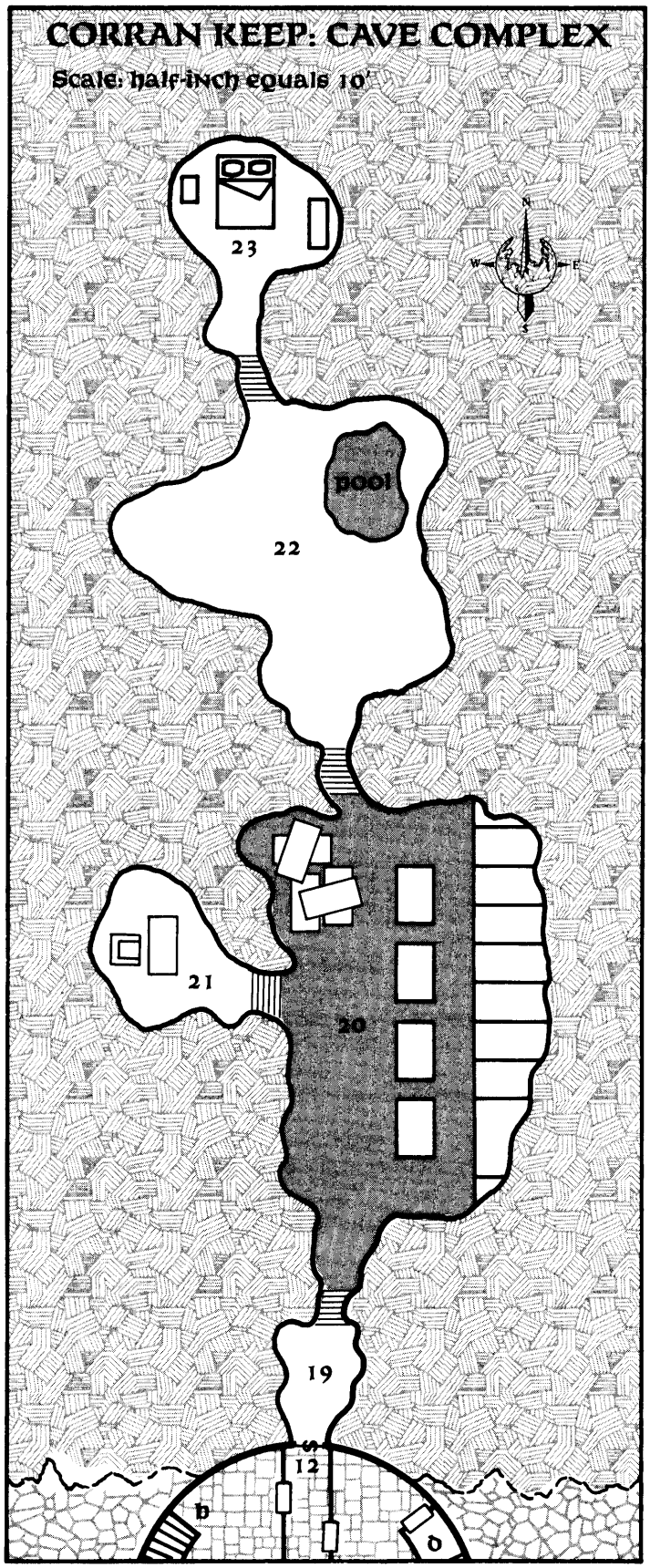
If characters light their own torches or lamps, they'll see where the cave narrows at the north end to form a tunnel leading further into the mountain.

However, it takes more than torchlight to see the trap set up by the occupants of these caves. At the tunnel out of this cave are wooden stairs leading down into the next chamber. The stairs are of recent construction, like much of the woodwork elsewhere in the Keep and environs.

The next-to-the-bottom stair is a pressure-plate; when any weight of more than 1,000 cn (100 lbs) is placed upon it, the trap will be set off. Naturally, the Lightning Zombies know the trap is here and will not set it off however disorganized their retreat.

When the trap is triggered, the bolt holding the top of the stairs to the stone gives way but the hinge holding the bottom of the stairs to the stone doesn't. Characters standing on the stairwell will fall into a water-filled pit unless they can make a Saving Throw vs. Death Ray to leap clear. Then a bronze grate slides across the top of the pit, sealing characters within.

The really nasty thing about the trap is that since the grate is just under water level, anyone trapped in the pit will drown unless the grate can be removed, and quickly.



Character can hold their breath for a number of rounds equal to their Constitution score if they remain calm. Characters who try to attack the grate or thrash about can only hold their breath for *half* as many rounds as their Constitution score (rounded up).

Once that time is up, characters must start making Constitution ability checks by rolling a number equal to or higher than their Constitution on 1d20. Each subsequent round, add a cumulative +1 penalty to the die roll.

Once a character fails a roll, he or she begins drowning. The character falls unconscious and can no longer act. He or she will die unless he or she receives aid within a number of rounds equal to 1/3 his or her Constitution score. This aid can be in the form of any sort of healing spell from a cleric or resuscitation from a character with the Healing General Skill. Revived characters will recover consciousness at once but not be able to move or fight for three turns.

A normal Find Traps roll or *find traps* spell will allow a character to avoid setting off the trap. Once it has been triggered, a successful Remove Traps attempt will trigger the switch which slides the grate back into the pit's wall. The grate can be torn loose on a successful Open Doors roll (−2 modifier); a *knock* spell will reverse the trap's gears and open the grate. Note that a magic-user who is not caught in the trap can cast a *water breathing* spell on one who is to win time and help the victim survive until the trap can be opened.

20. The Crypt

> The floor of this large, dark chamber is covered by water several inches deep. The entire right wall is made up of burial vaults stacked one atop another all the way up to the 12′ ceiling. The vaults are made of crumbling brick and mortar; most are open and clearly have never been used.
>
> Four stone sarcophagi lie along the wall before the vaults, their lids all in place.
>
> Near the far end of the chamber, on the left, are what look like the jumbled remains of rotting wooden coffins.
>
> Wooden stairs rise up toward exits in the left and back walls of the cave. Dim light can be seen trickling in from the opening on the left.

The exit to the left leads to the library, #21; that in the rear to #22, the pool room. Neither of these stairways is trapped; both are new and in good repair. Water trickles down the rear stairway. The room is dark aside from what little light makes its way in from #21.

The floor of this chamber is about six inches deep in water; characters walking through it will make splashing noises as they go (a successful Move Silently roll will negate this for a thief or monk).

Characters investigating the vaults will find that only one of them shows signs of ever having been used, and it is now empty. Not enough remains of the coffins to tell if they were occupied or not, but they are all empty now. As for the sarcophagi, all are empty except one. The exception is the only one with a nameplate carved (crudely carved to read "Barron Aleyxandre Corraigne, In Vayne He Died"); inside is an empty wooden coffin.

If any character passes the entrance to the cave at #21, a voice from inside that chamber will call out, "Who's there? Is somebody out there?" The voice is high-pitched, perhaps that of a young woman or a child (this is the voice of Crackle; see the description of chamber #21 below).

21. The Library

> This room must once have been some sort of hall of records. Several feet higher (and therefore drier) than the crypt outside, it has shelves cut into the stone of the walls. Each shelf holds the remains of baskets, each basket containing tatters of parchments.
>
> A new desk has been built for this chamber, and behind it, reading by candle-light, is a boy. He looks to be about nine years old, and, like all the other people you have encountered in the Keep, his skin is grey and his clothes in tatters. But unlike them, he seems inquisitive and friendly. As the first character enters, he looks up and says: "Hello. I'm Crackle. You must be the ones everyone's been so worried about."

Assuming the player characters don't attack and kill him immediately—which would be quite a waste of a valuable resource—this young Lightning Zombie will gladly tell the characters everything he knows. Below are answers to some of the questions player characters might ask. If the players want the answer to some other question, the DM should make up a reasonable reply (including "I don't know").

Who and what are you?

He says his name is Crackle. All the Lightning Zombies have chosen names for themselves. He thinks that, in life, the body he wears must have belonged to young Edgar Corran, son of Baron Alexander Corran. But he doesn't know for sure; none of the Lightning Zombies remembers anything of the history his or her body lived through.

He says he's not strong enough to fight, so he's been learning what he could from the ancient archives of the Corran family stored in this chamber.

How many Lightning Zombies are there?

Fourteen: six on guard out in the Keep, six more who sleep in the Pool Chamber, Lord Kazakk, and young Crackle.

What has he learned about the Corrans?

Around the year 821 AC,Baron Alexander Corran brought his wife Lillian, their son Edgar, and a dozen guards and servants to this bleak area of the mountains to establish his new dominion. All he had to do was wipe out the most dangerous monsters in the area and his baronial status would be confirmed; his family would send more guards and settlers.

Unfortunately, he failed completely. Local monsters proved more familiar with the terrain and slowly wore down his fighters. Lillian Corran was carried off by some evil thing from the north; the records suggest that it might have been a vampire. One-by-one the guards were killed in minor skirmishes, until

finally there were not enough left to protect the Keep from a final full-scale onslaught. The remaining guards, the servants, and young Edgar all died before Baron Corran was able to repel the attackers, receiving a mortal wound in the process. The sole surviving guard buried the bodies here in the Keep's crypt before leaving to return to the safer lands to the south.

Where did the Lightning Zombies come from?

Crackle doesn't know. All he knows is that he woke up one day in one of the wall vaults, and all the bodies in the ruined coffins were waking up too. The body in the sarcophagus also emerged. It was much stronger than the rest of them, and for some reason when it commanded the others they found they felt compelled to obey.

They all chose names; the leader called himself Kazakk and gave himself the title Lord to indicate that he ruled over them. Under his orders, the Lightning Zombies have been rebuilding the Keep to be their permanent home.

Crackle thinks that maybe the talking shield had something to do with the Lightning Zombies.

"The Talking Shield?"

Yes, in one of the rooms of the donjon they found a mirror-like round shield. Lord Kazakk had them carry it to his treasury. Sometimes a face appears in the mirror and tries to talk to them, but Lord Kazakk refuses to speak with it or let anyone else do so, either. Crackle has noticed that the shield glows just like the Lightning Zombies; sometimes its energy spreads out through the whole Keep area.

"Treasury?"

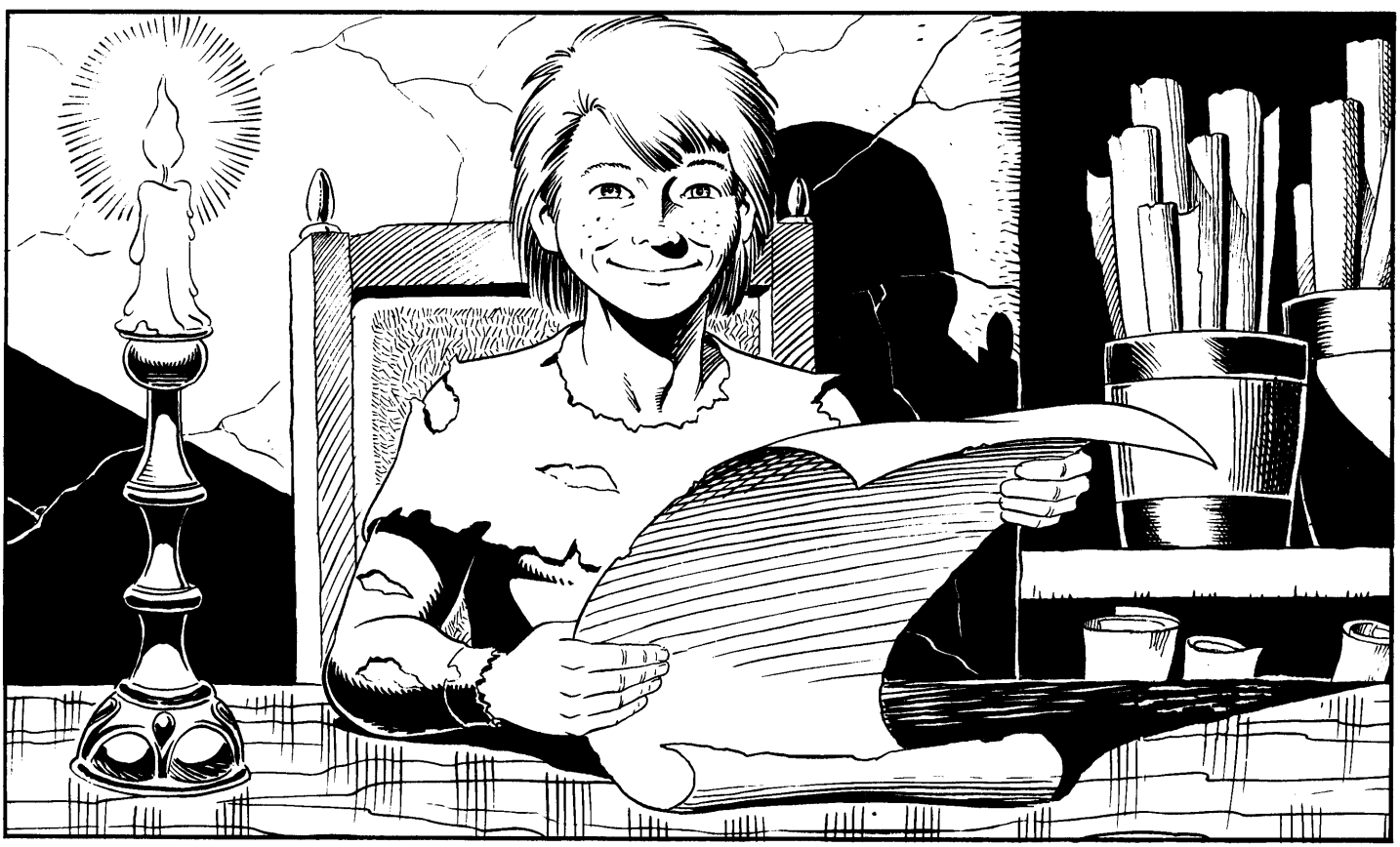
The last chamber of this cave system, beyond the chamber with the pool, has a chest filled with money. Baron Corran's journal says that Corran Keep was built on the ruins of an older fort, the home of some famous dragon-killer. Crackle was the one who discovered the journal entry that said the old treasure was sunk at the bottom of the pool. Lord Kazakk had his Lightning Zombies retrieve it and store it in the Treasury chamber, and now won't let anyone else see it. Crackle is miffed at this, because if it hadn't been for him no one would have even known about the treasure.

Why is Crackle being so helpful?

Crackle doesn't like Lord Kazakk. He wants to leave, but Kazakk won't let him. Crackle would like the player characters to destroy or drive away Kazakk and perhaps help Crackle get back to civilization, where he can "grow up." Crackle obviously doesn't understand that he's undead, but since he's not evil it's up to the PCs to decide whether or not to help him.

On the other hand, if the PCs *do* attack Crackle, he won't defend himself other than by cowering and crying out for them not to hurt him.

Crackle: NA 1; AC 9; HD 1; #AT 1 fist or special; Dmg 1d2 or special; MV 90′ (30′); Save F1; ML 4; TT Nil; Int 13; AL N; SA *lightning touch:* 1d3 electrical jolt each round after victim grabbed (Open Doors roll with +2 bonus to break grip); XPV 13.



22. The Pool

> Another set of stairs, with water dripping down them, leads up into this chamber. Water welling up from cracks deep in the earth makes a freshwater pool here. Someone once encircled the pool with a stone wall, turning it into a natural cistern, but the base of the wall collapsed long ago and water now trickles out freely.

When characters start to climb the stairs up to the pool chamber, the surviving Lightning Zombies—minus Crackle and Lord Kazakk—bar their way at the top of the stairs. The number of remaining Lightning Zombies is determined by the player characters' earlier success against them; the PCs are faced by twelve Lighting Zombies minus the number they killed or captured earlier in the adventure. Wounds they inflicted on surviving foes have not been healed.

A speaker for the Lightning Zombies addresses the PCs; as she does, a harsh voice from much further back in that room constantly amends and corrects what she is saying:

> Speaker: "Mortals, we order you..."
> Voice In Back: "Mortal *fools*!"
> Speaker: "Mortal fools, we order you to depart this place. This is the keep of Lord Kazakk..."
> Voice: "The great, glorious, and indestructible Lord Kazakk!"
> Speaker (pauses and sighs before continuing): "This is the keep of the great, glorious, and *indestructible* Lord Kazakk, slayer of men, ruler of continents..."
> Voice: "Do not overdo it."
> Speaker: "...who requires that you drop all your weapons and money before us, turn and flee, and either leap from the mountainside or run screaming to the lands of men."
> Voice: "That is correct. Well done."

The second voice, the one making all the corrections, is Lord Kazakk.

The Lightning Zombies do not particularly want to fight but have no choice; they must obey the orders of Lord Kazakk. If the PCs wish to negotiate, Lord Kazakk will shout his conversation from an unseen point at the rear of the chamber (from the stairs up to the treasury, that is) but will not come closer. He'll give ground on his negotiations far enough to allow the PCs to leave the Keep with all their equipment and possessions intact, but he will not let the PCs enter the treasury. If they want to do that, they'll have to do so by force. If the PCs ascend the steps, the remaining Lightning Zombies (aside from Crackle and Lord Kazakk) will have to attack.

Lightning Zombies (Lesser): NA 12 minus those already killed/captured; AC 8; HD 2; #AT 1 fist, weapon, or special; Dmg 1d3, by weapon, or special; MV 90' (30'); Save F2; ML 7; TT A; Int 11; AL N; SA *lightning touch:* 1d6 electrical jolt each round after victim grabbed (Open Doors roll to break grip); XPV 25.

As before, these Lightning Zombies have a variety of equipment. The spokeswoman has a mace (1d6 damage); others carry anything from a hammer and chisel (1d6) to a rolling pin (1d4 damage). Note that PCs standing in water will automatically receive the Lightning Zombies' *lightning touch* attack each round they and a Lightning Zombie are standing in the same water.

This time, the Lightning Zombies cannot retreat. They will fight until it is clear they are losing, at which point they will either flee down the stairs past the PCs out of the Keep if possible, or else surrender and hope for the best.

Once the PCs defeat or break through the line of Lightning Zombies defenders, Lord Kazakk will finally enter the fray. He looks like a tall, handsome, brown-haired, grey-skinned human with noble features and an arrogant, annoyed expression.

Lord Kazakk (Greater Lightning Zombie): NA 1; AC 6; HD 4; #AT 2 fist, weapon, or special; Dmg 1d6, by weapon, or special; MV 120' (40'); Save F4; ML 7; TT Special; Int 11; AL C; SA *lightning touch:* 2d6 electrical jolt each round after victim grabbed (Open Doors roll to break grip); XPV 125.

Kazakk carries a magical *normal sword +1*.

Kazakk will fight the heroes for four combat rounds. If he has not inflicted more damage than he has received by the end of that time, he will try to flee. If the way is open for him to run out through the caves, he will; otherwise, he will leap into the pool and swim down to the bottom, waiting there for a full day (the amount of time he figures it will take the humans to sack the place and leave). Since he doesn't need to breathe, he figures this is a safe place to hide. At the end of that time, he will sneak out of the Keep, leaving it forever as a place too dangerous for him!

The PCs can choose to ignore him after he jumps into the pool, to outwait him, or to go in after him using spells such as *water breathing*.

If after four rounds of combat Kazakk has hurt the party more than the party has hurt him, he will conclude that he is winning the fight and stay on to the bitter end, convinced that he cannot lose.

23. The Treasury

Assuming that the PCs win the fight, either defeating Lord Kazakk or driving him off, they can enter the Treasury chamber.

> This room of the cave has been arranged as a bedchamber. In it are a new, sturdy wooden bed draped with animal skins, a new wooden chest, a new wooden chest of drawers, and a framed picture set atop a new wooden table.

The PCs can investigate all the items in this room at their leisure.

Bed and Animal Skins

The bed is of good, heavy construction; evidently one of the Lightning Zombies retained some carpentry skills. It is worth perhaps 10 gold pieces if the PCs care to carry it on their backs all the way to Darokin City.

Wooden Chest

This box contains 500 pieces of silver—ancient coins bearing unreadable symbols on one side and a sphinx on the other. The PCs can spend these in Darokin as standard silver pieces. But if they take the time to look for a collector of rarities, they'll discover that these coins seem to belong to the long-lost and nearly forgotten Nithian culture and are actually worth *ten times* their face value (i.e., 500 gp not 50 gp).

Chest of Drawers

Inside the drawers are the remains of fine clothing, once carefully and lovingly folded for storage but now faded and brittle.

Atop the chest is a mirror-frame made of two vertical wooden bars. The mirror itself is a silvery disk 2' in diameter; it can easily be lifted out of its makeshift frame. Curiously enough, on the back of the mirror are straps that allow the thing to be used as a shield!

If the PCs know from Crackle that there is someone *inside* the shield, they may choose to speak to the shield ("mirror, mirror, on the wall..."). If so, the spirit inside the shield will come to the surface and answer; see "The Mirror-Shield of Rheddrian" below. The same will occur if the PCs start to leave the chamber without taking it along.

Framed Picture

> The picture is an oil painting of a dark-haired, noble young man, a fair-haired, delicate-looking young woman, and a dark-haired male child.
>
> The man is the spitting image of Lord Kazakk, except that his expression is gallant and his skin is not gray. He wears a velvet doublet of a style which was popular two centuries years ago.
>
> The woman is very beautiful, with long blonde hair and green eyes, but she has a slightly melancholy expression. She looks more like a debutante than a pioneer and wears an elegant green gown of the same period.
>
> The boy looks exactly like Crackle, with dark hair and eyes; his expression is an idealized adult look of determination. He wears an outfit identical in style and color to the one the man wears.
>
> A brass plaque affixed to the frame of the picture identifies this trio as Baron Alexander Corran, Baroness Lillian Corran, and young Edgar Corran.

If the player characters ask, tell them that this painting is about the same size as the object removed from the wall of room #14 of the tower. It is worth a modest 100 gold pieces, but under their agreement the PCs are not supposed to claim family heirlooms such as this. Nonetheless, Jeddarin Corran will be so pleased at its recovery that he will pay a reward equal to its worth if they bring it back safely to him.

The Mirror-Shield of Rheddrian

The characters have now accomplished their mission; they've gotten rid of the significant dangers of Corran Keep. Oh, yes, there are still some sprackles around, and some ploppéds to help make the PCs' lives interesting for as long as they remain in the vicinity of Corran Keep, but Jeddarin Corran's men-at-arms should be able to cope with these minor nuisances.

Up to this point, the adventure will appear to have been fairly straightforward. However, the characters' liberation of the Mirror-Shield of Rheddrian will complicate matters, eventually having an enormous impact on the fate of the world.

At some point, the being inside the Mirror-Shield will attempt to communicate with the PCs. This will first happen under any of these circumstances:

(a) When a PC addresses the being in the mirror,
(b) When the PCs attempt to leave the mirror behind, or
(c) When the PCs discuss (in the mirror's presence) how much they can get for the mirror if they sell it.

When the being in the mirror decides to address the PCs, the following will happen: the mirror-like surface will become cloudy and cease to reflect whatever is before it. Then, the face of a man—black-haired, with a short beard and mustache, intelligent eyes, creases of worry in the brow, and light green skin—will "swim" to the surface. The mirrorlike sheen of the disk's surface will return and the background of the mirror will reflect whatever is before the mirror, but the face will remain. It speaks:

> Greetings. Please don't be startled; I won't hurt you. In fact, I need your help... help to get free of this prison. My name is Rheddrian... and unless I am freed, I fear that this world of yours may be destroyed.

After an introductory statement like that, the PCs will doubtless want to ask this fellow a few questions. Here are the questions they are most likely to ask, with his answers; DMs can improvise his answers to other questions. Even if they don't ask all these questions, he'll eventually provide most of these answers anyway—except for the "Why should we help you?" answer, which he will not volunteer unless asked.

What are you?

Rheddrian will attempt to explain the events described on pages 6-7 in terms the player characters will understand.

Long ago, he says, he traveled on a great ship that sailed between the worlds. Something happened to the magics that kept the ship aloft, and it fell from the skies onto this world. The ship's magics would not work properly here, so they were stranded. The ship's captain had to put down a mutiny of those who wanted to use their powers to enslave the planet's pink-skinned primitives.

After sending out a message for help, the captain put all the remaining crew to sleep so they would not grow old while awaiting rescue. Only one at a time would stay awake to keep watch over the others and to protect the ship from intruders, aided by mechanical men. These armored knights were golem-like creatures who would obey the orders of the crewmember on watch,

help defend the ship, and make what repairs they could. They agreed that each crewmember would stand a watch of two years before waking his or her replacement.

Rheddrian slept for what he assumes where many years, only to awaken to treachery. Most of his fellow crewmembers had vanished, while the rest had been murdered by the man on watch; Rheddrian himself survived because of a spell of protection that the murderer didn't know about. The traitor had sold his services as an alien wizard to one of the groups of pink-skins, people from a place they called Blackmoor. He had let these men plunder the ship, not understanding that this would remove the protective wards that prevented the ship from exploding.

Rheddrian managed to regain control of the metal men and used them to defeat the traitor and drive away the thieves, but he was unable to stop the explosion. He doesn't know what happened after that, but assumes that the explosion destroyed the ship. He knows he slept a long, long time after the explosion, and finally woke up to find himself here in Lord Kazakk's treasury. Kazakk would never talk to him and ignored everything he said. He learned the PCs' language by talking to the small creature called Crackle—he adds that it was easier to learn than he would have expected.

Crackle described the object Rheddrian is trapped in, and Rheddrian says it seems to be a larger version of the object he once used to communicate with his ship (if the player characters ask, he will explain that the ship had many areas that thought and spoke on their own). He does not know how he came to be trapped within it, but assumes this must have been a fortuitous side effect of the explosion.

If the player characters ask, Rheddrian will known nothing about the nations of the modern world (they didn't even exist when he and his crew landed!). Nor will he recognize the local landscape if they describe or show it to him; it's simply changed too much in the intervening millennia.

What's This About the World Being Destroyed?

Rheddrian says that the mirror-shield, the device which holds him, is leaking dangerous energy. He believes that it was this excess energy which created the Lightning Zombies; if the PCs tell him about the other strange creatures of Corran Keep (the sprackles and the ploppéds), he will theorize that the shield is responsible for them as well. He thinks this energy could be quite dangerous to the health of living people exposed to it, and wants out so he can cast the proper spells to stop the energy from escaping.

More importantly, Rheddrian says that he can still distantly sense that some of the devices from his ship are still in operation; he can feel them radiating energy. Somehow this energy has been altered in ways he does not yet understand—perhaps combined with other forces native to this world. He strongly suspects that the missing devices will have effects on their surrounds similar to those of the mirror-shield, but far more deadly. It's almost, he says, as if they're draining the life-force out of this world... and the process is accelerating. But he has no idea where the devices are, can't feel a direction... and he can't even begin to look for them while he's trapped in this thing.

How can we free you?

That's the tricky thing. He has an incomplete but intuitive understanding of the way this device works (he's had a very long time to think on it, after all). He thinks he can only be freed if one of the characters will willingly trade places with him. It's only for a short time, he assures them; if he cannot find someone to take the PC's place inside the shield within three days of their reaching civilization, he will trade places back with the PC and resume his imprisonment here. The PC has nothing to lose, he says.

Why should we help you?

Rheddrian has no gold or treasure to offer them; he says that he only had his jumpsuit and personal possessions with him when the energy blast trapped him in this device. He says he has a timepiece they could have which is probably like nothing the PCs have ever seen (he's right! it's a space chronometer worth 200 gp; a curious wizard might give as much as four times that for it). He also has some coins of his people; he has no idea what they would be worth here (nothing, except for curiosity value).

But, he says, they will earn his friendship, and he will owe each of them a favor, especially the PC who temporarily takes his place. If he ever achieves power or fortune, he will not forget the people to whom he owes his freedom. He says he is a man of his word, and that he wants only to eliminate the danger of his ship's devices and then return to the existence of a normal man.

Other PC Lines of Inquiry

The PCs have practically no way to prove or disprove Rheddrian's story. The most learned scholars will recognize the name of Blackmoor but know almost nothing about it except that its knowledge of science was very great and that it blew itself up in the ancient past. The idea that Rheddrian has been trapped in the mirror for some 4,000 years should surprise the PCs, while the hint that his ship's devices are capable of such mass destruction should give them pause for thought.

The PCs can use *detect magic* to discover that the mirror-shield really is a magical item, but are unlikely to discover that it is actually an artifact.

If the PCs Agree to Help

If the PCs agree to help Rheddrian, and one of their number volunteers to trade places with him, the following events will take place.

The volunteer must hold the shield facing him or her, speak Rheddrian's name, and concentrate on drawing him from the shield. There will be a crackle of energy and bright light from the shield. When it clears, the PC has vanished and Rheddrian stands in his or her place; the PC's face is now reflected in the mirror.

> Rheddrian in the flesh is a man of average height who looks just as he did in the mirror. He wears a smudged and oil-encrusted garment that, to the PCs, looks like a one-piece

combination of trousers and long-sleeved shirt. He also wears black boots and a black belt. His skin is a light, pleasant green in color.

He sways a little on his feet, then smiles, checks to see if he's real, and turns to you. "Thank you, friends," he begins. "You will see that I am true to my word..." Then he looks startled and folds over, collapsing as if someone just hit him in the stomach. He's suddenly surrounded by a bright, radiant golden light.

The strange aura is so glorious that it affects the PCs' minds. All PCs within 60' must make Saving Throws vs. Spells (with no bonuses from Wisdom scores, spells, or magical equipment). Those who fail are *paralyzed* with awe for a total of three full turns; those who make their rolls are unaffected. It's important for the DM to note that Rheddrian has no idea what's happening to him; he'll say so if asked. Finally, after two combat rounds, the fit seems to pass.

After lying helplessly in agony on the ground for a minute or two, Rheddrian seems to regain control of his arms and legs and staggers to his feet. He's grown about a foot, shredded his jumpsuit and bursting his boots. He's still surrounded by that wonderful golden glow and looks confused.

"Something's happening," he says dully, and vanishes—taking the Mirror-Shield with your friend trapped in it with him!

He'll be gone for several hours; once the other PCs have recovered from their *paralysis*, let them do as they wish during this time. No amount of shouting or spell-casting will let them figure out what has happened to Rheddrian and their comrade.

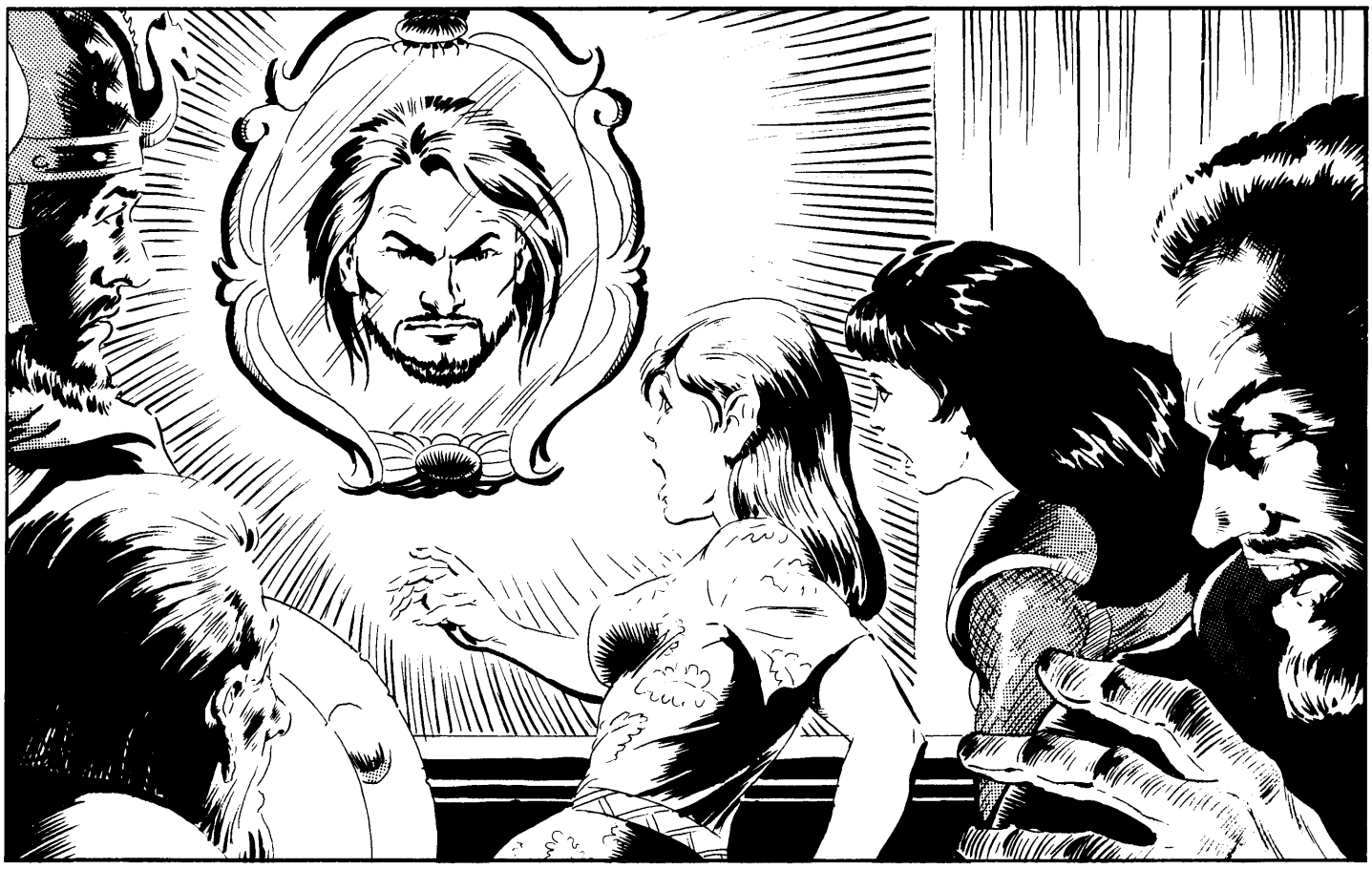
What Happened to Their Friend

Take the player of the trapped character aside and explain to him or her what the character sees. A moment after Rheddrian's disappearance, the PC finds himself or herself looking down on the mountains from an altitude of what seems like miles. Rheddrian then clutches the shield to his chest with the mirror-face against his skin, so the trapped PC can't see anything except Rheddrian's dirty garment. Rheddrian won't answer his or her attempts to communicate.

The PC sees several changes of light-intensity, as though Rheddrian were moving from lighted rooms to darkened ones. Then, after several minutes, the mirror is pulled away from Rheddrian's chest and wrapped in a blanket. After that, nothing happens for many hours.

Finally, the blanket is unwrapped. Rheddrian, looking haggard and still a little confounded, has the Shield; he is in a rat-infested jail cell, and standing beside him is an weak, stooped old man. The cell is illuminated by the light that continues to pour off Rheddrian.

Rheddrian addresses the PC, saying that he isn't exactly sure what's happened, but can't talk about it now. He says, "It's time to free you, as I promised. I'm sorry for the delay; it took me a while to learn how. This poor wretch has agreed to take your place for the time being, for it will earn him his freedom



and prolong his life."

Rheddrian will hold the shield before the old man and speak his own name, and a moment later the PC finds himself or herself standing in this stinking cell with Rheddrian.

In the unlikely event that the PC refuses to cooperate, then he or she will remain trapped in a mirror and out of the campaign until such time as he or she agrees to be freed. Whenever this occurs, Rheddrian will return with the mirror to the cell described above and perform the same ceremony.

Back With the Other PCs

Seconds after freeing the PC from the mirror, Rheddrian will *teleport* the two of them to wherever the other player characters are at the time. Note that it may startle the other PCs to be awakened out of a sound sleep by the sudden reappearance of their friend and the glowing Rheddrian in the middle of the night.

Rheddrian is a being of few words right now. He shoulders his shield and says: "I apologize for what has just happened. Some day, perhaps, when I understand it all better myself, I can tell you what it meant. For now, accept this as partial thanks... and know that I do remember the favors I owe you." He gestures; a medium-sized wooden chest appears at his feet; and then he disappears again.

The PC is reunited with his or her friends... and the chest, when opened, proves to be full of gold—exactly 500 gp per PC. Oddly enough, the gold pieces all seem to be brand-new and are smooth, featureless disks; none of them bears the stamp of any nation or mint. Point this out to the player characters, since it is unusual.

What Just Happened, *Really?*

It will be some time, if ever, before the PCs discover what just happened here. The following information is for the DM only; player characters should not learn these details until the adventure is over (see page 70).

Rheddrian was a mortal when the engines' energies fused his life-force into the Mirror-Shield, but these energies didn't leave him a mortal. Through accidental means, he became an Immortal. While trapped within the shield, he did not realize that he had been changed.

When Rheddrian was freed by the PCs and emerged from the Mirror, his Immortality immediately caught up with him. His mortal body was replaced by a similar Manifestation Form body (see **Codex of the Immortals**, Book One in this boxed set, for details). Awash with energy and with vast knowledge of magic spells crawling through his head, he was confused. Instinctively, he fled through use of his spells... which is good, because just before he *teleported* away, the Immortal monitors of the city of Pandius noticed him and sent a pursuit party to find him and bring him in. They appeared far over the PCs' position seconds after Rheddrian left and began a systematic search for him.

It wasn't too long before Rheddrian discovered that someone was chasing him, someone with powers similar to his. Managing to throw off his pursuers, he used his magic to analyze the Mirror-Shield and determine that the method he used to escape the device would work for others. He teleported from city to city until he found a prisoner dying of old age and abuse. He appeared and offered the prisoner a way of escape if he would agree to be bound in the device; the old man readily agreed.

With his new-found Immortal powers, Rheddrian created a considerable quantity of gold from thin air, and gave half to the PCs. He kept the other half, under the impression that it would be useful to him; he still did not know his true abilities as an Immortal.

Then, knowing that the pursuing Immortal might catch up to him at any time, Rheddrian fled... heading out into space in the hope that it will throw off his pursuer and give him time to learn what has happened to him.

If the PCs Won't Help

If the PCs refuse to free Rheddrian, whether it's because they don't trust him, he's not offering enough, or some other reason, all is not lost.

If they decide to sell the Mirror-Shield upon returning to civilization, they will be able to find a magic user who'll gladly give them 1,000 gold pieces for it; he can be bargained up to a steep 2,000 gp if they work at it. The events described above will occur to that magic-user instead of the PCs, though the characters will not know this.

If the PCs decide to keep the Mirror-Shield without freeing its prisoner, let them cart it around for awhile; it will eventually be stolen by a thief. The PCs will wake up one night in their camp or their inn rooms and find that their packs have been ransacked; most of their gold and (as an afterthought) the Mirror-Shield will be gone. The events of Rheddrian's release will occur to the thief instead of to the PCs, but the characters will not know this.

Final Notes

Jeddarin Corran

If the PCs succeed in their mission of clearing out the Keep, and young Noriad Corran is not killed in the process, then Jeddarin will pay them the agreed-upon amount and transport them back where they came from. Jeddarin's stone masons and carpenters will soon be on their way to the Keep, where they will make it livable again. As an added bonus, word of the player characters' efficiency will spread as Jeddarin recommends them to other patrons in the Darokin/Glantri area.

If Characters Die Here

If characters die in the course of this adventure, they will probably become Lightning Zombies under the control of the DM. If a character dies and is not *raised* within an hour, he or she will reawaken at the end of that hour as a Lightning Zombie with no knowledge of his or her previous life. The only way to prevent this is to carry the body more than one hundred yards away from the mirror-shield before the hour elapsed.

A Lightning Zombie must obey another Lightning Zombie if the latter wears the body of someone who commanded him or her in life; otherwise he or she will be free-willed.

Crackle and Captured Zombies

The fates of Crackle and any captured Lightning Zombies are up to the PCs. Naturally, it is a bad thing to kill someone who has surrendered, but PCs may feel justified in doing so because the Lightning Zombies are undead.

If the PCs do not kill all the Lightning Zombies, the surviving Lightning Zombies will agree to leave the Keep and seek their fates elsewhere. In all probability, they will travel north through the mountains and reach Glantri, where they may end up in the guard of some eccentric wizard-prince. Should the Immortal Nyx, patron of the undead, learn of their existence she will be very interested and will look out for their welfare thereafter.

Crackle, on the other hand, wants to accompany the PCs back as far as civilization, where he will go his own way. The PCs may bump into him during some future adventure; he will still look like a gray-skinned nine-year-old. Future appearances by Crackle are at the discretion of the DM; he might make an interesting NPC who pops up occasionally every few years.

Phase II: The Build-Up

The adventures in this chapter are for medium-level player characters—those from 6th to 15th experience levels, averaging around 11th level.

Since it is unlikely that the party used in Phase I will be of high enough level to proceed directly into Phase II, a DM who wishes to use the same group of player characters in both should run them through several other adventures before Phase II begins to give them a chance to earn the levels needed to survive. Alternatively, the DM could adjust the characteristics and abilities of all their opponents in these adventures downward.

The two adventures in this chapter assume that the DM has some knowledge of the Known World setting. At the very least, the DM should be familiar with "Appendix 1: The **D&D®** Game World" in the **D&D® Rules Cyclopedia**. It would also help the DM to be familiar with the **Dawn of the Emperors** boxed set and the **HOLLOW WORLD®** boxed set, but this not absolutely necessary to running this adventure; the background information provided here should be enough.

Background Information

As revealed in the section entitled "About This Adventure," for the last several years, three groups of Immortals have been forming up sides and deciding how to eliminate one another. Their interactions had no effect on the adventure for Phase I, but their activities begin to be very important to the PCs starting now.

One group, the **Fellowship of the Star**, is led by Rad. They are determined that Rad be able to continue his work with the magic-sapping artifact The Nucleus of the Spheres (the altered engines of Rheddrian's ancient starship). Their mortal followers are concentrated in Glantri, Thyatis, and the Heldann Freeholds.

Opposed to this group is Ixion's **Ring of Fire**, which is just as determined that Rad should be deprived of his dangerous toy. Mortal followers of these Immortals are concentrated in the empire of Alphatia.

Unknown to the other two, there is yet a third group whose existence has so far gone unsuspected: the **Brotherhood of the Shadow**. These Immortals of the Sphere of Entropy want to keep the Fellowship of the Star and Ring of Fire at each other's throats for as long as possible so that both will exhaust themselves in the struggle.

Tactics of the Fellowship of the Star

Rad, in his Mortal Identity of Etienne d'Ambreville, continues to study the dangerous artifact known as the Nucleus of the Spheres and the strange energy it emits, the Radiance.

It's obvious to him that his enemies in the Ring of Fire plan to use the vast magical might of the Empire of Alphatia against him. The Nucleus of the Spheres is currently buried deep beneath Glantri City, the capital of the Principalities of Glantri, a nation that has more magic-users for its size than any other in the Known World—except Alphatia.

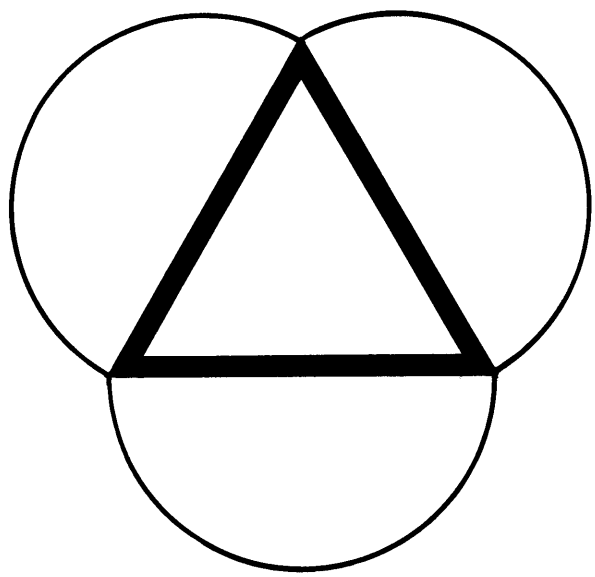
Rad anticipates an Alphatian assault on Glantri to decimate his mortal followers and seize possession of the artifact. His response is to intensify his study of the Radiance in hopes that he will learn enough to protect his followers and defeat his enemies when the time comes.

Rad's most important ally in his efforts to buy time is **Vanya**, who is secretly setting up the Thyatian Empire, traditional enemies of Alphatia, to blunt Alphatia's anticipated assault against Glantri. Vanya is influencing the emperor of Thyatis to be more reactionary and less tolerant, so that the empire will denounce and oppose any action that Alphatia takes. Simultaneously, she is urging her devoted followers in the Heldann Freeholds to forge an alliance with Thyatis, so that Alphatia will have an unexpected enemy in the north if war should actually erupt. Vanya's actions are secret; currently, no one knows she is on Rad's side.

Rafiel and **Rathanos**, Energy Immortals whose main interests lie in the acquisition of knowledge, are spending most of their time studying the Radiance with Rad. However, Rafiel is also the patron of the Shadow Elves; as such, he has been urging them that the time has come at last for them to seize power in the land of Alfheim. If his plan is successful, Glantri will gain an ally in the troubles ahead.

Ka is not active at all on the Known World. He remains in the Immortal city of Pandius, where he and **Korotiku** argue on behalf of Rad's cause and make sure that Ixion does not gain any more support for his group. So far, popular opinion remains mixed, with most Immortals waiting to see how things come out on Mystara before committing to either side.

Finally, there are **Asterius** and **Eiryndul**, both of whom are having the time of their Immortal lives. Eiryndul, a renown troublemaker, divides his time between Alfheim and Norwold, stirring up mischief in both to prevent their being used effectively against Glantri. Asterius, meanwhile, has returned to his mortal skills as a thief and acts as Rad's eyes and ears. He travels the Known World watching for signs of the interference from the Ring of Fire.



Tactics of the Ring of Fire

The Ring of Fire has only four members, but since three of them are Hierarchs, it is still a most potent group.

Ixion, the ringleader, spends most of his time in Pandius, pressing for formal action to be taken against Rad and trying to gain more members for his clique. Without Ixion's continual presence, Ka and Korotiku between them might gain yet more allies for the rebellion, delaying what Ixion sees as certain victory.

Rad is greatly relieved to thus hold the enemy "king" in check. However, the truth is that Ixion's plans are more subtle than Rad guesses. Ixion may be "in check," but what Ixion knows and Rad does not is that Ixion is not the most dangerous member of the Ring of Fire.

Rad assumes **Valerias**, Ixion's mate, is of little strategic use in any intrigue which does not involve passion and romance. He's wrong. For the last several years, Valerias has been setting up Mortal Identities in all the important nations of the Known World and Hollow World and gaining influence there.

For instance, realizing that the Empire of Thyatis could be used as a shield between Alphatia and Glantri, Valerias has spent much of her attention in Thyatis City. In her Mortal Identity of Helen Ledamiades, she has become a popular figure in society, hosting wild parties and frequently acting as patron for the city's lavish gladiatorial games.

She has sparked romances between the most capable of the Thyatian military officers and mortal women of her choice (often Alphatians)—romances which have led officers to defect to foreign lands, to form strong bonds with Alphatian families, or to lose all interest in military matters. She has introduced new types of decadence and self-indulgence into the courts of Thyatis and allies such as Karameikos, and the habits she is introducing are becoming *very* popular. The worst of these is her popularization of the use of *zzonga*-fruit, an Alphatian fruit which causes its users to become drowsy, unambitious, and eventually inept; she has particularly pressed it on the military officers among her guests.

In short, while Vanya influences the rulers of Thyatis to become more reactionary and aggressive, Valerias is deftly removing the very backbone of Thyatis' military might and bureaucratic efficiency... with neither aware of the other's activity. And this is only the most successful of the many plots Valerias has been conducting under the noses of the Fellowship of the Star.

Ilsundal, patron of the elves of Alfheim, is regretfully influencing his followers to gird themselves for war. The immediate pretext is increased activity among the humanoids of the Broken Lands, but once Alfheim is ready for conflict he plans to sabotage their alliance with the Glantrians and ally them with the Alphatians. He's not aware that Rafiel is doing something similar with the Shadow Elves, far below, nor is Rafiel aware of *his* activities.

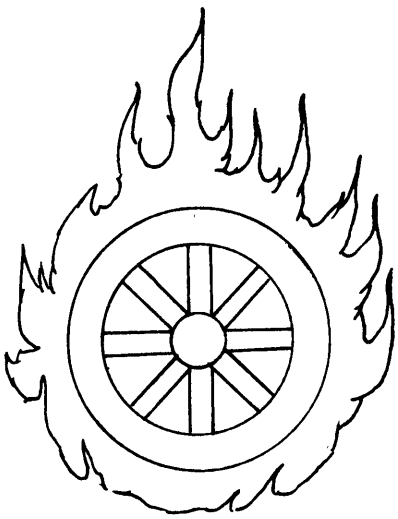
Ironically, Ixion's least powerful ally is also the most important for his success. **Alphatia**, a patron of the Alphatians, has been working directly to bring the Alphatians to bear on the Glantrians. Normally a gentle Immortal, she realizes that Al-

phatia cannot survive without its magic, magic which Rad's studies are leeching away. The desperation which this realization causes her has made her the most vehement of Rad's opponents.

Using a variety of Mortal Identities, she has been spreading a lot of propaganda. In the wake of Alphatia's 2000th anniversary, she has been inspiring writers and poets to remember the origins of their people in their works. Since Glantri was founded by ancestral enemies of the Alphatians, this helps stir up old hatreds that had long been nearly-forgotten.

In addition to supposed past sins, there is plenty about modern-day Glantri to upset the Alphatians, and she takes pains to see they are reminded of them all. First, the Glantrians forbid clerics within their borders, which infuriates clerics everywhere and gives her a pretext to have her own clerics speak out directly against them. Second, the Glantrians claim that their School of Magic is the premier source of magical wisdom in the world... a claim which everyone in the nation of Alphatia believes to be a dirty lie. Third, she circulates disturbing rumors that the Glantrians have discovered some sort of new magic which enables them to actually steal away the power of Alphatian wizards—a highly-disturbing thought for a nation which depends on its magic as much as does Alphatia.

The clerics of Alphatia are surprised to hear such a litany of hatred and intolerance from their normally mild and temperate Immortal. A few refuse to spread the calumny, but most believe that she knows best. So, slowly, she poisons the minds of the nation of Alphatia—the nation with more magic-users than any other on (or in) the world—against Glantri. The thoughts she sets into motion will continue of their own accord... and it will not be long before the average Alphatian spits at the mere mention of Glantri.



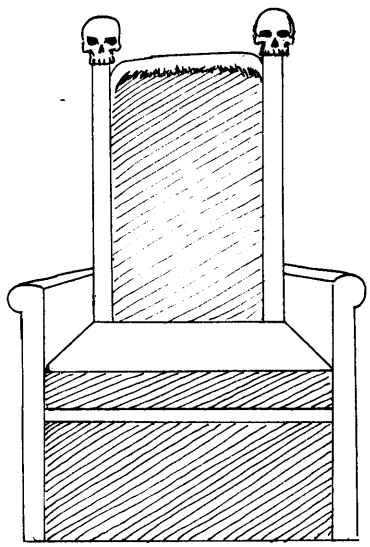
Tactics of the Brotherhood of the Shadow

The Brotherhood of the Shadows is made up of Entropic Immortals who see a lot of opportunity in the upcoming conflict: the more the war spreads and the longer it lasts, the more death and suffering it will bring. Their plan, then, is to help whichever side seems to be weaker at the time. By helping to maintain a balance of power, they will ensure that the war will be longer, bloodier, and more devastating to all concerned.

The Brotherhood's leader, **Atzanteotl**, negotiates with "Bozdogan" (Loki) to borrow some of his followers, the Desert Nomads of Hule, and have them gear up for a massive invasion of the Known World from the west.

Alphaks, with his lust for mass destruction, waits impatiently for the empire of Alphatia to take the upper hand so that he can work against it; he makes no secret of his desire to destroy it and its people utterly. However, he hates the Glantrians with equal vehemence, so he plans to destroy all of them as well. Until then, he contents himself with stirring up the humanoids of the Broken Lands.

Hel, the third member of the group, really is neutral on the subject and doesn't care which side wins the war in the end. She enjoys seeing the changes that these events are producing, especially seeing dignified fellow Immortals at one another's throats. Hel has taken a novel approach to the situation: she has established Manifestation Form identities with the names and appearances of long-dead heroes of various cultures. She then pretends to be these heroes after they have achieved Immortality. She's even been recruiting new clerics for these false Immortals. Not only is this great fun (won't *they* be surprised when they eventually discover that the Immortal they thought they were following doesn't even exist and they've been helping the cause of Entropy all this time), it's useful, as she is having these brave young clerics attack the enemies of whichever side the Brotherhood of the Shadow is helping at the time.



Tactics of All Three Groups

All three Immortal groups share one tactic in common.

As described in Chapter Five of **Codex of the Immortals**, Immortals lose power when they lose followers. Therefore, if the Immortals engaged in this struggle can deprive their enemies of followers, they reduce the power of those enemies. In addition to simply having their followers try to kill all of the other Immortal's followers, they also try to have their clerics convert their enemies' followers; they also try to discredit and embarrass their enemies so that mortals will not want to be associated with those Immortals.

What Does All This Mean?

From the perspective of mortal player characters, all this means that the world seems to be going slowly but inexorably mad.

The years prior to AC 1,000 were rich with adventure and confusion; the fearless habits of adventurers guaranteed it. But now, things are changing ominously. The efforts of the Immortals described above are edging the whole Known World toward war and confusion. To most folks, the hand of the Immortals in these activities is invisible; all they know is that pressure is building up and the world as they know it is teetering on the brink of disaster.

Between Phase I and Phase II

After the Corran Keep adventure of Phase I and before Phase II's "Mystery in Aegos," a year or two passes. It's up to the DM to determine the exact timing, but allow enough time for the PCs to reach high enough levels to be able to handle all that this adventure throws at them. In most campaigns, "Mystery in Aegos" should begin no earlier than the Spring of 1,005 AC, when war breaks out, and no later than Spring 1,006 AC, when Alphatia seals its borders (see Timeline).

Once again, it's important to keep track of the passage of time so the DM when know where the player characters are when the events in the Timeline occur and how long it will take them to hear about them. Whenever possible, the characters should have a chance to play through some of the situations described in the Timeline. These events are all adventure opportunities, and PCs who live them will feel and understand first-hand the changes taking place in the world. Once the PCs are ready, in the DM's estimation, it's time to reintroduce Rheddrian and get the Phase II adventure going.

How the PCs Get Involved

If any player introduces a new cleric character after the events of Phase I, the DM should suggest Benekander as a good Immortal for that character to follow. Describe Benekander's "no Immortal interference" philosophy and alignment preferences to the player (see his description in Chapter Two: Immortals of the Known World in **Codex of the Immortals**). Don't let the character know that Benekander is the Immortal name of Rheddrian. If the player doesn't want to run a cleric of Benekander, don't force the issue; the adventure will work fine without this added touch.

The Return of Rheddrian

On any occasion when the PCs are all together and between adventures, they'll be sent an anonymous note. The tone of the note should be appropriate to their current professions and social standings; if they're mercenaries, it will arrange a meeting to discuss "employment opportunities"; if they're heroes known for their good works, it will request their help on a matter of some urgency; if they're nobles, it will suggest that their lands and families are in some danger and that the letter-writer can help them eliminate this threat. If the characters are a mixture of the above types (or others), the note will take the tone which the DM feels will interest them most.

The note has arranged the meeting for the private dining room of a local tavern called the Knight's Rivets. This tavern has a reputation for excellent food, and the note specifies that dinner is at the note-writer's expense.

The PCs will reach the inn before the note-writer (in fact, if they're paranoid and decide to arrive early, they could be there *long* before the note-writer). The inn's staff is hard at work cooking for their private party; if the PCs check by stealth or spell, there is no sign of tampering with the food or drink.

> At the appointed hour, the food (which lives up to its reputation) is served by the tavern keeper and his helpers. They serve plates for every PC and retainer present, plus one additional plate for their absent host. Shortly after the tavern keeper and staff have left, the door into the private dining room will open and a man will walk in. He looks to be about 30; he's of average height and a lean but muscular build; his black hair is worn rather long, and he has a short black beard and mustache. He wears a matched black velvet hat and doublet sewn with red roses also made of velvet, black hose and boots, and a red belt and full-length cloak. He wears only a knife at his side and has no other weapons or pouches. He looks like a well-to-do merchant with a flair for colorful clothing.

Invite all the PCs who were on the Corran Keep adventure to make an Intelligence check. Those who successfully make the roll will recognize the man: he's Rheddrian, the being they freed for inside the Mirror-Shield. But, unlike the last time they saw him, he isn't green-skinned, massive, or glowing with bizarre energy; now, he seems to be an ordinary man.

Following are his words to the PCs. Make it as conversational as possible, allowing interruptions or questions by the PCs; don't just read it straight through like a speech. His speech and manner are those of an intelligent man. When he arrives he'll shake hands all around if the PCs aren't suspicious and standoffish, seat himself, eat and drink, and generally behave in a civilized and relaxed manner.

> "My friends! It's good to see you again. Please, sit. I hope the food here is up to its reputation.
>
> "I've asked you to come here to discuss a matter of great importance—to you, to me, to everyone. You might guess that it involves the matters we discussed when first we met—and you'd be right.
>
> "Forgive me, though: first, I must cast a spell or two in order to insure that we are not being spied upon by magical means. Those of you who are knowledgeable in the ways of magic" (he bows towards any magic-users in the party) "please observe that the spells I invoke are no threat to you."

He's telling the truth; he casts well-known versions of *detect magic*, *detect evil*, *detect invisible*, and then a *wizard lock* on the door.

"There: that will assure us of a certain amount of privacy. Now, we can get to business.

"First, a word or two of explanation. You will remember, from when last we met, that I was trapped within that remarkable mirror-like shield, and you were kind enough to free me from that prison—a good deed for which I am quite grateful.

"My stay inside the shield changed me, friends. I emerged with all my abilities and mental faculties intact... and, thanks to energy I absorbed while trapped, I acquired other abilities as well—the ability to work magical spells, for example.

"In the time since we last saw one another, I've been learning about this world of yours—Mystara, I think you call it. I am convinced that it is the same as the one my ship crashed upon, lo these many centuries ago, but dozens of centuries of age and catastrophe have changed it; it is very, very different from the way I remember it.

"Still, it's a nice place. And since I don't suppose I'll ever find my way back home after all these centuries, I've adopted it as my new home. Also since we last met, I've used my new abilities to become quite wealthy, fairly powerful, and very well informed in certain areas."

At this point, he becomes quite serious, looking between the PCs to try to gauge their reactions.

"Now... I have asked you here because I need your help. I told you last time we met that I thought dangerous forces were doing harm to the magical energy of this world. Now I'm certain of it.

"I've also seen strange changes in the activities of whole nations. Clans and countries seem to be jumping and jerking in strange, unpredictable directions, like chickens freshly beheaded. I'm sure you've seen these changes as well.

"I sense that these political events are the result of powerful manipulators. People who are making entire nations dance on their puppets' strings, people who don't care how many *thousands* of people suffer and die.

"I think these two sets of events may be related. And I'll tell you why.

"Through my researches, I've come to the conclusion that only beings of a certain level of power—you call them *Immortals*—can utilize the remaining devices of my old ship. In doing so, they are draining magical energy from the world, as I told you. If it continues, your world could be utterly drained of magic.

"Think of it: a whole world with no spells, no magical healing, no magical weapons or protection, and no magical creatures either.

"Now, I don't know why the Immortals are doing this. Not all Immortals are good, as you know; perhaps you've already had the opportunity to observe the damage which an

evil Immortal can cause with only casual attention. Others, not necessarily evil, are indifferent and careless, and through their negligence they can destroy us as easily as the evil ones.

"Too much is happening in this part of the world too quickly for it to be natural; only Immortals could wreak so much havoc in so short a time. But I don't know which Immortals are doing this, or why. All I know is that I want to see them stopped. I don't know if that's possible, but I've decided to use all my abilities and fortunes to find out what's going on, to see if there's a way. Maybe if we could find out *why* they're doing this we could find a way to convince them to stop it.

"I cannot do it all myself. I cannot be everywhere at once. I need allies—men and women like yourselves. So I am here to persuade you to join me. I need adventurers who can travel the world, observe events in places where I think the Immortals are most active, and accumulate evidence to prove or disprove my theory.

"If you accept, I must ask you not to speak of this mission to your rulers... or even the Immortals you serve... until we know who is doing what to whom. I do not ask you to swear to a permanent oath of secrecy! But *please*... for now... until we are certain who is the enemy, who is the friend... keep this association to yourself."

At this point, if not before, the PCs are likely to want some answers. Have Rheddrian provide those answers from the information immediately below; if the PCs ask questions not anticipated here, the DM should answer them based on Rheddrian's knowledge and motives.

Rheddrian actually doesn't know any more about the Immortals than a well-educated mortal does; though he is technically one of them, he is not part of their community and does not know any of them.

Rheddrian's motives are sincere; he wants to save the world and to counter the actions of the Immortals who are so callous about endangering mortals.

He will not let the PCs know that he is an Immortal. He is in a Mortal Identity body here and so is indistinguishable from true mortals. This form is that of a 36th level magic-user.

Here are answers to questions the PCs are likely to ask:

What if one of the Immortals you oppose turns out to be one I follow? "I will not ask you to follow anything but your heart on such a matter. Perhaps we will end up as enemies. I sincerely hope not. If this happens, and I cannot convince you that my cause is still just, we will part ways peaceably and not oppose one another for at least a full day—I believe you call such arrangements a 'head start.' "

Why do you think there is danger to our families or properties? "Now that war has broken out between the great empires of Alphatia and Thyatis, more and more nations will become involved. It's inevitable that innocent people will die by the thousands, including perhaps those of your dominions and your home towns. And the more out of control things become, the greater the likelihood that no place will be safe."

What happened when you were tall and glowing? "I was assimilating the energy which the Mirror-Shield had bequeathed to me. As you recall, it had some rather dramatic effects upon me. But I am well recovered now, as you can see; I've even managed to change my coloration to look like yours. Do you like it?"

That last answer, of course, side-steps the truth so that he will not have to admit that he's an Immortal. But it is not a lie.

What Does He Offer?

As for money... Rheddrian will provide the PCs an "expense account" of 1,000 gp apiece, in advance, per investigation. This should, he says, cover purchases of equipment, travelling expenses, and living expenses; they're free to keep whatever's left over. He can provide it in the form of money or gems, or any combination of the two; they have only to ask. If they act surprised at his willingness to give them all this in advance, he'll remark that he trusts them. After all, they're trusting him by agreeing to go on the missions, so it's the least he can do to return the favor.

He has no interest in other treasures they might find in the course of their adventures, taking the attitude that they're the ones going through the risks to gain them and so should be able to keep them.

If the PCs haggle for more money, it will be obvious that Rheddrian is perplexed. He says, "The more money *you* demand, the fewer additional agents I can employ to help us save the world. Must you let greed stand between you and this most important goal?"

If the PCs persist, he will raise his offer as high as 2,000 gp per PC, sadly remarking that the people of this planet were not as noble as he thought them. If that still isn't enough, he will coldly state that he was looking for heroes to help save the world, not greedy treasure-seekers; he was obviously mistaken in choosing the PCs and apologizes for wasting their time—whereupon he vanishes. If this event takes place, the PCs have blown it. The DM can still run adventures taking place in the changing Known World, but the PCs will not benefit from Rheddrian's guidance, and it will not be they who save the world from losing all its magic. In fact, it is possible that because of their greed the world will not be saved.

Clerics of Benekander

If any character is a cleric of Benekander, he or she will receive an omen a day or two before the preceding meeting. Benekander will appear in his or her dreams and instruct the character to take the course of action offered by "the man wearing the hat of red roses." Later, when Rheddrian shows up for the dinner, be *sure* to describe his clothing as mentioned above—particularly the velvet cap with the velvet roses.

On Toward the First Mission

If the PCs accept, Rheddrian will give them three days to get their lives in order. He asks them to meet him back at this tavern's private dining room at the end of that time.

Mystery in Aegos

On the appointed day, Rheddrian meets the PCs back at the tavern. He brings along the expense money, in whatever form the PCs wanted. In addition, he brings with him an interesting object—a heavy black quarterstaff which he places in the party's care.

Rheddrian's Staff

He says that any character who can use a quarterstaff may use it, but he wants it to accompany the PCs on all their missions; the PCs must decide among themselves who carries the staff. If, however, one of the PCs is a cleric of Benekander, Rheddrian will give the staff to that character (the one who had the dream) instead of asking the PCs to decide who will carry it.

It is, he explains, an artifact—something created by the Immortals. It is part of a matching set; he has the other staff. He says he doesn't know which Immortal created it, but he does know that it can be used to communicate between the current possessors of the two staves. Therefore, the PCs can use it to communicate with him at intervals.

To use it, he says, the wielder must meditate and then call Rheddrian's name. Instantly, Rheddrian will hear and be able to hear what he has to say.

But, Rheddrian says, the PCs can only use it to call him once a week; even then, the wielder should keep messages short (as short as ten seconds, if possible) because the Immortal creator of the staff might feel it being used and come for it.

The staff can, of course, also be used as a regular staff; it does more damage in combat than an ordinary staff and can also hit creatures immune to normal weapons. Also, when the wielder utters the phrase "Shield me!" the staff activates a spell of *protection from normal missiles.*

What he doesn't tell the PCs is that the device is an artifact of his *own* manufacture, and that he doesn't want PCs to use it for too long because *other* Immortal monitors might detect the use of Immortal magic and come to investigate.

This artifact, built with rules from Chapter Six in the **Codex**, looks like this:

Rheddrian's Staff

Sphere of Energy
Minor Artifact: 60 Power Points. Four powers; one handicap; one penalty.
Vessel: Black staff made of heavy enchanted ebony; 6′ tall.
Monetary Value: None apparent.
Weapon Characteristics: Weapon is +1 to hit and damage, and does 1d10 damage per strike.
Defense Power: *Protection from normal missiles* (as spell of same name). Cost: 20 TP per use.
Information Power: Can be used to *commune* with the artifact's creator. Cost: 30 TP.
Activation of Powers: All that is needed to activate *commune* is to meditate for a minute and then call "Rheddrian." To activate *protection from normal missiles*, the wielder simply says "Shield me!"
Handicap: Saving Throw Penalty. The character suffers a −2 penalty whenever attacked by fire magic.
Penalty: Forgetfulness. When the *commune* power is used, the invoker suffers a 20% chance to forget one spell from memory; the *protection from normal missiles* power causes a 10% chance to forget one spell from memory. Only mortals are affected by these penalties.
Total Cost: 60 PP.

Naturally, the PCs do not know about the artifact's adverse effects (and if the DM plays things carefully enough, they might suffer those effects yet *never* learn about them). Rheddrian, being an Immortal, has never experienced them and so doesn't know about them himself.

Rheddrian will warn the PCs not to use the staff's special powers too often to avoid drawing unwanted attention from the Immortals; he will not tell them that each such usage costs Temporary Power. PCs who ignore his advice will find that the staff's powers stop functioning after a certain point if used repeatedly in a single day; the DM must keep track of the artifact's TP usage. In such cases, its power will be fully restored two hours later.

Finally, of course, the PCs do not know that the artifact was crafted by Rheddrian/Benekander himself, and that there is no matching staff—Rheddrian himself hears the PCs when they use the *commune* spell.

The Mission

Rheddrian explains the PCs' first mission:

"I am going to send you to a place where unusual activities are taking place. From there, you are on your own for the most part; just keep me informed of your movements and activities, and I will warn my other agents not to interfere with you.

"In general, I want you to keep your eyes open for a certain set of clues—clues which, to my mind, indicate Immortal interference.

"First: drastic changes to a community or a society. Of course, with war between empires, there will be changes. Try to gauge which changes are likely to result from war and which are not. Keep your eyes open for strange changes, unprecedented ones.

"Second: unusual activities by clerical orders or unusual changes to the philosophies or opinions of clerical orders. Such activity tends to mean that the Immortal is using his or her clerics to achieve some goal; changes in doctrine show that the Immortal is providing new, different ideas to his or her clerics... which can point us toward the Immortals we seek.

"Third: watch out for unusual and unprecedented magical spell abilities. The devices pillaged from my ship may interact with the magic native to this world to provide them and their mortal followers with strange, hitherto-unknown spells.

"Fourth: listen for the names of Immortals unknown to you. When you hear of Immortals you do not know, ask for their stories and philosophies. In many cases, these will turn out to be local names for well-known Immortals you are already familiar with; those you can safely ignore. In other cases, the Immortals you hear of may be completely unknown to you. This could mean that the unknown Immortal has been drawn here to participate in the new activities of the Immortals, or it may mean something more sinister than that.

"Other than that, I have no guidance for you. Act as the heroes you are in all ways and I can have no complaint of your behavior.

"For your first investigation, I'd like you to travel to an island called Aegos. It is one of the four Alatian Islands off to the southeast of the Isle of Dawn. The Alatians are properties of Alphatia, so for goodness sakes try not to look like Glantrians, Thyatians, or Heldannic Knights while you're there!

"The reason you're going is that one of my agents reported to me that Aegos has recently lost the majority of its workforce... and yet these men and women were not seen sailing off to join the Alphatian armed forces. She wasn't able to find out anything more, but I want to know what happened to all those people. It may be something entirely innocent, and yet it may not.

"Remember that your mission is one of intelligence and stealth. Please do not kill everything that offends you... at least until you understand what it *means*."

About Aegos

Aegos is a large island, about 500 miles long, running west-southwest to east-northeast; it is about 240 miles across at its widest north-south measurement.

The island has one area with fairly rich soil, to the southwest; this area is thick with farmlands and pasturage for sheep and cattle. The larger central and eastern regions are very hilly, with one large central body of water, Lake Aegos; they are nowhere so friendly to farms or cattle, though sheep and especially goats do well. The hills north of Lake Aegos have fair deposits of lead and silver, so there are many mines there.

There are only two communities on the island—at least, according to most maps of Aegos.

The town of Aegopoli, population 5,000, is on the southwest tip of the island. It serves the shipping and trading needs of the island's farmers. It is the island's capital and has many warehouses, shops, and taverns; there are a couple of inns here, and there is even a small school for the teaching of children in both magic and academic matters.

The village of Selenion, population 200, is on the northern shore of Lake Aegos, between the lake and hills to the north. It's the sole example of civilization for the miners of the area; it is in most ways a bawdy, rough-and-tumble frontier town. No magic-users live in this small community; the only spellcasters there are a couple of clerics.

Long ago, wizards of Aegos tried to make the island into a haven for the breeding and creation of magical beasts and monsters and eventually a zoo for the exhibition of such creatures. But the effort was sabotaged by unknown parties (legend has it that the saboteurs were rival wizards of the Alphatian monster nation of Trollhattan). The breeding pens and zoo were opened and the monsters fell upon one another; the few surviving monsters fled into the island's hills, and the Aegos economy was ruined.

Later, the island became a very dull and typical farming and fishing island, though sometimes monsters still do wander out of the island's hills to fall upon the human inhabitants.

The king is Heldeberan No-Man's-Fool.

Heldeberan No-Man's-Fool, King of Aegos

History: Born in Alphatia, Heldeberan chose Aegos to be his home—and later took the kingship because he was the highest-ranking resident of the island—because it was far away from the intrigues of the Alphatian court.

Personality: Heldeberan is smart and witty. He hates being king, and so delegates almost all the king's duties to his administrators and children; he prefers to spend his time doing his magical researches. But he's not a misanthropist: he likes people and is a charming conversationalist who enjoys meeting strangers from foreign lands.

Unlike most Alphatian wizards, Heldeberan does not hold himself to be superior to non-spellcasters, and in his island fighters and other non-magical people have the same rights as magic-users and clerics.

Heldeberan claims to be a coward and always has an escape spell or route handy, even when in places he considers safe. He likes employing foreign mercenaries to undertake dangerous assignments, such as cleaning out monster nests from Aegos' central hills.

Appearance: 6'3" tall, skinny; common (copper-skinned) Alphatian coloration; red hair and beard; likes colorful Alphatian silk robes in wild patterns, with yellow dominating; appears to be 35 (actual age: 70).

Combat Notes: 36th level MU; AC 9; hp 50; MV 120' (40'); #AT 1 dagger or by spell; Dmg 1d4 or by spell; Save MU36; ML4; AL N. S9 I18 W18 D11 Co13 Ch15.

His son and heir is Prince Dromedon.

Dromedon, Prince of Aegos

History: Prince Dromedon was born and reared on Aegos. Born without the gift of magic, he became a formidable fighter. Though fighting and danger are his first loves, he is a responsible nobleman and will be a much better ruler than his father is.

Personality: For the most part, Dromedon is a thrill-seeker; he likes riding, chariot-racing, and jumping off high-flying sky-ships (only activating his *boots of levitation* when he is dangerously close to the ground). Like his father, he has no

prejudice against non-magical character classes.

Appearance: 6'2", strongly built; common (copper-skinned) Alphatian coloration; red-haired and red-bearded; craggy features, thick eyebrows. He likes to wear practical commoners' clothes but wears a diadem to indicate his rank. He appears to be age about 35 (his actual age), which confuses some people, since his father seems to be the same age.

Combat Notes: 10th level Fighter; AC 2 (*leather armor +2* and Dexterity bonus); hp 40; MV 120' (40'); #AT 1 *normal sword +2*; Dmg 1d8+4; Save F10; ML9; AL N. S17 I12 W13 D18 Co13 Ch10.

Magical Items In Possession: *normal sword +2, leather armor +2, boots of levitation.*

The two of them, Dromedon's younger brothers and sisters, and a number of servants occupy the King's Mansion in the center of Aegopoli. The Mansion is a two-story building made up of green veined marble; its ground floor serves as the administrative building for the island government, while the upper story is the living quarters of the family.

Aegopoli

This adventure does not detail the player characters' journey from wherever they met Rheddrian to Aegos; the DM is free to make it as exciting or uneventful as he or she chooses. Remember that there's a war going on, which might make it difficult for the PCs to cross some areas—if their home is in one of the areas at war with Alphatia, for instance, they may need to adopt disguises.

However they get there, once they arrive in Aegopoli they find the town gates are open. Out in the bay, a fleet of small fishing boats is plying its trade. The town itself, though, looks tired and empty; many of the shops are closed, and there are signs nailed to their doors. The signs read "Closed for the Season" or, more often, "Closed for the Duration." If the PCs take some time to make calculations, it looks as though half or two-thirds of the town's population is missing.

The few people the PCs see are mostly of copper-skinned Alphatian coloration, though a few have been pale like the Thyatians (and, in all probability, like most of the PCs); a very few are dark like the Pearl Islanders. In addition to the farmers and shepherds outside of town, there are a couple of tavern keepers to be found in town, plus messengers (always on the run between the grand house in the center of town and other buildings in town), town guards (mostly too old or too young to be effective guards), and a fair number of soldiers. The number of elderly people and children is all out of proportion to the number of youthful adults; in fact, it seems that the elderly outnumber the young and vigorous by three or four to one.

Most of the natives do not appear to be curious about the PCs. The people here speak both Alphatian and Thyatian, but are careful not to use the latter since the outbreak of the war. If a PC addresses an islander (on the street, in tavern conversation, or wherever) in Thyatian, he or she will look startled, glance around to see if anyone is listening, and then advise the stranger to use Alphatian "for the duration." If asked about what's happening on this dreary island, the locals will be downright chatty:

"Newcomers, eh? Good to see some new blood about. If you stay, that is.

"Not for me to talk about things here, you understand, but I can tell you this: plenty of businesses have had to close down, what with all the able-bodied hereabouts going off to join the Army of Aegos, you understand. You might be able to negotiate to open one of them closed businesses, as a temporary worker don't y'known, while the owner's away. Or, you can go where the big money is, in the Army, like most everyone else.

"Either way, you'll need to talk to Prince Dromedon at the King's Mansion. He's in charge of the work-force. Not for me to talk about it."

Eventually, if the PCs do not go looking for Prince Dromedon, he will seek them out; news of a group of hardy-looking adventurers travels fast in this town. Dromedon, described above, will confront the PCs, his attitude friendly, his gaze analytical:

"So, foreigners, eh? Looking for work? There's work to be had here. Two types of work.

"The town needs workers, as I'm sure you've seen. We need temporary shopkeepers, town guards, fish-cleaners, warehouse folk, that sort of thing. Payment is one gold piece a month plus room and board, or three a month for town guards, and we'll keep you on a *minimum* of six months if you work out.

"But if you're inclined toward work that's more interesting... maybe a little more dangerous... but *certainly* a lot more rewarding... I can offer you local work in the Army of Aegos. Now, it's hard work, and you'll be off at a site I can't talk about for a minimum of six months, during which you can't send mail off to your families or friends, but the pay is good, a minimum of ten gold pieces per month, plus room and board... perhaps *much* more, depending on your skills."

If pressed, Prince Dromedon will not reveal any more details about where the Army of Aegos is or what it is doing. He says that the characters, if they want that work, must accept it sight unseen. They would then be sworn into the Army of Aegos and transported to the work-site, at which time their duties would be explained to them.

If the PCs refuse the work, the Prince will coolly wish them well during their stay on the island, and that conversation will be over.

But if the PCs accept, the Prince will swear them in.

Joining the Armed Forces

The Oath of the Army of Aegos merely states that the person taking the oath promises to protect the island and its people to the best of his or her ability. Lawful PCs should consider this oath binding and try to fulfill it as best they can while pursuing the mission they came here for. And all the player characters should understand that desertion under fire is considered an act

of treason and likely to result in their being condemned to death *in absentia*.

Prince Dromedon will ask each character what the character's abilities are and ask the character to demonstrate. Then, he'll set the PC's pay rate as follows:

Base Rate of Pay:	10 gp/month
Each Experience Level Above 1st:	+10 gp/month
Spell Use:	+100 gp/month
Weapon Master:	+100 gp/month
Character Has General Skills:	
Engineering	+25 gp/month
Healing	+25 gp/month
Intimidation	+10 gp/month
Leadership	+50 gp/month
Military Tactics	+25 gp/month
Tracking	+10 gp/month

The pay rate is on a take-it-or-leave-it basis and not subject to negotiation.

Never one to believe in wasting time, Dromedon tells the PCs the name of an inn where they can put up for the night (at no expense, of course) and that they're to be ready and waiting at the town's northeast gate at dawn for transportation to the work-site.

Army PCs: On to the Work-Site

At dawn the next morning, a small caravan of horses and wagons is arrayed within the northeast gate. Prince Dromedon isn't there, but the caravan-master, a gray-bearded but hale man called Scupper, has the PCs' names on a list, shouting them out one by one and checking them off when the PCs arrive. PCs who can ride will be assigned one of the small, tough caravan horses; other PCs will have to ride on the wagons.

In addition to Scupper and the PCs, there are three other new Army of Aegos recruits: a copper-skinned male fighter named Stryl, a dark-skinned female fighter named Torkia Nuar, and a light-skinned male cleric named Kelter Zerben.

Scupper is garrulous, but won't discuss what waits at the end of the caravan trip. He's an old Alphatian Navy man, an ex-cook who brags about the quality of his cooking but complains that everyone else thought it was terrible. He'll insist on cooking each night for the caravan, and the PCs will learn that he *is* terrible.

Stryl and Torkia Nuar are not very talkative about themselves; Stryl is from Archport in southeast Alphatia, Torkia is from Seagirt on Nuar, one of the Pearl Islands. The two of them have been partners and travelling companions for the past few years, adventuring mainly in Norwold. That's about all they say.

Kelter Zerben is friendly, talkative, and charismatic. He's a fighter-turned-cleric from Darokin who'll gladly swap stories with the PCs; for more on his personality and past, see the description below.

The caravan trip takes the PCs and their companions to Pittstown; see the accompanying fold-out map for directions. The trip itself takes twelve days of easy travel along a dirt road, passing through farmland, pasturage, light forest, and hills. The DM can gloss over details of most of the trip, so that these twelve days will not stretch into an eternity for the players.

At some point about half-way to Pittstown, the caravan (and PCs) will be attacked by wandering monsters: three trolls, descendants of those who escaped from the old Aegos zoo. These marauders will leap out from all sides at once, ensuring that all the PCs and NPCs get to see some action.

This combat serves two purposes: it provides a little action to break up the monotony, and gives the PCs a chance to see their new comrades in action. Scupper's only concern will be to protect the wagons. Stryl and Torkia will take a defensive position back-to-back, leaving alone any trolls that don't come near them and only fighting those that attack them first. Kelter will charge into melee, interposing himself between the nearest troll and whichever of the player characters he thinks the least able to defend himself or herself. This gallantry is both instinctive and sincere, and will probably result in the PCs coming to think of him as a trusted ally.

Trolls: NA 3; AC 4; HD 6+3; #AT 2 claws/1 bite; Dmg 1d6 (×2)/1d10; MV 120' (40'); Save F6; ML 10 or 8; TT D; Int 6; Al C; SD regenerates 3 hit points per round; XPV 650.

Sneaky PCs: On to the Work-Site

If the PCs did not join the Army of Aegos, they should still be able to find out about the caravan leaving for the east. Since the tactics taken by the PCs to figure out what's happening in Aegopolis can vary widely, details of the PCs' discovery are necessarily up to the DM. In any case, the PCs will have no difficulty trailing and tracking the caravan to Pittstown.

Kelter Zerben

If the PCs are part of the caravan, they will not be able to avoid seeing Kelter Zerben. It's easy to think of this tall, strapping man from Darokin as a fighter, because he carries a two-handed sword and practices with it every morning. But he also makes offerings and prayers to an Immortal at regular intervals and meditates for spells each morning as well, making it obvious that he's in fact a cleric.

Whether the PCs ask about his faith or not, he'll volunteer the information that he's a cleric of Balthac. The PCs will have never heard of an Immortal named Balthac, which should set off alarm bells in their minds if they paid any attention at all to what Rheddrian told them.

Kelter will happily talk about Balthac and his philosophies, as well as about Kelter's own history and attitudes; see the boxed description of Kelter, below.

If the PCs are following the caravan instead of being part of it, Kelter is doing just the same thing from a little further off. He notices the PCs before they notice him; the first they will see of him is when he rushes to their defense during the troll attack, which in this scenario will occur to the PCs instead of the caravan. Once the dust from the battle has cleared and introductions been made, he and the players should compare notes, discover that they're here for similar reasons, and join forces.

The Story of Balthac

PCs who are from Darokin or who are elves from Alfheim will have heard the story of Balthac at some point in their lives and can corroborate parts of the following tale.

According to legend, Balthac was a great hero of the region that was later to become Darokin, famed as a dragon-slayer. He lived in the time between the fall of Blackmoor and the rise of modern nations. He and his companion, Sinan (a female elf), fought many great evils in the ancient world. His career ended when he and his companion went up against a gigantic red dragon called Calor, who was ravaging the area that is now north-central Darokin. Both Balthac and the dragon died in the battle that followed their meeting, but Sinan survived. She buried Balthac in a large cairn, leaving another over the bones of Calor whose skull still had Camb, Balthac's elvish sword, imbedded in it.

Sinan went on to become a great hero in her own right, eventually perishing centuries later defending Alfheim from an evil lich. Both she and Balthac are revered as great heroes who died defending their people.

That's the legend as most people know it. Balthac's battle with the dragon is a favorite folktale in Darokin which every child born there grows up knowing; elves of Alfheim keep Sinan's memory alive in honor of her sacrifice. But the cleric Kelter Zerben has additional details, details which the PCs have never heard before.

Kelter says that not long ago an adventurer found an artifact that enabled her to travel back in time. A great admirer of Balthac, she journeyed back to just after Balthac's fatal battle with the dragon, raised him from the dead, and brought him back to the future with her. Uneasy with the idea of being treated like a legend, Balthac changed his name and continued his dragon-hunting career. He recently gained Immortality as the patron of warriors who travel about defending those who cannot defend themselves; the adventurer who brought him back from the past, Lady Lillith, is now the head of his new clerical order. His symbol is a sword cleaving a dragon's skull.

The cruel truth, which neither Kelter nor the PCs know at present, is that there *is* no Immortal named Balthac. Lady Lillith (Lillian Corran) is a servant of the evil Immortal Hel, a member of the Brotherhood of the Shadow. Hel fabricated the spurious end to Balthac's story and created this clerical order so that she would have a corps of mortal minions who would do her bidding without realizing they were serving Entropy. Clerics of Balthac are actually clerics of Hel, although they are not aware of this; Lady Lillith is careful to send them on missions that appear to help people at the time but which actually have side effects that in the long run leave them worse off than they were to begin with.

Kelter Zerben, Cleric of "Balthac"

History: Kelter, who is in his mid-twenties, was born in Corunglain, a city of Darokin near the Broken Lands. When he was 18, he joined the army of Darokin and was assigned to Fort Nell, a dangerous fortress situated between Alfheim and the humanoid-inhabited Broken Lands.

On a mission to repel orcish raids into Darokin, Kelter was the sole survivor of a hard-fought clash between soldiers and orcs. As he lay wounded, he heard the voice of Balthac commanding him to travel northeast into the mountains and hear Balthac's word.

Kelter travelled for weeks into the mountains, suffering near-starvation and continuous attacks from orcs, before finally finding his way to the site from whence the voice beckoned—Balthac's cairn. The voice told him to rejoice; that he had been found worthy and chosen to serve as one of Balthac's clerics; that he, Kelter Zerban, would be sent around the world to right wrongs beyond the concerns of the army of Darokin.

Weeks later, the starving Kelter found his way back to Fort Nell and made his report. His commander looked at his depleted physical condition and listened to his story of becoming a cleric of a figure out of old fairy tales—a story Kelter couldn't corroborate because, as a 1st level cleric, he didn't have any spells yet—and kindly gave him an honorable discharge.

Since that time, Kelter has wandered the world: fighting monsters, protecting the innocent, and promoting honorable conduct wherever he goes.

If Kelter is with the PCs as part of the caravan, he'll tell them that he has come here to find out what's happening to the people of this island; if they're the victims of some monster, he intends to slay it.

If Kelter is following the caravan and discovers the PCs doing the same, he'll tell them the truth (as he knows it): Balthac commanded that he come here and find out what strangeness is afoot, because if there is evil here, it must be destroyed.

Personality: Kelter is brave, strong, heroic, gallant, and naive. In some ways, he's probably the nicest person the PCs are ever likely to meet; it's a pity he and they are going to wind up on opposite sides. His goal is to making the world a better place for everyone. He takes pride in the fact that, though a cleric, he can wield swords, and seeks to learn swordsmanship from every fighter he meets. Though he has given no thought to romance, he is certainly not immune to it, and may be attracted to female adventurers who are courageous and resourceful.

Appearance: Just over 6′ tall, clean-shaven, with black hair and brown eyes. He has a compact and muscular build and is tanned from being outdoors in all kinds of weather. He wears dark brown and black clothing; on the tabard he wears over his armor and on his belt buckle are the sword-shearing-a-dragon-head symbol of his order.

Combat Notes: 7th level Cleric; AC 1 (plate mail, shield, and Dexterity bonus); hp 25; MV 90′ (30′); #AT 1 two-handed sword or by spell; Dmg 1d10+2 or by spell; Save C7; ML10; AL N. S17 I13 W15 D14 Co12 Ch16.

Clerics of Balthac have the special ability that they can use swords and daggers; they receive a +1 bonus to their attack rolls when using two-handed swords. However, they do not gain spells until they reach third level. Clerics of Balthac must be Neutral or Lawful.

At the Work-Site

On midday of the twelfth day of travel, the caravan comes in sight of their destination. Scupper announces, "Welcome to Pittstown. Hope you enjoy it. You'll be here awhile."

This small town at the base of Aegos' central range of hills is surrounded by a stout stone wall. It doesn't look as if the town has been here long; all the buildings are new. Most of them are unexceptional single-story dwellings and warehouses, but one stands out and will catch any newcomer's eye.

The strange building in the center of town is circular and at least five stories in height and a hundred yards in diameter; it is built all of white stone. Large entrances can be seen at the four cardinal points of the compass; a steady line of basket-laden donkeys led by men issues from the east entrance. The donkeys head out the town's east gate and off into the hills. There is also a line of returning donkeys with empty baskets.

The arriving caravan from Aegopolis is greeted with enthusiasm. Oddly enough, there are no old people or children here; everyone is youthful and hardy. The workers here are of both sexes and of every human race. There are also many dwarves and *gnomes* (a race the PCs may not have seen before) in the town; they and the humans seem to be getting along marvelously.

The arriving caravan is greeted with enthusiasm by bypassers as it heads through town towards the large circular building.

If the PCs are not part of the caravan, they will be able to see the preceding from the distance. They (and Kelter) will have to sneak into town (probably at night) to find out what's going on in the giant building.

The Giant Building

The giant disk-shaped building turns out to be a single huge room inside, the roof held up by tall columns at regular intervals. Your first thought upon entering is that you've never been in such a noisy place in your life: donkeys bray, machinery clanks and whines, and workers shout to be heard above all the din.

In the center of the unpaved floor is a pit, or shaft, heading straight down into the earth. The shaft is big (about 30 yards in diameter) and surrounded by a chest-high railing punctuated with metal gates.

Above the shaft, a series of enormous pulleys hangs from the ceiling, trailing a taut metal chain down into the depths of the pit. The pulleys seem to be powered by machinery up in the ceiling, for some of them are rotating, sending chain down and bringing chain up.

Around the perimeter of the pit lie three large machines on

the bare rocky floor. They are shaped like rigid centipedes with legs on four sides instead of just underneath and with a conical drilling device where the insect's head would be. They are about ten yards (30') long and have hatches and windows on the sides.

Near the eastern doorway of the building there is a small corral where many donkeys carrying baskets, and their human handlers, wait patiently.

As the PCs watch, the following strange events take place.

A grinding and rumbling noise comes from the pit, slowly getting closer and closer; nobody seems to be alarmed by this. Eventually one of those centipede machines clambers its way up out of the pit and rumbles over until it is beside the donkey corral. Hatches open and hot, sweating gnomes spill out, running over to where other workers have cool drinks and food waiting for them on tables. A big hatch on the side of the centipede machine opens up, and rocks and ore come spilling out. Donkeys are brought over and their baskets loaded with the stoney rubbish. When a donkey's baskets are full, the donkey is led out of the building. Eventually the entire load is cleared away.

Then something occurs which does cause a stir among the whole crowd. Something comes into view at the end of the chain down in the pit; it looks like a round-ended cylinder with windows. As people hop to and push a drawbridge-like device over the pit's edge, the cylinder reaches the top and halts. A hatch opens in the side and five people, Alphatians by the look of them, emerge and walk along the drawbridge to the pit's edge. They look a little dizzy and stretch their legs as if they've been confined for a long time.

If the PCs were not with the caravan and therefore have no business being here, it will not much matter; all this activity takes place through the day and night; there is no "still time." Furthermore, so many people come and go through this place that they won't question new faces suddenly showing up, making it easy for the PCs to sneak in and investigate.

PC Assignments

If the PCs are part of the caravan, read out the following text:

No sooner have the people riding in the cylinder gotten clear than a burly fellow who seems to be a foreman wanders over and confers with Scupper. Then Scupper calls out all your names as well as those of the three who came on the caravan with you. "You lot will be going down to the Site in Car #4, which just came up," he announces, pointing to the cylinder which just arrived. "It leaves in just a few minutes, so you'd better go ahead and get your gear stowed aboard. I'll be going along with you... and maybe then you'll get answers to some of your questions."

The inside of the cylinder has weighted chairs mounted within spherical frameworks; no matter which way the cylinder is oriented, the chairs remain upright. Along the walls of the cylinder are rigidly-mounted boxes, one per person, in which the PCs can stow their gear.

Sneaky PCs

If the PCs aren't part of the caravan, their best bet to see where the cylinders go is to pretend to be an official group. The foreman will take them at their word and pack them off in the next available cylinder; it'll take a week or so before the officials in Pittstown compare notes enough to realize that someone went below who shouldn't have, giving the PCs that much lead time to investigate.

The Descent

Once the PCs are in the cylinder and ready, give them the following description.

Several minutes pass. Nothing happening. Then suddenly the cylinder begins its descent with a jerk. Stryl jumps and lets out an oath; Torkia Nuar laughs at his discomfort; Kelter admonishes him for his language.

The cylinder sways as it descends, but then the swaying gradually ceases and the ride becomes smoother.

Through the windows, you can see that the pit darkens; there are no lights outside to see how fast you're sinking. From his pack, Scupper pulls out an oil lamp and lights it before you are plunged into complete darkness. Then he grins and says, "Now we have quite a long ride. About a day's worth, in fact. Hope you brought some cards or dice. We're well stocked with food and drink, and there's a strange gnome device in the back of the car that'll serve us as an outhouse—or *in*house, in this case." He laughs at his feeble joke, as you resign yourself to a dreary journey.

Player character who got aboard under false pretenses will have the cylinder entirely to themselves; the DM should have some fun describing the devices they find inside and play up their fears concerning their destination as the hours interminably pass.

The descent will continue downward hour after hour. The temperature increases, until it is barely tolerable; Scupper and the other NPCs will shed themselves of all clothes except garments constituting the bare minimum of decency.

From time to time, through the windows, the PCs will see one of those gnomish caterpillar-machines. Lighted from within so that their glowing front-windows look like shining eyes, these devices crawl along the shaft's walls. From time to time they stop to grind away rocky projections with their nose-cone drills, catching the debris in nets.

Every hour or so, the chain—and the PCs' cylinder—passes through a short metal tunnel attached by metal posts to the sides of the shaft. Scupper, if asked, says that these tunnels stabilize the chain so that it does not swing wildly and crash into the sides of the shaft.

Scupper's Answers

If the PCs ask questions of Scupper, he'll answer most of them. If the PCs don't ask all the right questions, have one of the three NPCs ask them instead.

Scupper's answers to questions the PCs are likely to ask are as follows:

Where are we going?

"Down," Scupper answers, grinning. "Way, way down. A few years back, an Alphatian sky-ship skipper named Haldemar found a place beneath the earth—a *big* place; bigger than Alphatia itself. Where people lived. And Alphatia's going to own it. All of it.

"For the last several years, we've been digging this shaft down to the new world. One day, not too far in the future, we'll have cars on cables roaring up and down, carrying troops and treasures up to Alphatia, carrying colonists and governors down to the new world. Alphatia's already the richest empire on Mystara; with our new colonies, we're going to be *twice* as rich.

"And folk like you, soldiers and retainers who get in before the truth is revealed to the world, will have a good deal coming. You'll have early choice on land to colonize, for instance. The Empire won't forget your efforts."

What's this new world like?

"Oh, no. Better if you wait and see it for yourself. Words can't do justice to it."

If the PCs have already been to the HOLLOW WORLD® setting in a previous adventure, it should already be obvious to them where they're headed.

Also, if the existence of the Hollow World has already become public knowledge, then Scupper won't be so secretive about what the "new world" looks like.

What are we going to do there?

"Lots of things. Some of you will be guards and warriors. We need guards for the town and warriors to conquer the savages who surround it.

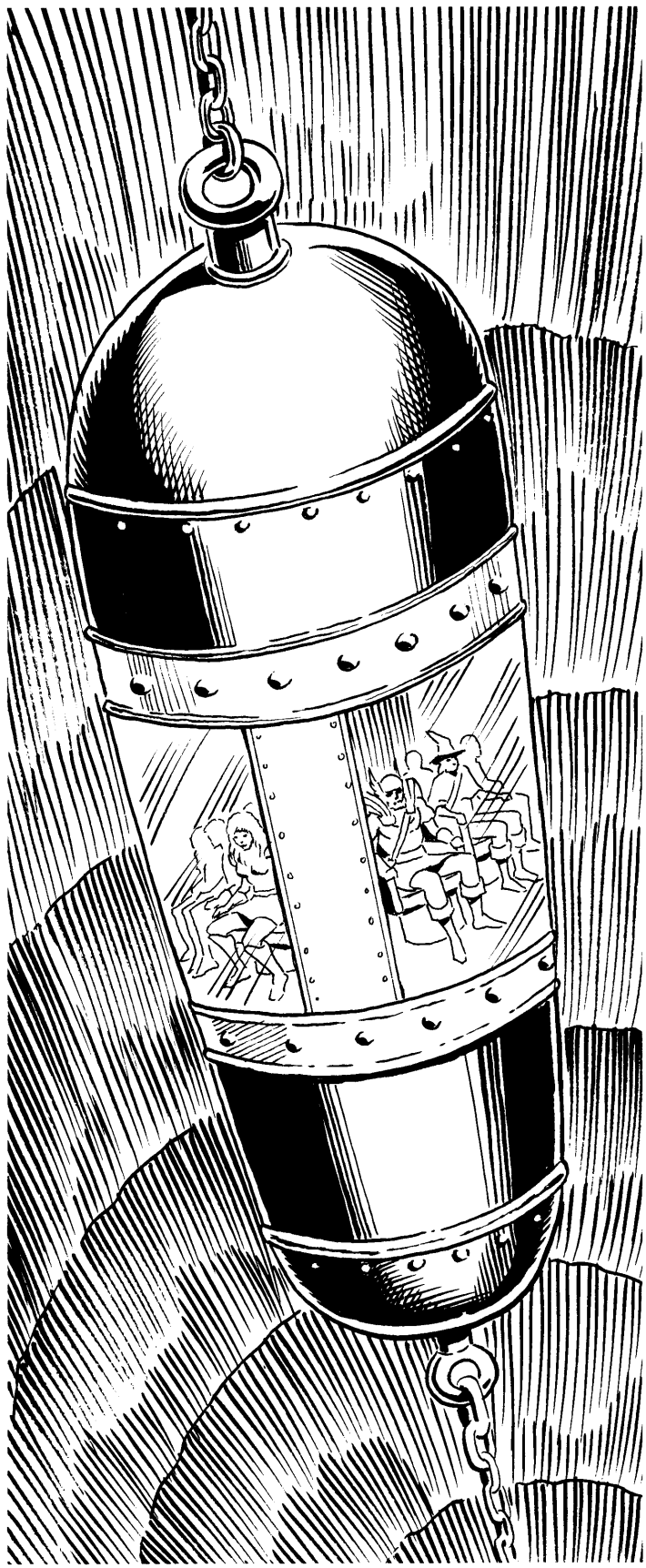
"Some of you will be sailors. We have a growing sky-ship navy down below... but we aren't the only ones. Those evil, treacherous Heldannic Knights are down there, too, curse them. They have their own sky-ships, and plans to conquer all the primitive tribes of this world and make them slaves. Naturally, we're trying to enslave them first, for the glory of Alphatia and empire!

"Some of you will be teachers. If you're skilled with weapons and tactics, you'll be teaching the savages how to do things the Alphatian way. They're citizens of the empire now, and they're going to have to fight to protect it along with everybody else.

"Don't worry, young 'uns. If there's something you know how to do, we'll find you someone to do it to down below."

Who built this thing we're riding in?

"Dwarves and gnomes, mostly. The dwarves are from Denwarf-Hurgon, the dwarf capital of Stoutfellow, in Alphatia. The gnomes are from an interesting place called Serraine, a gnome city of no fixed address." He chuckles to himself, but won't make any explanations about Serraine (if the PCs have encountered Ser-



raine, the flying gnome city from **PC2: Top Ballista**, then they won't need any additional answers on that subject).

"We have four chains going now. Each one has two cars on it, one at each end. A car will go from the surface world to the new world, and its mate at the other end will go from the new world to the surface world. Then, the chain's direction reverses, and the cars come back to where they started.

"Those gnomes, they're trying to engineer a new type of conveyance. This one'll go all the time in the same direction. Each car'll have to pass through some kind of thingy at each end to help it stay attached to the chain when the chain passes through the pulley. *I* don't know how it works, but the gnomes say it'll work all right. When that's done, we can have bigger cars arriving every hour or so... and then we'll *really* begin moving troops in and treasure out."

Why don't Alphatian wizards just teleport *there?*

"Don't they wish! Ha! They would if they could, but magic don't work the same down there. Some spells just won't go. And no one seems to be able to get from the world above to the new world below by means of magic. Something between the two worlds keeps it from happenin'... and I'll describe that a little further down."

Break at Midpoint

After about sixteen hours of travel—and card-games, and dice-games, and sleeping, and singing led by the off-key Scupper—a faint red glow can be seen coming from below.

"Coming in to Midpoint," Scupper announces. "A chance to stretch your legs."

Through the windows, the PCs can see what looks like an enormous pool of lava filling the entire shaft below. Just as they begin to worry, the cylinder begins shuddering as it starts to slow. Finally, about 100 feet above the lava it descends to a stop beside a large platform which leads to a large lighted cavern cut into the rock beside it. The following details of this strange way station are keyed to the map on page 42.

1. Platform

This broad shelf was cut into the stone by means of *disintegrate* spells, a fact which will be apparent to any experienced magic-user in the party who looks carefully at the surrounding stone. The edge overlooking the lava-filled shaft has a high, sturdy railing to keep people from falling in accidentally.

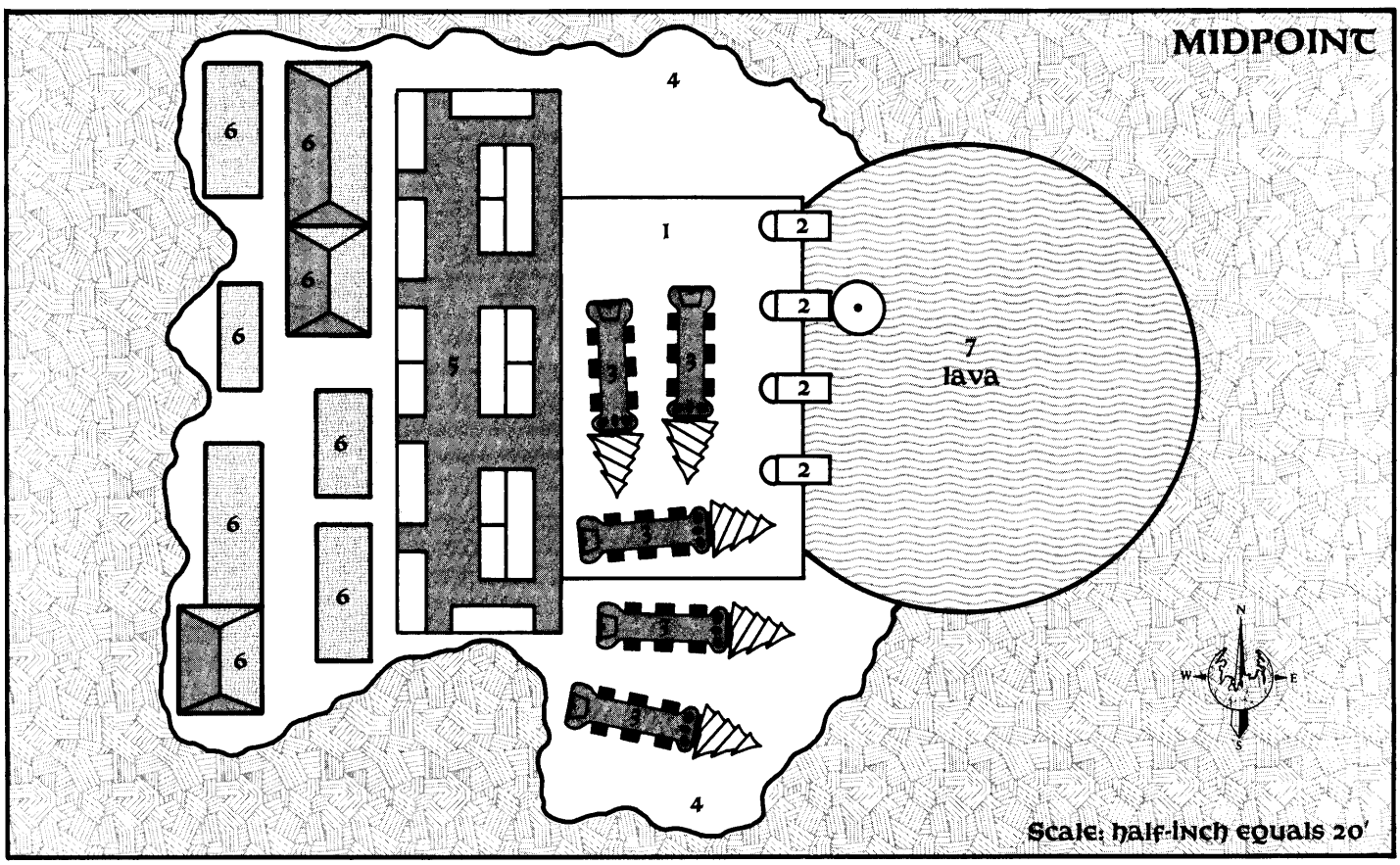
2. Drawbridges

At each of these four points an extendable drawbridge (like the one the player characters saw at the top of the pit) extends out to enable passengers from the cylinders to disembark without falling into the lava below.

Once the PCs are safely on solid ground again, Scupper tells them they have an hour or so to stretch their legs, enjoy the cool air, get something fresh to eat and drink, and have a look about.

3. Caterpillar-Tunnellers

Several gnomish caterpillar-tunneller devices are at rest on the platform, and the PCs will see others come and go during their stay, crawling all over the shaft walls grinding away at the rock.



4. Cavern

The cavern houses a village-sized community, one which is obviously set up to provide services to people travelling from the Known World above to the Hollow World below and to serve as a base for gnomish caterpillar-tunnellers stationed here.

The air in the cavern is cool and refreshing, very different from the hot air the PCs suffered through during the trip down; it is obvious that the cavern is made more comfortable through magic.

5. The Plaza

The area of the cavern closest to the platform is the Plaza, an open area filled with chairs, benches, and tables, surrounded by vendors of juices, wines, and food. Despite the exotic location, the goods are all very inexpensive (the vendors are government-supported). For a few copper pieces, the PCs can refresh themselves with the local goods.

6. Dwellings

Behind the Plaza are small buildings and tenements which serve as the homes of the humans, gnomes, and dwarves which operate Midpoint.

7. Lava

Over the edge of the platform, about 100' below, is a lava lake entirely filling the shaft. It might provide the PCs with food for thought if they happen to notice that the chain which carries their travel cylinder heads straight down into the lava.

The Rest of the Trip

All too soon, it's time for you and your fellow travellers to load back into the cylinder and recommence the descent. Scupper asks everyone to shut and fasten down their windows, and then checks to make sure they're all shut correctly. He then hands out cheap leather bags, one per person. He won't say what they're for, but announces, "If they become necessary, you'll know what to do with them."

Finally, he sits down in a chair, muttering to himself "I hate this part." To the rest of you, his only advice is "Hold on tight!"

Suddenly, the cylinder jerks into motion and plummets 100 feet, bringing your heart into your mouth. You hit the lava pool seconds later at high speed and immediately sink into the fiery depths. The temperature inside the cylinder begins to rise rapidly and the air becomes very hot and stuffy.

The cylinder continues to sink in the lava for what seems like an eternity, downward and downward. Then something very strange happens. You begin to feel dizzy and have an odd sensation of weightlessness. You actually begin to float free unless you hold on to your chairs, which isn't easy, considering that all the chairs are rotating at random in their spherical housings! You begin to wish you hadn't eaten that snack at Midpoint as your stomach rebels...

At this point, all the PCs (and NPCs) must roll less than or equal to their Constitution score on a twenty-sided die or else they'll need to use those bags Scupper passed out just before they left. What's more, no spells or magic items will work to ease their discomfort—they are now in the World-Shield, which completely negates all magic of any type.

After only a few minutes, the queasiness eases. Oh good; perhaps you'll all have time to get comfortable before you roast to death or suffocate. You begin to feel your weight again, and your chairs gradually swivel around until they all face the same way. Oddly enough, the cylinder seems to have reversed its direction during all this; it's now rising instead of falling. Your speed is also slowing down; perhaps the cylinder is beginning to reach bottom.

Then, the last thing you'd expect to happen, happens. The cylinder pops out of the lava, and you're back at Midpoint!

Actually, although this is Midpoint it is not the Midpoint the characters have just visited, as Scupper will helpfully explain to them: "The one we stopped at on the way down is Midpoint Up, on the other side of the lava. It may feel like we're going up, but then everything's turned around down here—in fact, we're still going in the exact same direction we were before."

After a short stop at Midpoint Down to grab some fresh air and let the cylinder cool off, Scupper shooes everybody on board one last time. The rest of the trip is another sixteen hours of travel, this time "upwards." The PCs will have plenty of time to sleep during this final stretch of the trip.

Emergence

At the end of the long, wearying trip, the travellers in the cylinder will see light far above; gradually, this rather reddish light will become brighter and brighter.

Finally, the PCs' cylinder is hauled up out of the shaft, to the top of a set of pulley machinery identical to that which they saw on the island of Aegos... but these are standing in the open air, not in a building.

The PCs, looking out through the windows, will see that they are in a small walled town surrounded by what looks like jungle or tropical rain forest. The sun overhead is at high noon; it's a funny blood-red color, not yellow like the sun they're used to.

They've come to a land that is new to them...

Within minutes, the PCs, their NPC companions, and their gear will be off-loaded.

Scupper will lead the PCs and the NPCs to the barracks which will be their new home; here he'll introduce them to their new commanding officer (Lt. Stolander) and they'll be assigned bunks and shown where to stow their gear. They'll also meet their messmates and generally be shown the ropes.

Haldemar and Alphatian Neatharum

For DMs who own the **HOLLOW WORLD®** boxed set, this would be a good time to review the information given there about the Neathar Tribes and the Azcan Empire. DMs who don't have access to the boxed set can make do with the information given here and in Appendix 1 of the **D&D® Rules Cyclo-**

pedia. The maps on page 42 and 45 show the town of Haldemar (the PC's current location) and Alphatian Neatharum (the area of jungle under Alphatian control). The PCs will probably be in this area for some time and will be able to learn the following facts about the place through talking with NPCs and from experimentation of their own.

History of the Region

In the year 2,000 AY (1,000 AC in the Thyatian calendar), Prince Haldemar of Haaken, an Alphatian adventurer and explorer who had been missing for several decades, reappeared in the skies above Alphatia, still commanding his flying ship, the *Princess Ark*.

Haldemar had been famous for his voyages to little-known places, but his final voyage was clearly his greatest discovery. While attempting to fly over the south pole, he had inadvertently flown inside one of the two great polar openings in Mystara's crust. His sky-ship had crashed when it passed through the anti-magic aura which protects the Hollow World, but Haldemar managed to have it towed and sledded to a region where magic worked again.

Flying around in the Hollow World, Haldemar learned that he was not the first human of the Known World to discover this place. The Heldannic Knights, a group the Alphatians had paid little attention to in the past, were already here, conquering lands and making alliances as fast as they could.

When he eventually returned to Alphatia, Haldemar told Empress Eriadna of the Hollow World and was commanded to remain quiet about his discovery. The Empress then set about to exploit Haldemar's discovery for Alphatia's benefit. She discovered soon enough that some force—an anti-magical barrier of lava located at the exact center of Mystara's crust, soon termed the *World-Shield*—prevented magic-users from using *teleport* spells to reach the Hollow World. Those who tried either failed altogether (if they were lucky) or tended to wind up half-way (i.e., in the lava).

Knowing of the difficulty involved in sending sky-ships through the polar openings, she decided that Alphatia's access to the Hollow World should be from Alphatian soil. She contracted dwarves from Denwarf-Hurgon in Alphatia and gnomes from the flying city of Serraine to burrow a hole from Alphatian territory straight down into the mainland of the Hollow World. Over a period of a very few years, they designed the devices and provided the labor necessary to make a shaft 1,200 miles deep... stretching from the island of Aegos to the jungle lands of the Neathar.

The first drilling mechanisms of the Alphatians emerged in the lightly-forested area of the Nogai Neathar tribe. The Nogai are a tribe of Stone Age men, similar to our own world's Cro-Magnons; they are accomplished hunters, trappers, and furriers who live in small forest villages and trade with the mountain elves to the north and the other Neathar tribes in the other directions. They treated the newcomers with suspicion but not hostility, and the first tunnelling explorers from Alphatia had quite a tale to take home.

Soon after, more tunnelling devices arrived; Alphatian wizards emerged, and the subjugation of the Nogai villages began.

In the time since then, the Alphatians have built a town to house and protect the mechanisms which soon will be carrying more and more people and resources between the Known World and the Hollow World. The town was named Haldemar in honor of the Alphatian "discoverer" of the Hollow World; it promises to be a big city some day.

The expanding nation under Alphatian domination is named Alphatian Neatharum. Since the area's initial conquest, the Alphatian rulers and their reluctant Nogai subjects have been under attack by their neighbors, including the Valgrai Neathar and the Azcan Empire.

Rules for the HOLLOW WORLD® Setting

There are many differences between the Known World and the Hollow World; some obvious, some so subtle the PCs may not even notice them.

First, of course, the sun never goes down. It hangs, red and even a little malevolent, at high noon forever and forever. The little town of Haldemar has many porches and awnings to provide its residents with as much shade as possible.

Second, magic doesn't work quite right. Many spells do not work here at all. Whenever a PC tries to cast one of the following spells, the spell vanishes from memory as if it had been cast but produces no effect:

Spells of Holding, such as *hold person* and *hold monster.*

Spells of Charming and Commanding, such as *quest, geas,* and all the *charm* spells.

Spells of Divination and Communication, such as *know alignment, speak with dead, commune, ESP,* and *contact outer plane.*

Spells of Summoning, including any spell which summons up any sort of monster.

Spells of Immortality, including *raise dead, raise dead fully,* and *reincarnation.*

Spells of Instantaneous Transportation, including *word of recall, travel, dimension door, teleport, summon object, teleport any object, travel,* and *gate.*

Magic items which simulate these spell effects also do not work.

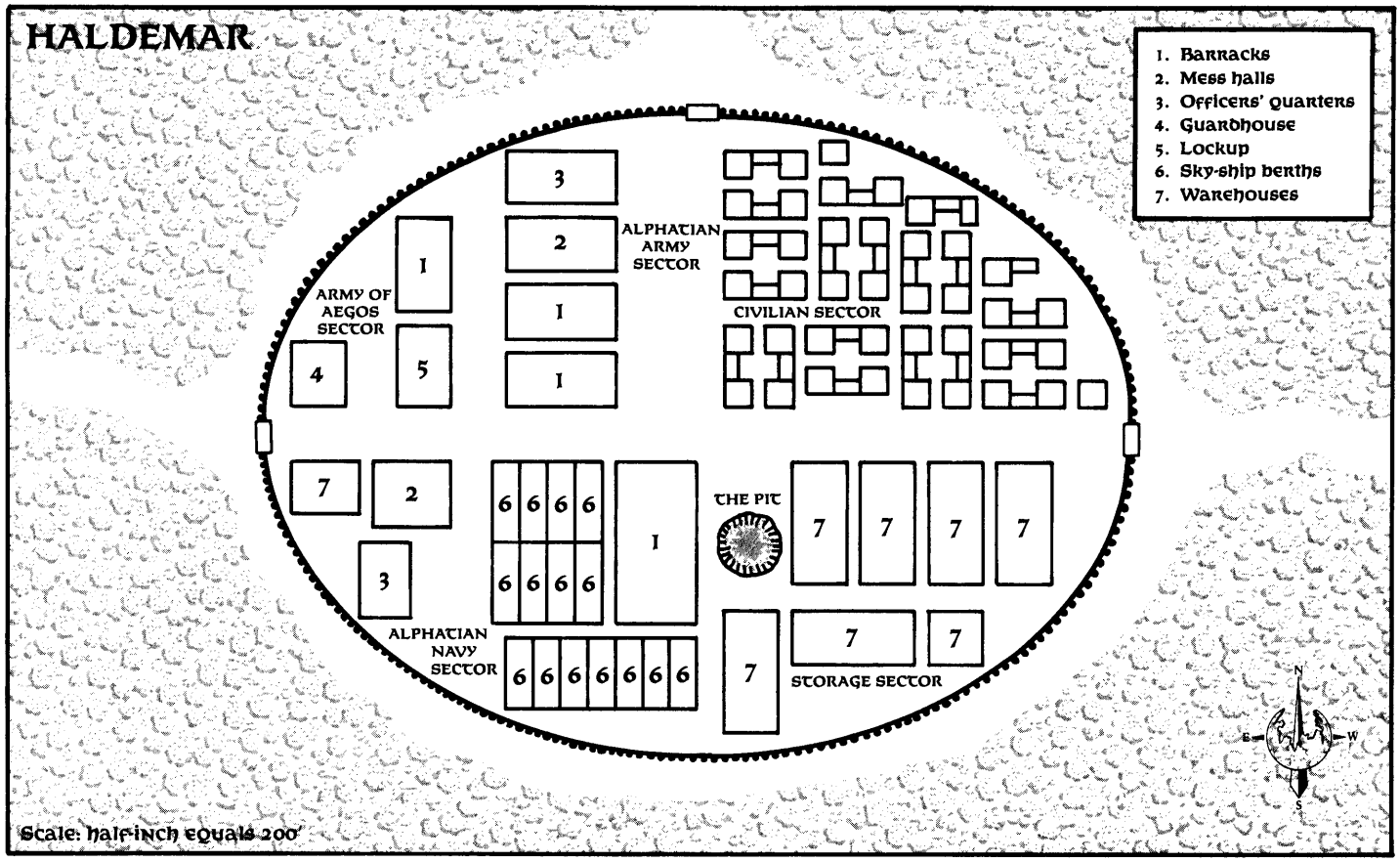
Generally speaking, the only way for PCs to find out which spells do not work is by trial and error. Of course, they could always befriend an Alphatian spellcaster who has been down here a while and can give them useful advice.

There is absolutely *no* way for them to know that these prohibitions do not affect spells cast by Immortals; Rheddrian's staff functions normally throughout their stay.

Third, the directions of east and west are reversed on maps of the Hollow World; this can be *very* confusing to newcomers until they get the hang of it.

PC Assignments

The PCs are assigned to the Army of Aegos, one of the five military groups stationed here; its prime responsibility is the security of the town of Haldemar and conquest of surrounding tribal areas. The Army of Alphatia, by contrast, is made up largely of Nogai conscripts with Alphatian officers; their job is to



guard against attacks by the Azcans. The Navy of Alphatia flies the sky-ships which fend off the occasional attack by the warbirds of the Heldannic Knights; they also do most of the exploring for other areas to conquer. The Dwarven Corps of Engineers (nicknamed "The Pliers") hail from Denwarf-Hurgon and are in charge both of new construction and of maintaining the shaft. Finally, The Yardarms ("Two Arms and One Yard High") are gnome engineers from Serraine who keep the wall crawlers and cylinder-transport system in good repair.

The PCs' immediate commander in the Army of Aegos is Lieutenant Stolander. Stolander is probably lower in experience levels than they are, but he's been with the Army longer and is an Alphatian magic-user.

Stolander

History: Born in the Alphatian capital of Sundsvall, Stolander is a minor nobleman and the fifth son of a moderately wealthy family; this means that none of the family's wealth was likely to settle upon him, so he determined to make his career in the military.

Personality: Loud, fond of complaining, and short-tempered. However, in spite of his annoying manner he is fair in his orders and arbitration and will stand by his men when they have done right and someone of higher rank thinks they've done wrong.

Appearance: Tall, lean, bony; common (copper-skinned) Alphatian coloration, with brown hair and hard-looking brown eyes.

Combat Notes: 5th level MU; AC 7; hp 15; MV 120' (40'); #AT 1 dagger or spell; Dmg 1d4+1 or by spell; Save MU5; ML6; AL C. S14 I13 W10 D15 Co10 Ch12.

Spells Carried: 1st level: *magic missile, shield.* 2nd level: *invisibility, levitate.* 3rd level: *create air.*

Magical Items In Possession: *wand of lightning bolts*, 20 charges.

The NPCs they arrived with—Stryl, Torkia Nuar, and Kelter Zerben—are assigned to the Army of Alphatia, where they teach the natives how to fight with Alphatian weapons in the Alphatian fashion.

If the PCs sneaked down to the city, they'll arrive without proper papers and will be temporarily assigned to work with the Nogai. It will take about a week and a half for the officers down here to learn that there are possible spies in their midst, giving the PCs that much lead time to accomplish their mission.

Communication With Rheddrian

If the PCs use the Staff of Rheddrian to contact their patron, he will be amazed and gratified to hear of their adventures.

He says, "The mere fact of the existence of the Hollow World makes your mission worthwhile. I never suspected that such a vast place could exist beneath our very feet. I will have to look into it further... especially since the presence of troops from an unknown world might have a big effect on the war. But I don't see that any of this reflects the activities of any

specific Immortals. Stay with this assignment for another week or two and keep your eyes open for Immortal interference; if you don't find any by the end of that time, then go ahead and make your return to the surface; perhaps my next assignment will be more fruitful."

Events

While the PCs are assigned to the Army of Aegos, they'll be involved in a number of events which will exercise their abilities. These events are optional; the DM should run the PCs through those he or she thinks will prove interesting. Some of these events will take place whether the PCs are present or not.

Conquest of Nogai-Ta

On a routine exploration mission to the south of Haldemar, the PCs' squadron, led by Stolander, comes across a riverside village of the Nogai, the local Neathar tribe. Standing orders are that units of the army should capture such communities when and where the units find them, so Stolander orders the PCs to spread out, then charge the village.

The idea is to capture Nogai for "re-education," so the PCs will be encouraged to defeat as many as possible without killing them.

The Army of Aegos squadron consists of Stolander, the PCs, and four low-level soldiers:

Soldiers (Army of Aegos) (4). **Combat Notes:** 1st level Fighter; AC 4 (chain mail and shield); hp 8; MV 90′ (30′); #AT 1 normal sword or crossbow; Dmg 1d8 (sword), 1d6 (crossbow); Save F1; ML8; AL N.

The Nogai forces include thirty warriors carrying stone-headed weapons; twenty are male, ten are female. When half of them have fallen in combat (dead, immobilized by magic, or knocked out using Non-Lethal Combat rules from the **D&D® Rules Cyclopedia**), the rest will surrender, as will the remaining 20 or so Nogai non-fighters in the village.

Nogai Warriors (30). **Combat Notes:** 1st level Fighter; AC 9; hp 8; MV 120′ (40′); #AT 1 spear or short bow; Dmg 1d6 (spear or short bow); Save F1; ML10; AL N; XPV 10.

If the PCs are defeated, the Nogai will stake the survivors out on ground where they know great lizards frequently wander. The PCs will have time enough to work on their bonds... but before they have had a chance to flee the area, they will be assaulted by a dinosaur. This creature, a large carnivore that moves on two legs, is not the fiercest reptile to stalk the jungles of the Neathar, but the Nogai will have taken all the party's weapons and armor, which considerably evens the odds.

Dinosaur (Land Carnivore, Large) NA 1; AC 6; HD 6; #AT 2 claws/1 bite; Dmg 1d3/1d3/2d4; MV 120′ (40′); Save F3; ML 9; TT Nil; Int 1; AL N; XPV 275.

The Nogai will have abandoned their village by the time the PCs return to it, taking the PCs' gear with them. If the characters want to recover the Staff of Rheddrian and their other equipment, they will have to go looking for the vanished Neathar, who have fled far away. The DM can, if he or she wishes, expand this into a major quest set against the backdrop of the HOLLOW WORLD® setting.

Theft and Disappearance

Within a "week" (seven sleeps) after the PCs' arrival in Haldemar, a startling theft and set of disappearances will take place.

Kelter Zerben, the cleric of Balthac who came down to the Hollow World with the PCs, has disappeared. The PCs will have seen little of him since arriving in Haldemar, but they may have noticed that he seemed very troubled by the Alphatians' treatment of their Neathar "subjects." Still, he does not seem at all like the deserter type to them. Even more curious, three gnomes have also disappeared, and four of the centipede-shaped tunnelling devices. The officers in charge question everybody associated with Kelter, including the PCs, since they arrived here with him.

Though the PCs will be assigned to search in the area around the town of Haldemar, they will find no trace of Kelter.

Attack of the Heldanners

About a week (another seven sleeps) after the odd disappearances, the town of Haldemar is attacked by Heldannic Knights.

The Heldanners arrive in a flotilla of a half-dozen flying ships. A bare three rounds before they arrive, Lieutenant Stolander, who spotted them while out on patrol, comes running in from the forest, shouting "Heldanner alert! Attack on the way! Everybody to battle stations! Get those sky-ships aloft! Prepare to repel invaders!"

If the DM prefers, it can be the PCs who spot the attack force on its way and have to rush back to town in time to give warning.

In the last-minute scramble before the Knights arrive, the PCs will find themselves closest to one of the town's flying ships struggling to cast off; its captain will yell for them to get aboard as her crew weighs anchor. This ship, the *Tipsy Tyrant*, is the first (and only) defending ship to get aloft before the first of the Heldannic warbirds clears the walls... and it's up to the PCs and the ship's crew to defeat as many enemy vessels as possible, lest the town of Haldemar be destroyed.

The Tipsy Tyrant. Small sailing (flying) ship. Officers: 3 (Captain, 1st Mate, Pilot). Sailors: 10. Marines: 25. Cargo Capacity: 100,000 cn. Move: 360′ (120′) Flying, 90′ (30′) Sailing (Cruising Speed = 24 mph flying, Max Speed = 72 mph flying). Hull Points: 180. AC 8. Weapons: Two ballistae, one catapult. This cargo ship has been converted for troop transport but still retains its full cargo capacity.

Marakaz (Captain). **Combat Notes:** 10th level MU; AC 9; hp 30; MV 120′ (40′); #AT 1 spell; Dmg by spell; Save

MU10; ML10; AL N. S10 I16 W13 D12 Co13 Ch14. **Spells Carried:** 1st level— *charm person, magic missile, sleep.* 2nd level— *detect invisible, levitate, web.* 3rd level— *fly, fireball, protection from normal missiles.* 4th level— *dimension door, ice storm.* 5th level— *telekinesis, teleport.* **Magical Items In Possession:** *wand of lightning bolts*, 20 charges.

Marines (25). **Combat Notes:** 1st level Fighter or Elf; AC 4 (chain mail and shield); hp 8 (6 if Elf); MV 90′ (30′); #AT 1 normal sword or crossbow (humans) or spell (Elf); Dmg 1d8 (sword), 1d6 (crossbow), or by spell (if Elf); Save F1 or E1; ML8; AL N. **Spells Carried (if Elf):** 1st level— *magic missile.*

Sailors (10). **Combat Notes:** Normal Man; AC 9; hp 4; MV 120′ (40′); #AT 1 dagger; Dmg 1d4; Save F1-1; ML5; AL N.

And the Player Characters.

Heldannic Warbirds NA: 6. Small (flying) galley. Officers: 1 (Captain). Rowers: None. Sailors: 9. Marines: 22. Cargo Capacity: 40,000 cn. Move: 360′ (120′) Flying, 90′ (30′) Sailing (Flying Speed = 24 mph). Hull Points: 90. AC 8. Weapons: Two catapults (one bow, one stern). This galley has been refitted for flying use; it has no rowers or rowing oars, carrying extra marines instead.

Captain (Heldannic Knight) (1). **Combat Notes:** 10th level Cleric; AC −1 (suit armor and shield); hp 45; MV 90′ (30′); #AT 1 sword or spell; Dmg 1d8+1 (bonus from Strength) or by spell; Save C10; ML11; AL C. **Spells Carried:** 1st level: *cure light wounds (×2), light, cause fear* (reverse of *remove fear*); 2nd level: *bless, blight* (reverse form of *bless*), *silence 15′ radius, resist fire*; 3rd level: *cause disease* (reverse of *cure disease*), *curse* (reverse of *remove curse*), *striking*; 4th level: *cure serious wounds, dispel magic*; 5th level *cure critical wounds.* XPV 4000.

Marines (Heldannic Knights) (22). **Combat Notes:** 2nd level Clerics; AC 2 (plate armor and shield); hp 10; MV 90′ (30′); #AT 1 sword or spell; Dmg 1d8+1 (bonus from Strength) or by spell; Save C2; ML11; AL C. **Equipment Carried:** plate armor; normal sword; burning oil (4). **Spells Carried:** 1st level— *cure light wounds* (often cast reversed) or *cause fear* (*remove fear* reversed): 50% chance of each. XPV 30.

Sailors (9). **Combat Notes:** Normal Man; AC 9; hp 4; MV 120′ (40′); #AT 1 dagger; Dmg 1d4; Save F1-1; ML3; AL N. **Equipment Carried:** dagger; burning oil (2).

The Heldannic forces are heavily armed with kegs of burning oil; they are under orders to set fire to the entire town.

Five unengaged Heldannic ships can drop enough burning oil to torch the entire town. Unfortunately, the dry-docks are the warbirds' first target, and only the PCs' ship gets off the ground in one piece. This means that if one Heldannic ship can keep the *Tipsy Tyrant* engaged, the rest can destroy Haldemar. Or, looked at from the player characters' point of view, if the crew of the *Tipsy Tyrant* can engage more than one enemy ship at a time, some of Haldemar can be saved.

Captain Marakaz is no fool; she will quickly assess the situa-

tion and suggest that anyone capable of bringing an attack to bear on one of the other ships should do so without delay. She will turn over command of the *Tyrant* to whichever PC has struck her as the most competent (the DM should choose one who could not engage a ship by himself or herself) and *fly* forth to attack one of the warbirds in single combat. For every one of the Heldannic ships the PCs and Marakaz can engage, 20% of the town will be spared. Eventually the Knights will be routed as Alphatian sky-ships out on patrol at the time of the attack see the flames and come hastening back.

If any of the Knights are taken prisoner after the fight, they will boast that they were able to inflict so much damage because of a traitor in the Alphatian ranks. If the PCs question them further, they will learn that some time ago the Knights received omens from their Immortal patron, Vanya, that they should believe everything they heard from a man dressed in black bearing as his symbol a sheared dragon's head. Sure enough, only a few days ago such a man wandered out of the jungle up to a Heldannic encampment (if the PCs ask, his description fits Kelter Zerben's).

To their delight, the stranger told them everything they needed to know to launch this attack against the hated Alphatian interlopers, including the town's layout, patrol schedules, and troop strength. To their amusement, he asked them to promise not to hurt any of the Neathar, only their Alphatian overlords; they readily agreed, since they have plans to subject the tribespeople themselves once the Alphatians are destroyed.

Only now will the full extent of the damage from Kelter's plan become apparent. Not only is the outpost badly damaged, but during the fighting all the Nogai conscripts deserted. The few Alphatian warriors who noticed their flight assumed they were merely getting out of the way of the burning oil, but in retrospect it becomes clear this was a premeditated mass desertion; reconnaissance flights show they have completely left the area, and the remaining tribes seem to have gone with them.

There is worse yet to come.

The Disaster

The town of Haldemar is in serious need of help and reinforcement right now, after all the damage it suffered during the attack. A few hours after the flying galleon attack, what feels like an earthquake shakes what's left of the town. To the horror of all watching, the Pit collapses shut, sealing their only link with the world above.

The PCs, and all the other surviving folk of Haldemar, are now trapped. The Heldannic Knights can be counted on to renew their attack, and Alphatian Neatharum is surrounded by the now-hostile Neathar on one side and Azcan Empire (ever-vigilant to increase its territory) on the other. It is therefore vital to get word to the surface of what has happened below, to let them know there are survivors in need of reinforcement or rescue.

The PCs will be assigned to one of the two parties sent out to try to reach the upper world. One group will use one of the few remaining centipede-crawlers to try to burrow its way through 1200 miles of rock. This approach is recommended for DMs who do not have access to the HOLLOW WORLD® boxed set or those who want to wrap up this stage of the adventure quickly. The journey will be as grueling as it is tedious, but after months of work they should be able to emerge somewhere near Pittstown.

> **Gnomish Centipede-Shaped Tunneller.** Small Mechanical Vehicle. Normal Crew: 4 (Pilot, Co-Pilot, Drill Operator, Rock-Catcher). Cargo Capacity: 50,000 cn (cargo is normally rock shaved away by the tunneller's drill mechanism; the cargo bay can be converted into passenger or food storage space). Move: 90′ (30′) while tunnelling, 120′ (40′) otherwise. Hull Points: 80. AC 4. Drill does 2d8 damage to living targets.

The other group will be dispatched in a sky-ship (perhaps under the command of Captain Marakaz, if she survived) in a desperate attempt to use Captain Haldemar's escape route via the hole in Mystara's south pole. DMs who have the HOLLOW WORLD set are encouraged to develop suitable adventures along the way. Eventually the ship will either have to land or it will crash as it enters the pole's anti-magic field; from here the PCs and their comrades will have to abandon ship and walk through the icy wastes until they reach the outer world. Eventually, after many adventures, they should be able to make their way back to Alphatia with considerably more experience than when they left.

Catching Up on the News

Once the PCs reach the surface again, by whichever route, their first priority should be to deliver their message to the Alphatians (after all, the survivors of Haldemar are counting on them). They will be taken to Sundsvall for a personal audience with Empress Eriadna herself. She will commend them for their heroism, even if they originally reached the Hollow World by subterfuge; player characters who are citizens of the nations with which Alphatia is currently at war will be given safe passage wherever they choose.

From one of the Empress's advisors, they will learn more about what caused the shaft's collapse and the fate of their ex-friend, Kelter Zerban.

Several weeks after the shaft suddenly collapsed, construction workers clearing away the ruins of the disk-shaped building in Pittstown were startled when a lone centipede-tunneller emerged from the rubble-filled pit. While they watched in wonder, its hatch opened and an exhausted Kelter Zerben climbed out. He shouted for them to help as he began to drag survivors from Midpoint Up—sixteen in all—from the cargo bay. In the resulting confusion of dealing with the dehydrated survivors, many of whom were in bad shape, Kelter slipped away.

The story, as authorities questioning the survivors later pieced it together, seemed to indicate that Kelter believed that Balthac, his Immortal patron, had ordered him to travel to the Hollow World in order to rescue the Neathar from being enslaved and exploited by the Alphatian colonists. He had therefore arranged an attack on the outpost by Heldannic Knights—an attack designed to cover the captive Neathars' escape and prevent the Alphatians from being able to give pursuit. He had also convinced

three gnomes to help him by stealing centipede-crawlers and using them to honey-comb the walls of the shaft along its weakest points, the idea apparently being to prevent Alphatia from reinforcing its colony.

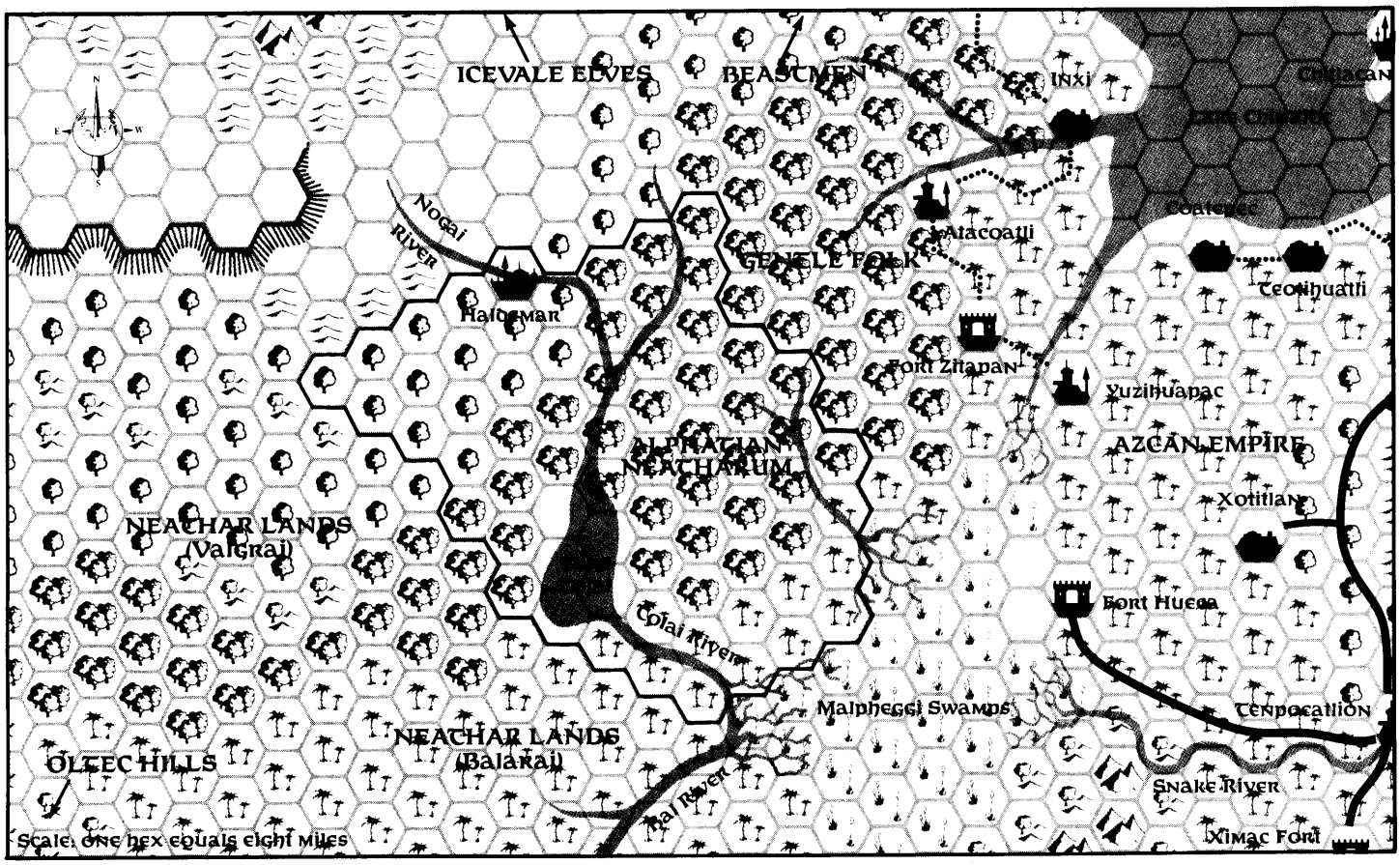
However, as far as the survivors could gather from his babblings, Kelter sincerely believed that when the shaft collapsed Balthac would prevent anybody in Midpoint Up or Midpoint Down from being harmed by magically transporting them to the surface. When he saw the caverns collapse and his accomplices crushed to death along with hundreds of innocent people, he was horrified. His Immortal appeared before him, mocked him for a fool, and revealed that he (or she; Kelter's mutterings were not very clear on this point) was a minion of Entropy and that all Kelter's deeds had been unwittingly done in the service of evil.

Apparently the shock was more than Kelter's mind could take. In a frenzy, he searched through Midpoint Up and rescued, often at great personal risk, the pitiful handful of people still alive. He then managed somehow to keep them alive all through the 600-mile journey up the ruined shaft. The whole way, they said, he alternately cried out for forgiveness or cursed the name of his false patron and swore revenge. Upon reaching Pittstown he slipped away, and has not been seen or heard from since, despite the best efforts of the Empress's intensive network of spies.

Once the PCs communicate again with Rheddrian after hearing this story, he will be very excited by their news. He says, "Clearly Kelter was a pawn used by some Entropic Immortal interested in foiling Alphatia's plan to add new resources to the war. We must find Kelter if at all possible and find out exactly what 'Balthac'—clearly a false name—revealed to him. If you hear any word of your ex-associate, you should let me know at once."

Final Notes

Remember to record all the time the PCs spent in the Hollow World, checking it off on the calendar. When the PCs return to the outer world, they'll have the opportunity to learn which Timeline events took place while they were belowground. Rheddrian will congratulate the PCs on their good work so far, pay them whatever he owes them (probably adding a healthy bonus, considering all they've been through), and advise them to go about their normal activities while he ponders the import of what they've just told him. He tells them to keep his staff for now so that they can communicate with him if they hear news they think he should know.



Phase III: The Great War

This is an adventure for mid- to high-level player characters—those from 16th experience level on up.

DMs wishing to run the player characters from Phase II through this adventure should first run many of the sideline adventures outlined in the Timeline (pp.72-92) to give them the chance to gain the extra levels they will need to face the challenges of this adventure's climax. Alternatively, he or she could adjust the numbers appearing and Hit Dice of their opponents, although this in *not* recommended for the climax of this adventure.

As with Phase I and II, knowledge of the nations of the Known World setting will be helpful to the DM in fleshing out the background. Since the two main encounters of this phase take place in Darokin and Glantri, **GAZ 3: The Principalities of Glantri** and **GAZ 11: The Republic of Darokin** will be useful. At the very least, the DM should be familiar with the descriptions of these countries appearing in Appendix 1 of the **D&D® Rules Cyclopedia**.

Background Information

By the time Phase III actually begins, the following events should be in place:

First, the war between Alphatia and Glantri (and their respective allies) should be well advanced, and it should be clear to any casual observer that Alphatia is winning. Phase III can commence at just about any point in the Timeline that suits the DM's campaign. In most cases, it will begin sometime between Spring AC 1,007 and Winter 1,008.

Second, by now the PCs should either be dominion rulers or on the verge of acquiring dominions. In the course of the adventures they play in between the end of Phase II and the start of Phase III, the PCs should have the opportunities normally given to heroes as they reach higher levels—the opportunity to become more involved in the politics and grand events of nations, the opportunity to impress and ally themselves with great rulers, the opportunity to rule dominions and found dynasties.

Between Phase II and Phase III

After the events of the "Mystery in Aegos" adventure in Phase II, Rheddrian will not have sent the PCs on a mission for some time—possibly for months or even years. That doesn't mean that he is out of touch with them, merely that they've been busy with more immediate affairs, such as protecting their homes or families from harm. He tells them to keep the Staff of Rheddrian for now, and to keep their eyes open for evidence on the unusual activities of Immortals.

Meanwhile, the PCs should be living the lives of heroes in a world of war.

It's impossible for this adventure to predict all their individual interests and goals. PCs tend to come from different countries, have different alignments, and decide on different objectives in the course of their careers; the adventure can't foresee what all of them will be. We *can* predict that the PCs will be adventuring to check up on things for Rheddrian and (especially) to reduce the damage being done to their homelands by the war. Remember that even in campaigns that do not play out all the events in the Timeline as adventures, those events still take place, as the Immortals' war marches inexorably toward a conclusion.

How the PCs Get Involved

Rheddrian does not launch the PCs into the finale of this adventure. That's something for them to do themselves.

Rheddrian will periodically ask the PCs if they have heard anything about Kelter Zerben, the cleric they met in the "Mystery in Aegos" adventure. He thinks Kelter is the key to discovering which Immortal(s) are behind the war, and without that information he and the player characters have no chance of stopping it.

The First Clue

The PCs *will* hear word of Kelter Zerben. The first rumor they hear of him marks the date of the start of this adventure.

At some point when two or more of the PCs are together in a market or fair, the characters will pass a stand where a struggling artist sells quick charcoal portraits and tries to drum up business for full-color portrait work.

Several of her sketches and paintings are up on small frames on her stand, so that passersby can gauge her skill, which is considerable. And one of the pieces of art is a full-color painting of Kelter Zerben. In the painting, Kelter's expression is dark and somber; his face is lined, his eyes shadowed by pain. His clothes are all black, head to toe. Most importantly, he's noticeably *older* in this painting than when the PCs knew him.

The PCs will see the painting and undoubtedly want to know more about the man they have been looking for since their adventure on Aegos.

The artist is a young woman named Akatrina. She's Traladaran, from the Grand Duchy of Karameikos. For the past few years, she's been traveling all over the Known World, paying her way by painting portraits of local dominion rulers and wealthy merchants. Akatrina is that rarest of creatures, a helpful NPC; she's quite willing to tell the PCs what little she knows about the man she painted.

A few months ago she was in Thyatis City, capital of the Empire of Thyatis, doing a commission for Anaxibius, the empire's most famous gladiator. Anaxibius has been running a school for fighters since the war began, a kind of training ground to toughen up young Thyatian nobles for field command. Akatrina was hired to paint a portrait of Anaxibius's partner, Demetria (in fact, his fiancee the Princess Stephania, the emperor's eldest daughter and second in line to the throne). Between sessions, the young artist liked to spend her "off time" watching the fighters practice.

One day a burly drunk staggered into the school and told Anaxibius, "They tell me you're the best fighter in this whole empire. Teach me. I have to kill an Immortal, and I need to know every trick there is." Anaxibius gestured for some of his students to throw this impious drunk out, and to everybody's surprise the fellow easily defeated the lot of them in seconds.

Turning the episode into a training exercise, Anaxibius ordered his best students to expel the intruder, only to see them beaten one by one. Finally Anaxibius himself dueled with the stranger, disarming him with an old arena trick. Everyone present expected the ex-gladiator to kill the man on the spot, but to their surprise he offered to teach the stranger if he in turn would help train others at the school. The stranger, who said his name was Fortnell, accepted.

Fortnell became Anaxibius' student and the school's most demanding trainer. Respected for his ability with the two-handed sword, he was nonetheless unpopular with the staff and students. He would never talk about his past and was too dark and driven; whereas the other trainers would unwind and fraternize at the end of the day, Fortnell would head for the nearest tavern and get drunk every night. To his credit, he never drank during the day and was dead sober during his lessons, but his nightly binges quickly earned him the nickname of "Drunken Fortnell."

If Fortnell was a taskmaster at his work, he was absolutely obsessed with mastering his own lessons from Anaxibius. A very good fighter when he arrived, he quickly became even better, until he was capable of holding his own against the great Anaxibius himself. After that he thanked the gladiator for his training, turned down all offers of a permanent position, and left the city.

If the PCs ask the right questions to elicit them, Akatrina does have a few more odds and ends of information. She once overheard Fortnell talking to Anaxibius about his need to "kill them all in order to stop them spreading the same kind of lies I once did"—whatever that meant. She also doesn't think Fortnell was his real name, since it sometimes took him a minute to recognize it, especially when drunk. From his accent, she'd guess he was Darokinian, not Thyatian; she's sure from his training that he was once in some army. Finally, if asked why she painted his portrait, she say he had an interesting face and she thought it'd be a challenge to capture that haunted expression. If they're clever enough to ask, she's willing to sell them the painting for 300 gp; it'll be an invaluable tool for tracing his steps (by showing it to people and asking "Have you seen this man?").

More News of Fortnell

The PCs now have the critical clue they need to find Kelter Zerben's trail. How they choose to follow up on the clue, however, is up to them. If they share their discovery with Rheddrian, he'll be quite excited and promise to find out all he can. Within a short time—perhaps a week or two—they'll hear about isolated attacks on wandering clerics and paladins, all of whom follow a Darokinian Immortal named Balthac. With Rheddrian's help, they can sort out a pattern and trace "Fortnell's" movements; it soon becomes evident that he's launched a one-man war on the Order of Balthac. In each case, according to witnesses, he challenged the cleric(s) bearing the sword-shearing-a-dragon's-head symbol to either abandon the faith of their false Immortal or face him in mortal combat; to a man they refused and died in the ensuing fight.

Just two weeks ago he burned down a new temple to Balthac in Selenica, a town in the south-east corner of Darokin. If the PCs travel there and ask around, they will gain the following information. After Kelter/Fortnell had fought and slain all the clerics, he told the temple servants that their faith was in a false Immortal who would cause them to do evil deeds and then abandon them. He also told them that he himself was doomed for the evil he's unknowingly done in Balthac's name, and that he was going "to end it where it had all began." The last any of them saw of him, he left Selenica heading north-west along Aengmor's northern border.

Finding Kelter Zerben

Kelter Zerben, also known as Drunken Fortnell, is headed for the Cairn of Balthac, the site where he first became a cleric of Balthac. The PCs have several clues to help them figure this out. One is the pseudonym "Fortnell": attentive players may recall that he told them he was a soldier stationed at Fort Nell, an outpost in north-central Darokin, just before his conversion to Balthac's service. Another is the remark he made in Selenica about returning to "where it all began" and the story he told them on Aegos about becoming a cleric at Balthac's cairn. Or, if they wish, they can simply follow his trail and should be able to overtake him before he reaches his destination. Once they have at least an approximate idea of where he's going, the means and method they use to catch up with him are up to the players.

If the player characters have access to magical means of transportation, such as a *teleport* spell or handy *flying carpet*, then they should be able to get to Fort Nell or the Cairn of Balthac before him. They might even warn the high priestess, Lady Lillith, of his approach; if so, she will do her best to ease any suspicions they may have about her and her order and attempt to recruit their aid in defending Balthac's shrine against this "madman." There is a slight chance (Intelligence check) that any character who saw the portrait of the Corran family in room 23 of Corran Keep will recognize her as Lillian Corran (see the character description on p. 55).

If the player characters do not race ahead of Kelter but instead follow his trail using normal means (i.e., on foot or by horseback), they will overtake him shortly before he reaches the Cairn (assume that he was badly injured in the fight at Selenica and holed up for a while until his wounds healed). He makes no attempt to conceal his tracks, so finding which way he went will be easy, even for those without the Tracking ability.

It is important, however, that the DM takes into account the events of the Timeline as Kelter and the PCs transverse this territory. Northern Darokin is in chaos, as Alfheim comes under the control of the Shadow Elves and Thar's humanoids raid across the countryside. The PCs are likely to encounter many wandering bands, some of them hostile and others desperate. Suggested encounters include:

- a war party of Broken Lands humanoids, who will attack (these attacks may take the form of ambushes, raids on campsites, or even setting off avalanches or forest fires if the party seems too tough to assault directly);
- a badly-mauled Darokin patrol from Ft. Nell, who will warn them of danger on the road ahead;

- refugees from Alfheim, who might beg them for help;
- Shadow Elves from Aengmor, who are hunting down Alfheim refugees.

If the PCs have the chance to question members of any of these groups as to whether they saw anyone answering Kelter's description pass this way recently, they each have the following information:

- the humanoids say that such a man slew one of their warparties on this road only three days ago.
- the Darokin patrol say that they saw him and warned him of the trouble ahead, only to have him reply he expected to die anyway and only wanted it to be in the right place and for the right cause.
- the elven refugees say he gave them almost all of his food and his only blanket but would not let them accompany him, saying he was cursed and would only bring them bad luck.
- the Shadow Elves saw such a man but ignored him, since he was clearly not an elf and hence none of their concern.

Confronting Kelter Zerben

When the PCs do catch up to Kelter Zerben, how he reacts to them depends largely on how they act toward him. If they attack, he will defend himself. If they accuse him, he will confess to being responsible for the disaster at Haldemar and Midpoint and say he is now trying to atone for what he did. If they ask him what he's up to, he'll explain.

Even the densest of characters should remember that killing Kelter isn't their goal; their goal is to get the information only he has. If they provoke a fight with him and kill him, they lose their only chance to gain that critical information.

Assuming they don't kill him, he'll tell them what they want to know. His words and tone are anguished, and he'll insist on drinking the PCs' wine or his own while he tells his tale.

"You want to know what happened to me, in the great shaft between Aegos and the world below? You shouldn't. You should leave me now. What I know is going to kill me. If you hear it, it might kill you, too.

"Thought you were ghosts at first. I see a lot of ghosts, these days... all the people who died because I betrayed them: Scupper, Torkia Nuar, Stryl, Lt. Stolander, all of you... I see them in my dreams every night.

"Why did I do it? Because I was a fool, that's why. Balthac told me to, and like a good little soldier I obeyed. I mean, if you can't trust your own Immortal, who can you trust? At least that's what I thought then....

"Anyway, Balthac told me strange tidings about Aegos and commanded that I investigate. I did... I joined the army there, as you did, and went down into the world below, the world of the eternal sun... I told Balthac what I'd found, and he said the Alphatians were doing an evil thing by enslaving the Neathar. He told me to arrange a raid by their enemies, the Heldannic Knights, as a distraction while the Neathar es-

caped and fled far away, where the Alphatians would never find them. Then I was to weaken the shaft so that it would collapse, cutting off Haldemar from reinforcements. Balthac told me that at the moment of collapse, the men and women of the two Midpoint stations would be magically teleported to safety....

"So I did as I was told. Gave the Knights the information they needed to launch a small raid. Picked a time for it when most of the Neathar would be outside the city and the rest could easily slip away in the confusion. Warned the Neathar when to make their break for freedom. Recruited Doblan, Popolor, and Agnesia, three gnomes, to help me destroy the shaft. We each took one of those tunnelling machines and used them to honeycomb the rock on all sides of the shaft, weakening it for hundreds of yards in all directions....

"When we thought it was ready, I prayed to Balthac, and he came. He appeared before me as a ball of light and told me that I had done well; that all of Haldemar's people were already dead and that when the shaft collapsed the folk of the Midpoints would join them. When I protested in horror, he laughed and told me that there *was* no Immortal Balthac, that he was just an avatar for an Immortal of Entropy. I'd been serving the cause of Entropy all those years, and I never knew it. I'd killed all those poor people, and for no good reason...."

Kelter breaks down at this point and buries his face in his hands. Presently, he will get his grief under control and continue.

"The false Balthac promised me great rewards if I would willingly serve her. Her? Yes; her form changed after that laugh—and I hope I never hear a laugh like that again—and became that of a beautiful woman, jet-black on one side and snow-white on the other. She told me that since I had left, the Order had built a great temple at Balthac's Cairn, where a whole new generation of Clerics of Balthac were being trained, fools like me who would run about the world believing they were doing good when in fact all their deeds only advanced the cause of Entropy. If I joined her, she'd see that I replaced Lady Lillith as the head of the Order.

"There's more. She said I should join the cause of Entropy because the other Immortals were locked in a war over an artifact—a thing that had the power to destroy all the magic in the world. She and other Entropic Immortals were working behind the scenes to prolong the war, secretly helping their foes to destroy one another... and that when the war was over, Entropy would be the most powerful force among the Immortals, ushering in a new era of death and corruption. And I and my fellow clerics of Balthac were blindly helping to bring this about....

"I could stand no more. I refused her offer, and waited to die. Instead, she whispered in my ear, 'You have served me well. I will let you live to see the sun again. You will die as Balthac himself died, in the same place and in the same way.' Then she was gone.

"I raced for Midpoint to try to warn the people there, but seconds later there was a tremendous explosion. I don't know how I survived, but somehow I did. I spent a day searching through the ruins of both Midpoint Down and Midpoint Up until I was sure I'd found everybody still alive. Then I got them up to the surface; I don't remember that part too clearly.

"I knew what I had to do. I had to destroy the clerical order of Balthac. To do that, I had to be able to slay any cleric of Balthac who opposed me... so I learned to fight, better than I ever had before. I keep offering them the chance to renounce Balthac or die, but they won't believe me that there is no Balthac and all choose death before dishonor. They seem to think I'm mad. I guess maybe I am, a little.

"It's almost over now, though. I'm on my way to the Cairn of Balthac itself, where I intend to challenge and slay the clerics, then burn the temple down. Balthac died cutting off the head of an evil dragon, and the way I see it the Order of Balthac is like a dragon; if I can cut off its head it'll die. I don't expect to survive, but if I can stop others being corrupted like I was, it'll be worth it. At least I'll have that honorable death she promised me, so that I might atone for all the terrible things I've done."

Kelter's new statistics are as follows:

"Drunken Fortnell" (Kelter Zerben)

History: Kelter's history since he last saw the PCs is given in his story, above. He is no longer a cleric; he abandoned "Balthac's" service once he learned that Balthac was really evil. He started over against as a fighter and has done a great deal of adventuring to reach his current experience level; he also continues to train hard to improve his combat abilities and is now a Grand Master with the two-handed sword.

Personality: Kelter a bitter, angry man who cannot forgive himself for believing "Balthac" and bringing about the deaths of innocent people in Midpoint. He is driven to avenge his honor and to destroy the temple of Balthac. He wants to die, but not until he has achieved his mission; until then he will defend himself vigorously if threatened.

Appearance: Kelter is now in his late 20s or early 30s. He is still about 6' tall, with thick black hair; his face is ill-shaven, showing several days' stubble. His skin is still tanned but his brown eyes are now surrounded by shadows and haunted thoughts. He was in good shape before; he is now in excellent shape. He wears black garments not adorned with any other color; the surcoat he wears over his chain mail is black, and even the chain mail has been washed with black, so that it is the dullest of dark grays. He carries a normal sword and two daggers in addition to a well-used two-handed sword.

Combat Notes: 15th level Fighter; AC 1 (*chain mail +3* and Dexterity bonus); hp 72; MV 90' (30'); #AT 1 *two-handed sword +2* or *normal sword +1, +5 vs. undead*; Dmg 3d6+7 or 1d8+3/+7; Save F15; ML11; AL N. S17 I13 W15 D14 Co12 Ch11. His Weapon Mastery skills given him a bonus of +8 to hit and enable him to deflect up to three blows aimed at him per round OR stun victims he hits.

Kelter's plan of action at this point is simple: he intends to go to the temple at the Cairn of Balthac and burn it to the ground. The PCs will probably want to join him, now that his story has made it clear that the Order of Balthac needs to be stopped. They should also be alert to the possibility of learning more about the artifact the false Balthac mentioned; perhaps temple records will give some clue to its location (if the PCs do not think of this, Kelter will suggest it).

If the PCs foolishly kill Kelter before he was able to tell his story, they will have no idea that information about the artifact is located at the temple. Kind-hearted DMs might decide that Kelter wrote down the preceding story to explain the reasons behind his vendetta and carried it with him so that if he lost one of his duels the cleric of Balthac who killed him might find it, read it, and be inspired to carry on his quest. The document will provide enough details of his first visit to the Cairn for them to have a good idea of its location.

The Temple of Balthac

Assuming that the PCs and Kelter Zerben join forces, they will have no trouble reaching the Temple, especially since humanoids give it a wide berth (the clerics there consider them target practice and react with enthusiasm to their rare forays into the area). If the PCs sneak up on and reconnoitering the site, they will be able to see the general layout of the temple grounds and will be able to figure out the purpose of each building. The absence of regular patrols means that the party will have no trouble sneaking into the main temple.

> The Temple of Balthac is nestled in a small dale in the mountains. The temple itself is a large rectangular building made of stone, built in archaic fashion with a colonnade all around. The windowless exterior walls are decorated with bas-relief carvings representing the heroic feats of Balthac's mortal life. There is only one door, which is closed: a great bronze valve depicting Balthac's nemesis, the great dragon Calor. The doorway faces a large heap of stones, an artificial mound about 30′ high—according to legend, Calor's burial place. Three wooden buildings stand on the eastern end of the dale; two which seem to be barracks or dormitories and one large one which, judging from the smells and noises that issue from it, contains a kitchen, mess hall, and practice room for the clerics-in-training to learn weapon skills.

The following descriptions are keyed to the map on p. 55 of the Temple of Balthac and its outbuildings.

1. The Temple

> The main chamber of this temple is simplicity itself: a large, bare room with a high ceiling. Airholes in the roof are cunningly placed to provide fresh air without allowing rainwater to drip in. In the center of the room is Balthac's tomb, an altar-like marble sarcophagus 4′ high and 7′ long. Carved on its lid is the image of Balthac, lying as if asleep, his hands resting on the hilt of his two-handed sword.

There are always two clerics of Balthac in attendance here at all times:

Clerics of Balthac: NA 2; AC 5; 5th level Clerics; hp 20; #AT 1 two-handed sword or spells; Dmg 1d10; MV 90′ (30′); Save C5; ML10; TT Nil; Int 10; AL L; XPV 300. **Spells Carried:** 1st level: *cure light wounds, protection from evil.* 2nd level: *bless, hold person.*

These two will attack Kelter on sight (he has become something of a legend in their order), drawing their weapons and moving to interpose themselves between him and whichever room the high priestess is in at the time (see below). They are among the highest-ranking members of the Order, since (a) the cult is very new and (b) Kelter has been killing its most active members. They have no quarrel with the player characters and will warn them not to interfere with their attempts to deal with the Apostate.

2. Temple Office

> This room is as cluttered as the one outside is empty. Shelves piled with scrolls in neat piles line the walls; in the center of the room is a large desk with a comfortable chair. A delicate stained-glass lamp with a *continual light* spell on it rests on the desk, filling the room with gentle rainbow-colored lights.

This is where Lady Lillith, the high priestess, spends most of her time; there is a 50% chance she will be here when the PCs enter the temple. She is a very orderly person and keeps good records, so it will only take them a few minutes to locate any specific item they want. The scrolls of greatest interest are recruitment records listing all current members of the order of Balthac (Kelter will want this to see if he's missed anybody), a map showing the location of all branch-temples (ditto), "The Legend of Balthac" (the version Kelter told them in Phase II; see p. 37), and, in a locked drawer of the desk, a scroll with three *read magic* spells on it and Lillian Corran's diary.

This last and most valuable find contains entries from the year 822 to the present, neatly written in the same handwriting. If the characters take the time to read through all of it, they will learn that "Lady Lillith" and Lillian Corran are the same person and that she has been a *nosferatu* (Glantrian vampire) for most of the past two centuries. For more on the diary's contents, see the "history" section under her character description and the section entitled "What Lillian Corran Knows" below.

3. High Priestess's Chambers

> Unlike the sparse main room, this chamber is cozy and comfortable. Beeswax candles in sconces illuminate the beautiful tapestries of city scenes which cover the walls. A large poster-bed with closed drapes rests in the center of the room, and an ornately-carved wardrobe stands in one corner.

The three tapestries are of very fine workmanship and are worth 300 gp apiece. Any character who has been in Darokin City has a chance (Intelligence check) of recognizing them as scenes of how the city would have looked a few hundred years ago. The wardrobe is full of dresses made to fit a tall, thin woman; they are modern in style, made of fine fabrics, and worth about 20-50 gp each. Clearly, whoever wears them prefers cool colors, as they are all shades of blue, green, and yellow. The bed is both elegant, with red velvet privacy curtains, and comfortable, with goose down mattress and pillows. The bed functions as the nosferatu's coffin; beneath the mattress the frame is filled with dirt. The entrance to the secret escape tunnel (#4) is hidden in the floor panel of the wardrobe.

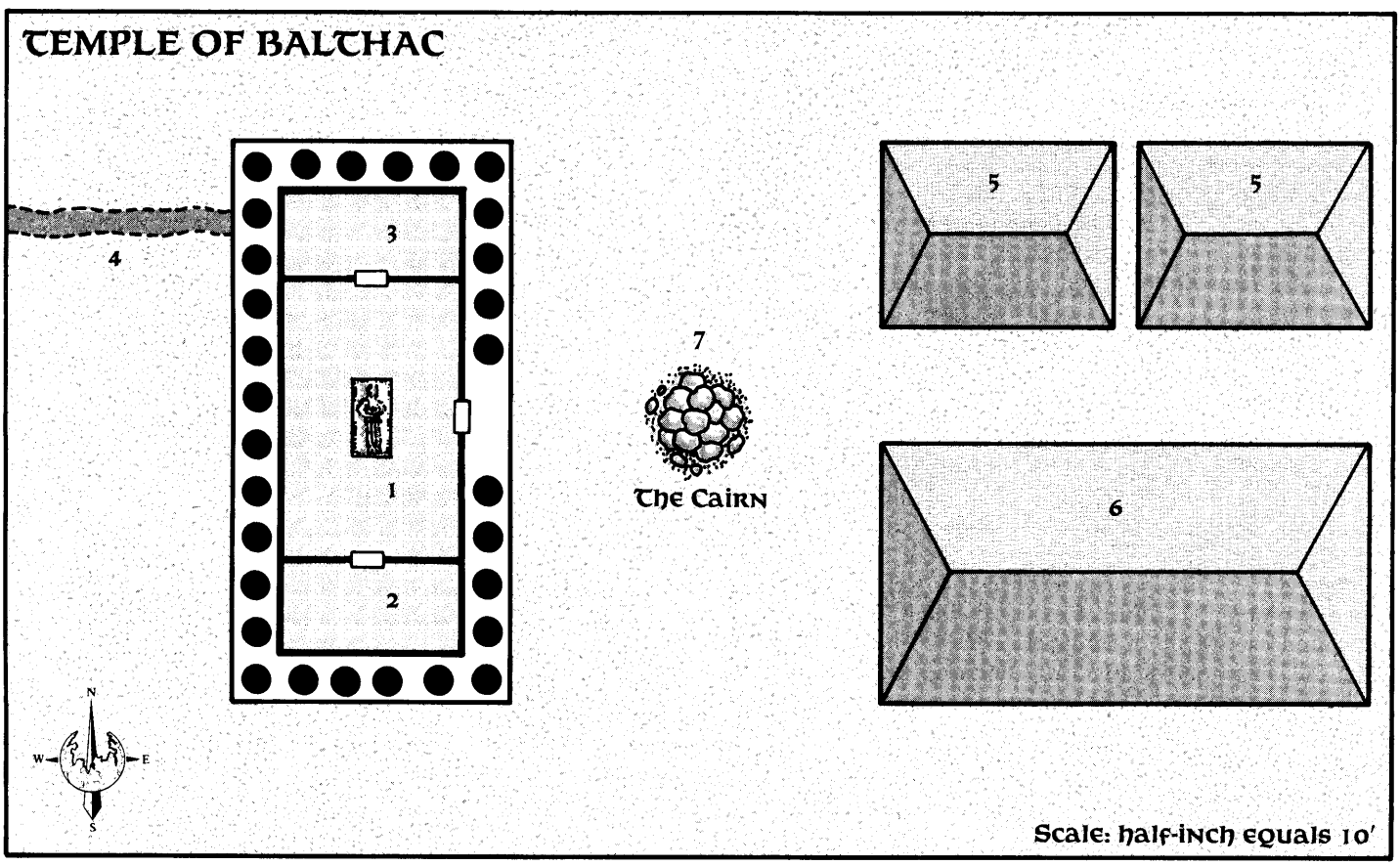
If the high priestess is not in the temple office when the adventurers enter the temple, she will be here (50% chance of either). Since she is a nosferatu, she can be active day or night; although she dislikes sunlight it will not destroy her as it would an ordinary vampire.

Lady Lillith (Lillian Corran)

History: Born in the year 795 AC, Lillian was a society belle who at age 17 fell in love with and married a young Darokin noble named Alexander Corran. When he achieved his baronial status in 821, he took his wife and their 9-year-old son with him into the rugged mountains of northern Darokin where he was building his own castle—Corran Keep. The city-born Lillian was not cut out to be a pioneer and slowly wilted in this desolate spot. The grief of seeing her husband inexorably losing his war with the local humanoids and her son's sudden death in a skirmish caused her to withdraw into herself and begin to waste away. She would undoubtedly have died with her husband in the final sack of Corran Keep, but shortly before that event she was spotted by a vampire-like creature from neighboring Glantri. Struck by her now-ethereal beauty, the creature swooped down upon her as she walked the parapets and carried her off to his home, where he transformed her into a creature like himself.

Forced to serve her murderer, Lillian became a palace servant in the vampire-haunted Glantrian principality of Boldavia. Eventually, about thirty years later, her master discovered that a rival prince, Etienne d'Ambreville, had gained control of an artifact of great power. He decided to wrest control of the artifact from him, but proved no match for d'Ambreville's magic and was destroyed.

Free at last, Lillian stayed on in Glantri, establishing herself in Glantri City. She watched the Great School of Magic being built over the site her former captor had said hid d'Ambreville's artifact. Over the years, she patiently gathered information about the artifact and its powers. She studied in the Great School to learn about the nature of magic and the multiverse. Increasingly, she found herself fascinated by Entropy, the Power which animates all the undead races. A century ago, she became a cleric of Hel, one of the Entropic Immortals. In Glantri, where clerics of any type are forbidden, she had to keep her new vocation a secret.



In the years since, she has served Hel faithfully. Her most recent task was to organize the false cult of Balthac. As high priestess of the order, she alone knows that there is no Immortal named Balthac and that his clerics are really unsuspecting minions of Hel.

Personality: Lillian is fascinated with Entropy, the force to which she owes her continued existence. She sees it not as evil and destructive but as a cleansing force which calms and quiets the chaos of life. She is cultured, intelligent, and gentle; an odd combination for an undead cleric of Entropy. She is quite dangerous, since she seeks to spread what she sees as Entropy's "gifts" (i.e., the peace of death) in any way possible. Even after all these years she has a soft spot in her heart for her long-dead family, especially her son.

Still a city dweller at heart, she is looking forward to the time when she finishes this assignment and can return to Glantri City or Darokin Town.

Appearance: Lillian is a tall, thin woman, with very beautiful features and long blonde hair. Her skin is pale, but it is not clear from either her appearance or her manner than she is undead; she looks like an elegant courtly lady rather than a creature of the night. She has green eyes.

Combat Notes: 9-HD *nosferatu* and 9th-level cleric; AC −3 (base AC 2, Dexterity bonus, magical bonus); hp 36; MV 120′ (40′), flying MV 180′ (60′); #AT 1 bite, weapon, or special; Dmg 1d4 (bite), 1d10+2 (two-handed sword), or by spell; Save C9; ML11; AL N; XPV 2,300. Immune to normal non-silver weapons, *sleep, charm, hold*; regenerates 1 point per round; animal-form abilities like vampire. S10 I16 W17 D16 Co9 Ch17 Languages: Darokin, Alignment (Neutral), Glantrian, Elvish.

Unlike vampires, nosferatu drain blood, not levels; they are unharmed by sunlight, although they find it painful and avoid it when possible.

Spells Carried: 1st level: *cause light wounds, darkness, fear.* 2nd level: *bless, hold person, resist fire.* 3rd level: *continual darkness, cure disease, speak with the dead.* 4th level: *animate dead, cause serious wounds.*

Magical Items In Possession: *two-handed sword +2, ring of protection +3.*

Whatever the PCs do, if they enter the temple they will confront Lady Lillith at some point. Unless they deal with the two clerics guarding Balthac's tomb quickly and quietly, she will hear the scuffling of melee and come to investigate. She will appear in the doorway of whichever room she is currently in, order her guards to stop fighting, and demand to know who the intruders are and why they are profaning this holy place.

Lillian is clever enough to realize that if Kelter got this far, then he's probably capable of killing them all, especially if his new-found friends are of comparable level. Therefore she will try to talk them out of attacking, referring to Kelter as "this poor, misguided man" in an attempt to convince the PCs that his story is the deranged hallucinations of a madman. She will bargain with them: restrain Kelter, leave this site without doing it or its inhabitants any further harm, and she will tell them anything they want to know.

If the PCs attack her, she will flee through the escape tunnel; she has not survived 200 years by sticking around to defend lost causes.

If at least one of the player characters recognizes her from the portrait in Corran Keep and addresses her by her real name, she will be caught off-guard and lose her composure. She will be thoroughly distracted if they tell her about Crackle, the Lightning Zombie youth who animates the body of her dead son; the PCs may be surprised at her desperate urgency to know where she can find him. If they are clever enough to use this as a bargaining chip, she will tell them all she knows. If they negotiate shrewdly enough, they may even be able to blackmail her into calling the whole congregation together, admitting the truth of Kelter's charges, and disbanding the Order forever.

What Lillian Corran Knows:

Two groups of Immortals from the Sphere of Energy and their allies and mortal followers are currently locked in a struggle over an artifact which has the power to change the way magic works. There is no Immortal named Balthac; Lillian set up the church of Balthac at the orders of her Immortal patron so that Hel would have a way to manipulate well-intentioned people into furthering the cause of Entropy. In her decades of sifting rumors concerning the Radiance, Lillian has learned that it is hidden somewhere under Glantri City; that it seems to be under the control of Etienne d'Ambreville, the most powerful magician in Glantri; that Etienne and his friends are sometimes able to cast highly unusual spells, presumably as a result of their work with the object. She believes its exact hiding place is known only to Prince Etienne and that it can only be reached through *teleport* spells. She suspects it to be somewhere under Glantri City, probably directly beneath the Great School of Magic.

4. The Tunnel

Only Lillian knows of this secret escape route; it leads from the wardrobe in her bedchamber to a cave in one of the nearby hills. She has a spare coffin, along with a change of clothes, a good book, and a 200 gp "emergency fund" hidden in the exit-cave.

5. The Barracks

Each of these buildings is sparse and functional, containing 40 simple wooden bunk beds. Each bed has a wooden chest at its foot. A few tables with chairs around them complete the room's furnishings.

In the daytime, these buildings will be empty. At night, about 30 people sleep in each building (there are more beds than people due to the losses Kelter has been inflicting on the organization). The chests provide a place for the trainees to store their armor and weapons while sleeping.

Balthac's Clerics-in-Training (normal men and women): NA 1d6 (daytime), 30 (nighttime); AC 5 (daytime, chain mail) or 9 (nighttime); HD 1-1; #AT 1 two-handed sword; Dmg 1d10; MV 90′ (30′) (daytime, in armor) or 120′ (40′) (night) ; Save F1-1; ML 7; TT Nil; Int 10; AL N; XPV 5.

6. The School

This large two-story building serves as a school for clerics; its ground floor is divided between a kitchen and mess room, while the upper floor is a single huge room used for weapon-training and theological lectures. During the day 50 clerics-in-training will be here with three instructors, while five more trainees will be doing kitchen duty. At night this building will be unoccupied.

Instructors (Clerics of Balthac): NA 3; AC 5 (chain mail); 5th level clerics; 20 hit points; #AT 1 two-handed sword or spell; Dmg 1d10 or by spell; MV 90′ (30′); Save C5; ML 9; TT Nil; Int 12; AL N; XPV 300. **Spells Carried:** 1st level: *cure light wounds* ×2. 2nd level: *bless, hold person.*

Balthac's Clerics-in-Training (normal men and women): NA 55; AC 5 (chain mail); HD 1-1; 5 hit points; #AT 1 two-handed sword; Dmg 1d10; MV 90′ (30′); Save F1-1; ML 7; TT Nil; Int 10; AL N; XPV 5.

Note that these are the residents of the barracks described above; they will either be encountered in the barracks at night or in the training hall during the night, but not both.

7. Calor's Cairn

> This rocky mound stands about 30′ high; it is made up of small boulders, probably weighing about 20-30 lbs each, piled one atop another. Legend says that the bones of Calor the dragon lie buried within.

Hel's Revenge

Once the PCs have gained the information or records they want—either through stealth, combat, or negotiation—they'll be ready to leave the complex. As they are leaving, or as Kelter begins setting fires to the complex, they'll have an encounter they would probably rather have missed.

> A glow appears before you; in the center is a beautiful woman, half-black, half-white—the Immortal Hel. As you stand speechless, she addresses you in a mocking, amused voice: "So, little mortals. Once again you interfere in my plans. You call yourselves heroes; let's see how you fare against a *real* challenge." With that, she gestures, and *things* start to appear—winged men 8′ tall with storklike legs, birdlike faces, and sharp, wicked-looking talons. Hel smiles and adds "If you manage to defeat my little pets, I have another treat for you—after all, I promised Kelter, and it wouldn't do to go back on my word now, would it?" With that she disappears, and you find you can move again—just as the creatures let out horrid screams and move to attack.

These are Screaming Fiends; there is one for each of the player character plus one for Kelter, if he is still with them. Naturally, if they're still alive the clerics and clerics-in-training will come charging out from the barracks or training hall to see what's causing all the ruckus. The trainees will move to join the PCs, but the older and wiser clerics will order them to keep clear; this is the PCs' fight.

Screaming Fiends: NA varies; AC 0; HD 10**********; hp 50; #AT 2 claws/2 talons/1 bite; Dmg 1d4 (×2)/1d8 (×2)/1d6; MV 120′ (40′), flying 180′ (60′); A-M 25%; Save IM1 or MU 36; ML 10; TT B; Int 1d6+14; AL C; SA Call Other (15% chance of success), Control Undead, Enhanced Reflexes (+2 to surprise and individual initiative), and Swoop (double damage when swooping down on a target from above, useable once every three rounds); XPV 8,500.

Considering these monsters' ability to call up others of their kind, the PCs could well have a protracted, bloody battle on their hands.

There's worse to come: if and when the PCs gain the upper hand over the Screaming Fiends, a far more deadly foe claws its way up out of the ground into their midst. The dragon Calor has heard Hel's call and risen from the dead to wreak havoc again, sending the stones of its cairn flying like pebbles (Dexterity check to avoid being hit; those who fail take 2d10 points of damage from the boulders).

> The creature which erupts from the ground is a skeleton... the skeleton of the largest dragon you've ever seen: Calor, Balthac's Bane. Its bones are the brown of things long buried in the ground. Buried in its forehead nearly up to the hilt is the two-handed sword that originally killed the beast. Although it has no internal organs left, you can see flames roar to life in its throat as it prepares to breathe on you.

If Kelter is still alive, he will abandon whatever he is doing and charge the skeleton-dragon, seeing it as his last chance for a heroic death. Should the player characters use magical means to flee (for example, *teleport*), they will elude the Screaming Fiends, but Calor will track them unerringly, catching up with them an hour, a day, a week later (whenever Hel thinks would be least convenient).

The skeleton-dragon's statistics are similar to those of a giant red dragon, except that Calor can turn *invisible* at will (reappearing when it attacks), cannot be hurt by normal or silver weapons or by fire damage, and gains hit points when hit by *lightning bolts* (at the rate of 1 hp per point of damage the spell would normally have inflicted). The first time the creature is hit by such an attack, it will be obvious that the healing is taking place as broken bones re-form and severed pieces regenerate.

Skeleton-Dragon of Calor: NA 1; AC −8; HD 20****; hp 160; #AT 2 claws/1 bite or breath; Dmg 1d12+2 (×2)/4d8 or fire damage equal to monster's remaining hp; MV 150′ (50′) ground or 360′ (120′) flying; Save F36; ML 12; TT special (sword Camb); Int 12; AL C; SA *invisibility* (as ring), unhurt by normal and silver weapons or fire attacks, lightning heals damage; XPV 9,575.

Camb: Elven *two-handed sword +3, +5 vs. Dragonkind*, intelligent (no communication), talent of *extinguishing*. Even undead, Calor is still a dragon, so Camb's full +5 bonus does apply if a PC can wrench it loose somehow (this takes a successful Open Doors roll and will cause Calor to focus its attacks on the character attempting it).

Balthac to the Rescue

It's highly likely that the PCs, weakened by a tussle with the clerics and a protracted struggle with the Screaming Fiends, will be in a very bad way once the dragon arrives on the scene. Fortunately for them, help is on the way.

Unknown to Hel, Balthac was a candidate for Immortality at the time of his death centuries ago. His sponsor, the Immortal Terra, was saddened by his death and decided to reward his self-sacrifice by making him a titan; he has served her ever since. Terra's attention has been drawn by Hel's appearance at the shrine, and she is very, very angry to see the mockery Hel has made of Balthac's legacy. Accordingly, she sends the real Balthac to aid the PCs by battling the dragon once again. He will arrive three rounds after the dragon claws its way up out of the cairn.

> Above the sounds of battle, you hear a loud, hollow "boom!" from inside the temple, the sound of stone hitting stone. The great bronze door slowly swings open, and a giant of a man wearing antique armor stands in the doorway, lightly carrying a familiar-looking two-handed sword. Balthac has risen from the tomb to join the battle!

Balthac. Combat Notes: Titan; AC −3; HD 15********; hp 100; MV 150′ (50′); #AT 1 two-handed sword; Dmg 1d10+8 (vs. Calor) or 1d10+6 (vs. non-dragon enemies); A-M 25%; Save IM1; ML12; AL L. S18 I12 W13 D16 Co17 Ch16. **Magical Items in Possession:** Sword "Camb" (artifact-strength replica of original)—Elven *two-handed sword +3, +5 vs. Dragonkind*, intelligent (no communication), talent of *extinguishing*.

With the arrival of Balthac, the tide should turn in the player characters' favor. He will fearlessly attack Calor until one or the other of them is dead; any of the Screaming Fiends that remain alive when the skeleton-dragon falls will prudently flee by *teleporting* away. If Balthac is slain in the fight, his body and all his equipment vanish. If Balthac and the PCs triumph, then he will praise them for their courage and fighting ability before turning to give a short address to his erstwhile clerics. These poor souls meekly submit to the rebuke he gives them for not being able to tell good from evil and promise to disband the cult of Balthac forever. If Kelter has been slain in the fight with the dragon, Balthac will pick up his body and lay it to rest in the tomb before vanishing in a blinding flash of light. If Kelter is still alive, the ex-clerics will ask him to lead them in battle against the humanoid hordes overrunning Darokin as a way of making up for their mistakes. In any case, the PCs have won an important victory, gained a vital clue, and are now ready to move on to the adventure's climax.

The Finale

The PCs now know that the war devastating the Known World is the result of several groups of Immortals struggling over control of a dangerous artifact. They know that Immortals of Entropy are taking advantage of this quarrel to wreak havoc on hapless mortals. They also know that the artifact is hidden somewhere in, or under, Glantri City. They should be able to reason that if they could destroy the artifact, the reason for the war would disappear. If they communicate their discoveries to Rheddrian, he will be delighted and arrange to meet them in Glantri City.

Getting to Glantri City

Getting to Glantri City from Darokin would normally be a straightforward and relatively easy journey... but these are not normal times. The Darokin-Glantri border has suffered more from the war than any other area; consequentially, the trip is likely to be full of dangers.

From the Temple of Balthac, the PCs have several routes they might follow. They could take the direct approach and head straight across the Broken Lands, fighting their way through the humanoids they would encounter. They could try to skirt the Broken Lands' eastern border by heading north up into Ethengarian lands and then cutting westward toward Glantri. Or they could head south and west and try to make their way through the area surrounding the Darokin Crater. In any case, they will have a long, hard journey with many encounters along the way; the DM should see the Timeline to know who they can expect to find where.

If the PCs have been in Glantri before, they will find that it has been greatly changed by the war. The countryside is crisscrossed by humanoid raiders, refugees from the south, army patrols, and wandering monsters conjured up by Alphatian commandos. The war has caused a lot of old prejudices to break down as well. Clerics are now not only legal but in great demand as the aftereffects of plague continue across the land. Mercenaries of all kinds are being hired in anticipation of an invasion from Alphatia; even dwarves are welcomed. The PCs will have no difficulty in getting by border guards and patrols if they announce their intention of signing on once they reach the capitol (if they announce they're Alphatian spies here to carry out some sabotage, that's a different story).

Glantri City, once they reach it, has the look of an armed camp. Its walls are manned by vigilant guards, its inns full of soldiers. Most of the gondolas that once plied its picturesque canals have been pressed into service as the city stockpiles food in anticipation of a siege. Refugees are everywhere; some of the grand houses have been converted into shelters for survivors of the southern principalities destroyed by the meteor and human-

ABRAMS

oid invasion. The PCs will be challenged as they approach the gates, but will be admitted if they say they are here on "war business."

The School of Magic And Surrounding Sites

The map on pp. 61 shows the area of Glantri City in the vicinity of the Great School of Magic. Places marked on the map include:

1. Citadel
This is a red stone fortress with three bronze doors; the central tower is covered with shiny brass plates engraved with dragons. About 400 Glantrian soldiers are stationed here, along with high-ranking officers, their families, servants, and guests.

2. Tower of Sighs
This black, sinister tower acts as the prison of Glantri City; it is also the headquarters for the City Watch (police) and Glantri's spy network.

3. House of Ministers
This blue stone building is headquarters for all government officials and home to the Glantrian bureaucracy. The Glantrian national treasury is also located here; a site reputed to be so well-guarded that it is virtually thief-proof (i.e., it would be beyond the ability of any of the player-character thieves to break into it).

4. Parliament
This elegant building made of white marble is decorated with decorative turrets, gargoyle rainspouts, and statues of noted Glantrian heroes and statesmen. Its roof is covered with thin sheets of silver and gold. This is where the Glantrian House of Lords meets and holds their votes.

5. Amberhouse
This building is made entirely of amber-colored stone. It is the townhouse of the d'Ambreville family, and the permanent residence of Charles and Isabelle d'Ambreville (Etienne's brother and sister-in-law), the family's representatives in Parliament.

6. The Gorevitch-Woszlany's Manor
This stylish if slightly sinister-looking manor house is the personal dwelling of Sir Boris, brother of Prince Morphail of Boldavia, Glantri's vampire-haunted principality.

7. Great School of Magic
This complex is made of dark grey stone covered with bronze plates chased with silver; the bronze has long since turned green with age. Atop the school are several towers, the highest of which is home to Prince Etienne d'Ambreville, founder of the Great School and the most powerful mage in all of Glantri.

This place is the center of magical learning of the western world; it's where all Glantrian children with any magical ability go to learn the craft. Unknown to anyone but the Grand Master himself (or so he believes), it was built directly above the resting place of the Nucleus of the Spheres, the artifact the player characters have come here to destroy or deactivate.

8. Alexander Platz
This is a broad open area paved with black marble. In the exact center is the Belfry, a tower made of pink marble. This tower contains a crypt holding the remains of Alexander Glantri, the hero who gave his name to the nation. Also in the tower is a device which chimes the time on the hour. At the top of the tower, statues appear hourly; they wear clothes corresponding to the weather expected that day. There is no doorway into the tower. Covered bridges link the plaza to the Parliament Building and the Great School of Magic; guards check passes at both sites. Stairs rise up from the water level to make it easier for passengers to get on board or disembark from gondolas.

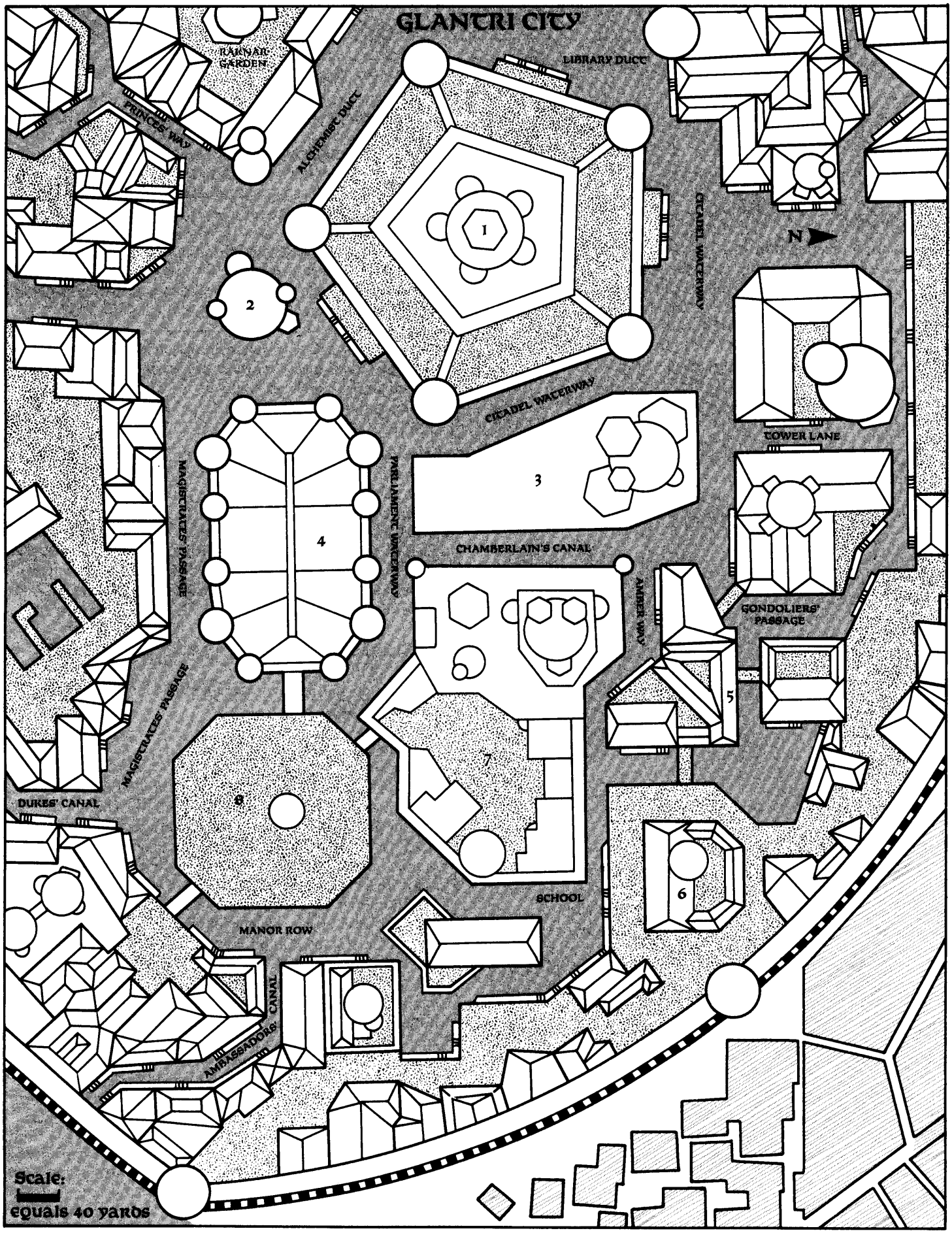
The plaza is usually crowded with important Glantrians getting their exercise or orating about current affairs. Around the edges are numerous stairs leading down to the canals for easy access to gondolas.

See **GAZ 3: The Principalities of Glantri** for more information about these and other sites of Glantri City.

Rheddrian Arrives

Once the player characters are safely in Glantri City, it's time for them to summon Rheddrian. He will ask them to meet him in Alexander Platz, arriving via *teleport* a few minutes after they do. He is wearing Glantrian clothing and carries the Mirror-Shield in a large felt bag. He will be positively beaming with pleasure:

> "My friends, you've done it. Before I came here, I doubted that we could be so close to our goal, but now that I'm here I can *feel* the part stolen from my ship so long ago. It's definitely somewhere in or near the city. Now all that remains is the final part of our mission.
>
> "I suspect d'Ambreville has cast powerful spells over the artifact to keep it hidden for so long. But my shield is actually a part of the same 'magic' as his artifact; like calls to like, and with it we can find what we are seeking.
>
> "First, we must find exactly where the device is hidden. I will use my shield to focus on the pull of its energy. Then, I will try to open up a *gate* from here to there. Once we arrive, it should be a simple matter to adjust the magics of the artifact to stop it draining off the energy on which this world's magic depends. Then we can all go home.
>
> "So now we come to your part in all this. Simply put, I want you to keep me alive long enough for me to complete the work. Remember that we're dealing with enough energy here to annihilate this planet and everything on it several times over, so it'd be bad if I were interrupted half-way through.
>
> "Still, it's best to be prepared for the worst. If I'm knocked out or killed, you'll have to carry on without me. I've cast a spell on my shield so that it can help you alter the artifact if anything happens to me. So listen, this is very important—*whatever happens in there, you mustn't stop or turn back.* We'll only get this one chance, and if we fail—well, it's been nice to have known you."


GLANTRI CITY
LIBRARY DUCT
ALCHEMIST DUCT
PRINCES' WAY
CITADEL WATERWAY
N
TOWER LANE
CHAMBERLAIN'S CANAL
PARLIAMENT WATERWAY
MAGISTRATES' PASSAGE
AMBER WAY
GONDOLIERS' PASSAGE
DUKES' CANAL
SCHOOL
MANOR ROW
CANAL
AMBASSADORS'
1
2
3
4
5
6
7
8
Scale:
equals 40 yards

Rheddrian (Mortal Identity of Benekander)

Combat Notes: 36th level Magic-User; AC 9; hp 60; MV 120′ (40′); #AT 1 spell; Dmg by spell; Save MU36; ML8; AL L. S17 I18 W15 D10 Co13 Ch14. Languages: All.

Spells Carried: 1st level—*analyze, charm person, detect magic, magic missile, protection from evil, read languages, read magic, shield, sleep.* 2nd level—*continual light, detect evil, detect invisible, ESP, invisibility, knock, locate object (×2), wizard lock.* 3rd level—*clairvoyance, create air, dispel magic, fly, haste, infravision, protection from evil 10′ radius, protection from normal missiles, water breathing.* 4th level—*charm monster, confusion, dimension door (×3), remove curse, wizard eye (×3).* 5th level—*conjure elemental, dissolve, feeblemind, passwall, telekinesis, teleport (×3), wall of stone.* 6th level—*anti-magic shell (×3), lower water, move earth (×3), projected image, stone to flesh.* 7th level—*lore (×3), magic door, power word stun, summon object (×2), sword (×2).* 8th level—*clone, force field (×2), mind barrier, permanence, symbol, travel (×3).* 9th level—*gate, heal (×3), immunity, shapechange (×2), survival, wish.*

Magical Items in Possession: Mirror-Shield of Rheddrian.

The Mirror-Shield of Rheddrian (Artifact)

Sphere of Energy

Major Artifact: 750 Power Points. Four Powers (one Attack power, two Information or Movement powers, one Transformation power). Recharges at a rate of 30 TP per turn (180 TP per hour).

Vessel: A bright, mirror-shiny disk-shaped shield 2′ in diameter; the straps attached to back are not artifact-quality.

Armor Characteristics: −6 to AC

Powers: Immortal Life-Trapping (Cost: 500 TP; note that unwilling victims are not affected), Teleport (Cost: 50 TP; users can teleport to any scene projected onto the mirror), Lore (Cost: 70 TP; information gained is restricted to *Beagle*-type technology), and Create Any Monster (Cost: 100 TP; may be used to create sprackles, ploppéds, and lightning zombies).

Handicaps and Penalties: Mortal users of the Mirror-Shield will begin to glow the first time they evoke one of the artifact's powers. The second time the same mortal uses the artifact, he or she loses one-quarter of his or her Constitution and begin to suffer amnesia; roughly a fourth of his or her memory will be gone. A third usage reduces the Constitution score and memory by another quarter and gives a distinct grey pallor to the wielder's skin. A fourth use turns the character into a Lesser Lightning Zombie; a fifth into a Greater Lightning Zombie. These effects can only be reversed by Immortal-level magics.

Getting to the Nucleus Chamber

Rheddrian gives the PCs metallic bracers designed to protect them against what he calls noxious magical emanations of the Nucleus (lethal radiation). Once the PCs have made any last-minute preparations and are ready to begin, Rheddrian will pull out the shield, set it facing outward against the side of the tower, and begin.

In any other place but Glantri City, such an obvious display of magic would be a cause for concern, but here onlookers will simply assume that an instructor for the Great School of Magic is conducting a demonstration for his students. If the PCs try to be discrete, the DM should let them; it will not much matter.

> Slowly an image of a cavern forms on the surface of the shield. Just then, from the bystanders, a wizard with a spider tattooed on his forehead walks up to Rheddrian. "You've done enough as it is, stranger... leave this place. Now!"

The wizard is a mortal form of the Immortal Korotiku. Rheddrian, realizing he's been caught, instantly uses the artifact to *teleport* the whole party through the gate (no save) before soaring through the air with Korotiku in hot pursuit, as bystanders applaud this wonderful display of magic. Meanwhile, the party appears in the artifact's chamber with Rheddrian's shield, and alone. From there on, they're on their own. Rheddrian has his hands full leading Korotiku away and will no longer be able to respond to their calls.

The Nucleus of the Spheres Chamber

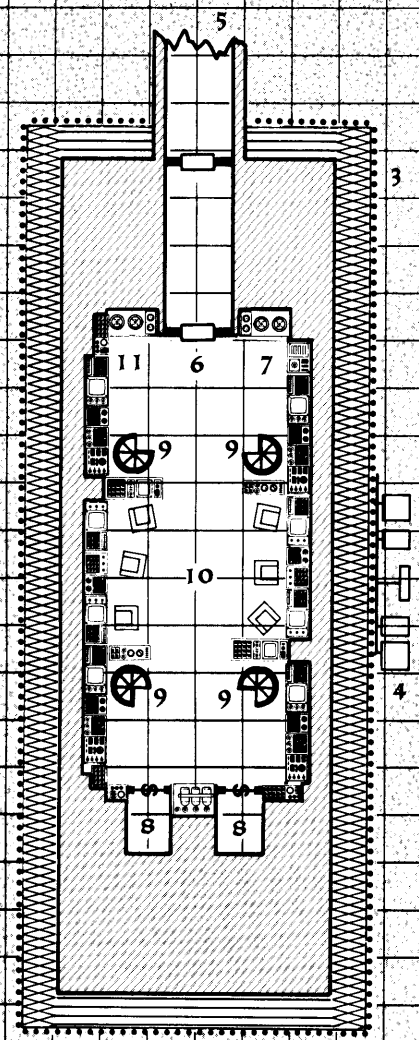
The map on p. 63 shows the chamber where the Nucleus of the Spheres is kept.

1. The Chamber Itself

> The wall of this huge cavern appear to be made of black stone which has been fused by great heat. The chamber itself is about 500′ in diameter and spherical except for the flattened floor. Stalagmites, stalactites, and natural stone columns are illuminated by glowing globes which hang by chains from the ceiling, filling the cave with light.
>
> In the center of the chamber is a huge object unlike anything you've ever seen—a box 60′ long, 60′ high, and 180′ long, made of some dull pitted gray metal. It looks very, very old. Snapped-off ends of metal spars and rivets stick out in all directions, as if this thing had once been torn from an even bigger object. A strange gridwork seems to surround the entire box, as does a glow which pulses and fades, pulses and fades in regular five-second cycles. The air in this chamber hums with energy, even at the low end of the cycle, causing the hair on the back of your neck to stand up.
>
> There are a few other items in the chamber as well: a statue on a pedestal and a cluster of tables with what look like magical paraphernalia on them.

CHAMBER OF THE ARTIFACT

Scale: 1 square equals 5'



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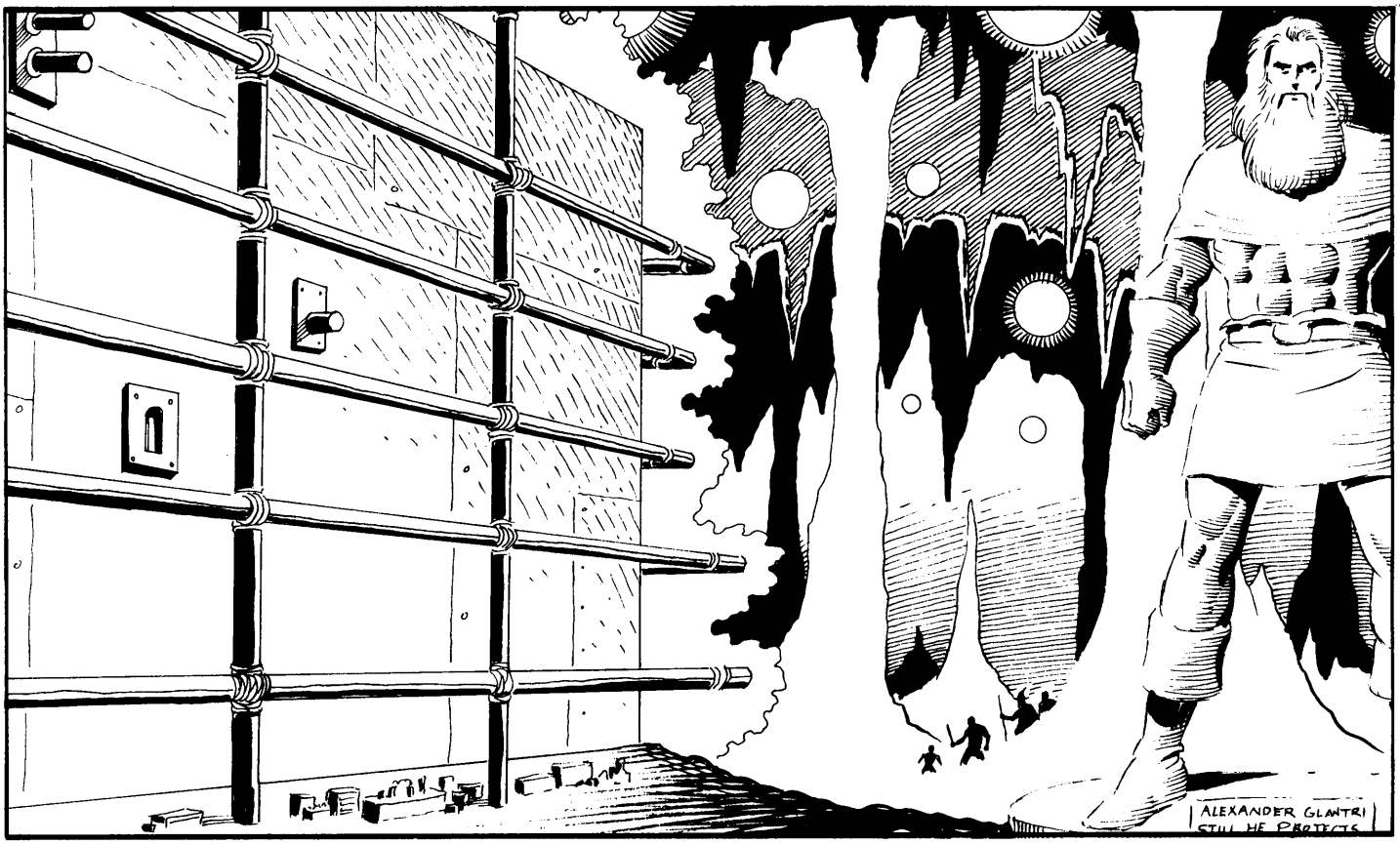
STALAGMITE

STALACTITE

ROCK COLUMN



This object is the Nucleus of the Spheres—the main engine compartment of the *Beagle*. Originally a highly advanced technological device, it has become an artifact through the absorption of enormous amounts of this dimension's energies and the meddling of Immortals. The Nucleus of the Spheres cannot be harmed by any mortal attacks because it continuously draws magical power from the Sphere of Energy, giving it a theoretically infinite number of hit points.

2. Giant Bronze Golem

> On a pedestal stands a tall (24′) bronze statue of a stern, determined-looking man in archaic Glantrian dress. His eyes gaze off into the future. Inscribed on the pedestal are the words "Alexander Glantri / Still He Protects Us."

This statue is actually a giant bronze golem Rad placed here to guard the artifact. It will seem to be nothing more than a statue until the characters touch any of the items in area 4 or try to enter the Nucleus (area 5). Three rounds later it will animate, announce "The words of safety are not spoken. The intruders must die," and attack. There is no password: this is just Etienne's little joke to distract trespassers long enough for the golem to win initiative in the opening round of combat.

Experienced characters will probably be made suspicious by the lack of any obvious guards and the fact that wizards traditionally love to hide surprises in statues. If they attack the statue in a preemptive strike, it will animate and attack in response even if they have not yet approached the artifact.

Giant Bronze Golem: NA 1; AC 0; HD 40**; hp 300; #AT 1 fist + Special; Dmg 6d10 + Special; MV 240′ (80′); Save F20; ML 12; TT Nil; Int 13; AL N; XPV 20,750.

Special Abilities: Takes no harm from normal or silver weapons. Immune to *sleep, hold, charm*, gases, fire-based attacks. Anyone hit by the golem takes 1d10 additional points of damage from the heat of the liquid fire which serves it as blood; immunity to fire damage negates this additional damage. Anyone hitting the golem with an edged weapon must Save vs. Death Ray or take an additional 2d6 damage from spurting "blood."

3. The Grid

> This metal framework completely surrounds the box; it looks like the sort of grid the engineers build around towers and large buildings they are repairing. It seems to be made of copper tubing. Occasionally sparks run up and down its lengths.

This grid captures and channels the energy the artifact radiates. It is attached by wires to the equipment at area 4 below.

4. Rad's Lab

> This cluster of tables, cabinets, and equipment is clearly a wizard's laboratory—a rather strange wizard's lab. Among the more unusual items are a crystal ball attached to the metal grid with a wire, two poles with electricity constantly sparking between them, a 5′ square cube of black lacquered wood, and a multi-colored globe suspended in mid-air over a long table.

Touching any of this equipment will cause the giant bronze golem to attack, as noted earlier. The PCs should be able to dispatch the guardian. Unfortunately, its destruction alerts Rad, who will arrive within a few rounds. He will be cloaked by an Immortal-level *invisibility* spell, so they will not be aware of his presence. He will watch them silently to discover their purpose in coming here, only appearing if they start destroying his laboratory or enter the Nucleus (see area 5 below). Of course, there are no "wandering monsters," so PC spell-casters can spend all the time they need to regain new spells.

The PCs will discover the following if they examine the items mentioned above more closely:

> Inside the 5′-square open-faced cube whirls a miniature tornado descending from a miniature rain-storm; if you listen closely, you can hear the wind whistling and the sound of rain. On the side of the box is a dial pointing to one of four runes.

The runes are magical; they can easily be deciphered with the help of a *read magic* spell. The four runes read "Fire," "Storm," "Flood," and "Earthquake." The dial is currently set at "Storm." If the setting of the dial is changed, the appropriate conditions appear within the black box.

The weatherbox is Rad's attempt to find ways to put to good use some of the energy the artifact is soaking up. He hopes to be able to spend all that energy in the form of natural disasters over unpopulated areas—or if things go wrong, as a way to protect himself and his allies against more powerful Immortals.

> Hanging suspended in space directly above one of the empty tables is a multicolored globe—mostly blue, brown, and green. For such a small thing (it is only about a foot in diameter) it has an impressive amount of detail. You can see that the globe is hollow, with openings at the top and bottom; you can even catch a glimpse of what looks like a tiny red sun within. Even more impressive is the fact that you can see motion—tiny wisps like clouds drift slowly across its surface, and the whole globe slowly, almost imperceptibly rotates.
>
> Only one detail seems out of place. A small red disk hovers over one spot on the globe, casting a ruby shadow on the surface below. As the globe slowly rotates, the disk moves with it to stay in exactly the same position in relation to the globe's surface.

Characters who have some experience with maps will recognize this as a three-dimensional representation of the world of Mystara as it might appear from far, far above its surface. The red circle is directly above the city of Sundsvall, capital of Alphatia. The globe is not solid; if they try to touch it their hands will pass right through it without doing any harm. The whole thing is similar to an incredibly complex illusion, but they will not be able to dispel it.

The crystal ball affixed to the adjacent table has a similar, but much smaller, disk attached to its surface. Unlike the disk on the globe, however, the disk on the crystal ball can be touched. If a PC moves it, the disk on the globe will move as well. By experimenting, the PCs will discover that they can move the disk anywhere they wish on the globe by moving the disk on the crystal ball.

This strange device is the "Doomsday Weapon" responsible for the destructive storm on Sundsvall in Winter 1,009 (see Timeline). If the PCs moved through this adventure before Fall of the Year 1,008, then the DM should presume that Rad became desperate even earlier than the Timeline indicates and consequently began building the Doomsday Weapon earlier. In any case, the PCs will find the Doomsday Weapon ready to use whatever the date they reach the chamber; if it is not yet Winter of 1,009, it has not yet been used.

The Doomsday Weapon does not glow the way the Nucleus of the Spheres does, but it is an artifact assembled by Rad, Rafiel, and Rathanos working together. It has an Armor Class of −20 and 750 hit points. It can only be damaged by weapons with a +5 "to hit" bonus or spells of 5th level and higher. It makes its saving throws against all attack forms as a 36th level magic-user.

Since the greatest danger to Glantri is the magical might of Alphatia, Rad and his colleagues came up with this device in an attempt to drain Alphatia's magical energies while leaving those of his allies and followers intact. The globe shows the world; the red disk is the pointer which shows where the effect will take place. The crystal ball allows the user to move the pointer to the place he or she wants drained of all magic.

When it became clear that Thyatis would have to withdraw from the war and Glantri was doomed, Rad put his device into operation, positioning it right over the Alphatian capital of Sundsvall. To his horror, it did not work in the way he expected. Instead of simply draining away all Sundsvall's magic, the artifact absorbed all the magical energy in the area and then released it again; the release took the form of a violent storm which laid the city to waste, killing thousands of people—the Empress Eriadna among them.

Although Glantri's situation is becoming desperate, Rad is unwilling to use the device again until he finds a way to avoid this unwanted side effect. He recently attempted to contact Ixion and the Alphatians to negotiate an end to their quarrel... only to be rejected by both. Ixion interpreted Rad's offer as a sign that victory was near and ordered his followers to redouble their efforts, while Zandor, the new emperor, seeks revenge for the attack on Sundsvall.

If the PCs ignore the Doomsday Weapon or handle it carefully, proceed to the next encounter (area 5) when they resume their explorations. If they tamper with the device or attempt to

damage it, their actions cause Rad to appear in his Manifestation Form to stop the PCs, which provokes Ixion's immediate intervention. In this case, go to the section called **Immortal Showdown** on page 69.

Should the PCs return later during the **Immortal Showdown** and damage the Doomsday Weapon, read the following to the players:

> A huge surge of energy pulses from the Nucleus down the grid and into the crystal ball, shattering it. The miniature globe flickers, and the tiny red dot hovering over Sundsvall suddenly expands to cover the whole continent of Alphatia. As all present, including the two Immortals, watch in horror, cracks appear across the surface of the continent and water washes over the edges of the land. Alphatia is breaking up and sinking.

This event immediately halts the battle beween Ixion and Rad. With horror the two Immortals realize what is happening. Proceed with **Alternative Event #1** below.

Alternative Event #1

> Ixion shouts at Rad "You fool! Look what you've done!" and disappears. As you watch, there is a second surge of energy, even more powerful than the last. It appears to magnetize the Nucleus in some way; everything attached to the grid is pulled up against the huge grey box and slowly crushed. Rad is slammed up against the side of the Nucleus of the Spheres, where he lies pinned to the wall as if by a great weight. You can see him being slowly drawn *into* the device, absorbed like a sponge soaks up water. He cries out in agony:
>
> "What have you done to the Radiance? Don't you know that my life-force is bound up in it? What have you done to me?"
>
> With a final wail, Rad vanishes from sight as he and the Doomsday Weapon are sucked into the Nucleus of the Spheres.

Rad's frightening disappearance into the Nucleus provoked the permanent destruction of the Doomsday Weapon. All Immortals with an interest vested in Alphatia rush to the help of the sinking continent to save whatever can be saved. The PCs are now alone with the Nucleus of the Spheres.

> As if it had suddenly swallowed too much energy, the Nucleus pulses even more ominously. Amber lights begin to flash at various part of the chamber as an all too suave woman's voice rises from everywhere: "Ten time-units before critical overload. Please activate emergency reroute sequence on Master Console. Repeat: ten time-units before critical overload. Countdown begins: 600... 599... 598...." The voice

continues to slowly counts off numbers as loud metallic screeches echo throughout the Nucleus's chamber.

The Nucleus has reached magical overload. The PCs must find the Master Console (room #10) and alter the artifact. If they do, the countdown stops and Rheddrian finally appears. See the section called **Wrap-up** on page 70.

If the PCs fail to reach that goal before the countdown reaches zero, the whole chamber is flooded with radiation. All PCs immediately suffer 6d6 points of damage and lose consciousness (no save; Rheddrian's bracelets will protect them from the damage but not the shock). Alternation of the Nucleus happens automatically at the end of the countdown. Go to the **Wrap-up** section.

5. The Tube Entrance

A metal tube 20′ in diameter and 30′ long sticks out of the box at this end. The entrance to the tube is jagged and mangled, but looking down its length you can see it ends in a circular door.

This is the only way into the heart of the Nucleus. Since the engines were delicate and dangerous machines, only the ship's engineers had security clearance to enter this area. Even Rad has not been able to find a way inside. However, Rheddrian's Mirror-Shield was once Benekander's security disk: holding it up to the portal will cause the portal to dilate, allowing passage inside.

If Rad has already appeared to the PCs before this point, go to the next encounter (area #6, the Engineering Chamber). If Rad has not yet made his presence known, he chooses this moment to do so; read the following boxed entry to the players:

As you step into the tube, you bump into something that feels like an invisible wall. You can't feel any sort of door in it; it seems to completely seal the entrance. As you are trying to figure out how to get by this unexpected obstacle, the air next to you begins to shimmer, then coalesce into the form of an old man wearing crimson robes and an elaborate-looking wizard's hat. He has a long white beard, sharp, piercing eyes, and a halo. He grins at you and says, "Going somewhere?"

Despite his light tone, Rad has judged the situation serious enough to appear in his Manifestation Form—a serious mistake, as will shortly become evident. The wall blocking the doorway is an Immortal-level *force field*; although they cannot see it, it completely surrounds the whole player-character party. No mortal spell can pass through or harm the *force field*, leaving them effectively trapped. They can only escape if Rad releases them.

Fortunately for them, Rad is mainly curious to know who they are, how they found this place, and where they learned how to open the portal. He'll wait until the PCs have calmed down a bit and ask them to explain. Eventually he should be able to get the truth or a near facsimile thereof out of them. If so, at this point he'll release them from the *force field* and say "Let's talk."

Rad is, by this point, desperate. The war is going against him, the Nucleus is beyond his control, and his people are in danger of annihilation. He will therefore propose an alliance: if the party can alter the Nucleus to stop it from leeching power from the Sphere of Energy, Ixion's main complaint against Rad would vanish. Rad's allies Ka and Korotiku should then be able to negotiate an end to the quarrel that started the war.

If the party accepts, Rad lets the player characters enter the artifact and carry on with their mission; in return they will help him find a way to defuse the Doomsday Weapon and bring the Nucleus under control. Proceed to encounter 6, the Engineering Chamber. If the party rejects his offer or acts in a belligerent fashion, Rad prepares to evict the party from the artifact chamber but will be prevented from doing so by the arrival of another Immortal: Ixion himself. Rad's appearance here in Manifestation Form (as opposed to his Mortal Identity form of Etienne d'Ambreville), his use of Immortal-level magic in casting the *invisibility* and *force field*, and his intent to meddle directly with mortals, have given Ixion the excuse he's been waiting for to intervene directly; see **Immortal Showdown** (p. 69) for what happens next.

6. Engineering Chamber

The circular door opens into a circular passageway which runs 40′, ending in another circular door. As the last of you step inside, the first door closes behind you, cutting out all noise from outside.

The second door opens as the party approaches it. Beyond lies a huge room 100′ long, 40′ wide, and 40′ tall. The walls, floor, and ceiling are all made up of solid machinery. The room is dark, but arrays of blinking lights and glowing panels flash messages in incomprehensible languages that seem to be made up mostly of numbers.

As the player characters enter the main chamber, a humming noise fills the air as 1′ square panels set in the walls at 10′ intervals begin to illuminate the interior of the giant box. The PCs will not be able to make sense of any of the messages flashing on the screens without access to a *read languages* spell (if the party does not have this spell, the DM should arrange for Rad to have left a scroll with one lying around in area #4

According to dials, this chamber is filled with enough magical energy to kill anyone who stays in it more than a few minutes, and it's getting stronger all the time. The energy focused on this chamber is so intense that it will cause 5 points of radiation damage for each round characters remains inside the Nucleus. The bracelets Rheddrian gave them will absorb 50 hp each before burning out, buying them a little time. Still, this should serve as added incentive for the PCs to accomplish their task as quickly as possible and get out.

7. Bones

> Fused to the floor at this spot are a pile of blue, glowing bones. Although they look almost human, subtle differences in their contours reveal they actually belonged to some human-like creature.

These are the bones of Ogdoban Treel, the crewman who betrayed the crew of the *Beagle*. He was slain millennia ago by Rheddrian's Dbots (see next encounter). The energy which pervades this place has affected his remains, turning them into something with the weight and consistency of steel.

8. Dbots

> Panels in the wall silently slide open to reveal two niches, each of which contains a 7'-tall suit of armor. The armor is made of some strange black metal without joints. As you watch, they come to life and step from their hiding places. They don't look friendly.

These are Dbots (Defensive Robots). Four thousand years ago Rheddrian/Benekander programmed them to kill all intruders in the ship. That program is still running.

Dbots: NA 4; AC −2; HD 24****; hp 150 each; #AT 2; Dmg varies (any two of the effects listed below); MV 120' (40') ground, 480' (160') flying; Save F16; ML 12; TT Nil; Int 9; AL L; XPV 14,250.

Weapon Systems: Each of these weapons is an internal mechanism, not an external object which the PCs could take away.

Needler: Range 60'. This object shoots a poisoned needle; a victim hit with a needle must Save vs. Poisons or be *paralyzed* for one hour. The needle itself does 1d2 damage whether the character makes his or her saving throw or not. *Neutralize poison* spells will negate the paralyzation but not the damage.

Heavy Blaster: Range 360'. This object works like a *staff of fireballs*, doing 8d6 damage; it holds 5d4 charges.

Hand Blaster: Range 240'. This object works like a *wand of fireballs*, doing 6d6 damage; it holds 5d4 charges.

Light Grenades (Yellow) (3): Range 60'. Creates a 60'-diameter effect like *continual light* but lasting only one turn. Characters within range of effect when it first goes off must make Saving Throws vs. Spells or be blinded for one round.

Smoke Grenades (Black) (3): Range 60'. Creates a 60'-diameter effect like a *continual darkness* spell (*continual light* reversed) but lasting only one turn.

Gamma Grenades (Red) (6): Range 60'. Targets within 30' of explosion must Save vs. Death or die; if they make their saving throws, they take 8d6 radiation damage. Only organic tissues take damage from these explosions; they have no effect on inanimate objects. Note that the bracelets Rheddrian gave the characters, if still functioning, may absorb some or all of this damage.

Sonic Grenades (Blue) (6): Range 60'. Emits a damaging blast of sound against all targets within 5' of explosion. Those within range must make Saving Throws vs. Paralysis or sustain 1d4 × 12 damage and be paralyzed for 12 turns. They do full damage to doors and wooden structures.

Neuron Grenades (Green) (3): Range 60'. This emits a cloud of gas; characters within 30' of the explosion must Save vs. Dragon Breath or sustain 1d4 damage and become paralyzed for 6 turns. This gas doesn't affect constructs, machines, undead, or inanimate objects. It attacks through the skin, so characters won't avoid its effects by holding their breath.

Tangler Grenades (Gray) (3): Range 60'. This grenade blows up to create an effect much like the *web* spell. Targets within 10' of the explosion must Save vs. Wands or be webbed and take 1d4 damage.

The two Dbots will attack any and all intruders. They attack until disabled or destroyed, even pursuing outside the Nucleus if necessary. The DM should note that attacks on or by the Dbots which miss will hit somewhere else, blasting screens or shorting out instruments. The extra energy released in this melee inside the artifact itself might trigger the Doomsday Weapon (cumulative 10% chance per round that a random spell or spell-like effect is triggered in this room).

9. Stairs

> Narrow circular metal stairways rise from four points in the room to catwalks 10', 20', and 30' above the floor.

These stairways and catwalks provided the ship's engineers with access to the wall machinery at every point in this room. All these years later they may prove handy in providing ways for characters to temporarily escape or sneak up on the Dbots.

10. Master Console

> In this area, six chairs with controls set in their armrests face a battery of large screens, one in front of each seat. All six screens are black.

If anyone sits down in one of these chairs, the screen before that seat will flicker into life. Any one of these screens can be used to alter the Nucleus to stop it from draining magical power from Mystara. If the PCs touch any of the screens with their bare hands, mysterious icons and runes will appear. If the PCs have access to a *read languages* spell, they will be able to understand that the ship's computer is offering them five options: 1) Shut Down, 2) Restart, 3) Hyper Mode, 4) Emergency Reroute, 5) Self-Destruct.

If PCs select entry #1, the computer voice indicate the shut-down sequence cannot be initiated; the energy level is reaching critical level; emergency reroute procedure must be initiated first.

If the PCs select entry #2, the screen beeps and the voice says "Error—invalid choice. Please select another option."

If they select #3, the Nucleus goes into Hyper-Mode and drains energy twice as fast. As it pulses faster, all mortal magic is drained from the chamber of the Nucleus and magical items become totally inert for a whole week. This event sets off the destruction of Alphatia and absorption of Rad; see the "Ending the Duel" section below.

If the PCs select entry #4, a red light begins to flash near one

of the screens. The voice says "Please display security disk now." The PCs must hold Rheddrian's shield up to the screen. The shield's *Lore* power can then be used to complete the Nucleus's reprogramming. If the PCs don't have the shield, the Nucleus responds as in entry #5 below.

If the PCs select entry #5, the screens show an image of Benekander with his name and rank; the voice requests his security code (which the characters don't have). Three rounds later an alarm goes off and, at the rate of one per round, energy blasters hidden in the walls start shooting lazer beams into the room to destroy the "intruder"; each beam does 6d6 damage. They will stop when the PCs select entry #4 and display the Mirror-Shield or when they exit the room.

If the PCs complete sequence #4, they will have successfully stopped the power drain from the Sphere of Energy. The Nucleus will still draw its power from an outside source, but now that source will be the negative energy on which Entropy feeds.

If the PCs activated the countdown by damaging the Doomsday Weapon at area 4, their success with the alteration of the Nucleus halts the countdown, and Rheddrian appears to take them to a place of safety. If they fail, they suffer the damage indicated in area 4 (6d6) and lose consciousness. In both cases, go to the section called **Wrap-up** (p. 70).

If Rad and Ixion appeared and are still fighting their battle *and* the PCs succeed in altering the Nucleus, then Rad is drawn into the Nucleus of the Spheres, as described in Alternate Event #1 (p. 66). If they fail the alternation during the Immortals' battle, then run Alternative Event #2 (below) instead.

11. Repair Bay

This corner of the room holds several large metal cabinets, all of which are closed. These supply cabinets are where the ship's engineers stored tools and spare parts. Each is crammed full of instruments and high-tech components. The magical energy which pervades the whole compartment has preserved them, so they are all in working order. Some are of no use to PCs (they can't even begin to guess at the functions of things like solid-state circuits, voltage-meters, software-integrity checkers, and the like). There is, however, one device here which the PCs are likely to find useful:

Laser Welders: These 18" crystal and metal rods operate like a *wand of magic missiles* with 20 charges remaining; each *magic missile* is actually a destructive laser beam. There are three of these devices on the shelves; they can only be recharged by someone who understands the scientific principles involved in their construction.

At this point, Ixion shows up. Rad has taken Manifestation Form on the Prime Plane and cast Immortal-level magic at mortals; this is all the excuse Ixion needs to intervene directly. Whether Rad has reached an agreement with the PCs or decided to oust them, read the following to the players:

> The air flickers, and a 7'-tall man with flamelike hair and fire where his eyes should be appears, brandishing a huge flaming sword. Glaring at Rad, he shouts in a deep, booming voice that shakes the stalactites "You have broken the Law of Immortals once again, Rad. I'll tolerate no more of this. Prepare to meet your end, renegade!"

The PCs' Choices

If the party had made a deal with Rad, the latter shouts "Hurry! Inside with you, while there's still a chance! I'll hold him off as long as I can to give you more time!" If, on the other hand, they oppose Rad, then he will ignore them to concentrate on the battle with Ixion. Either way, the two Immortals are locked in a deadly struggle and cannot spare much time or attention for mere mortals, leaving the PCs free to take any action they wish.

The PCs now have a number of options. They can enter the Nucleus and attempt to carry out Rheddrian's mission. They can take cover and wait to see the outcome of the duel, although this will expose them to the occasional stray Immortal spell. Or they can join in the battle on either side. Should an Immortal attempt to strike a mortal for any reason, his Immortal opponent will denounce the attack as "shameless and cowardly" and block it as best he can; thus it is possible for exceptionally brave PCs to join in the duel without being instantly destroyed. No mortal intervening in this battle should come out in any kind of good shape, but opportunities for legendary heroism and Immortral gratitude for their selfless sacrifice should be within the PCs' reach.

Normally, a medium-level Immortal such as Rad would stand no chance against a Hierarch as powerful as Ixion; Rad is able to hold his own because he is drawing energy directly from the Nucleus via the Doomsday Weapon. Some of Ixion's attacks are absorbed by the Nucleus, from which Rad in turn draws power to return just as deadly a blow. The result is a standoff between two more-or-less evenly matched opponents (unless unbalanced by the PCs actions). During the duel, the Doomsday weapon progressively suffers from magical overload and threatens to strike Alphatia or the Known World.

If the PCs either damage the Doomsday Weapon or succeed in altering the nature of the Nucleus during the two Immortals' battle, Rad is drawn into the artifact as described in Alternate Event #1 (p. 66). Otherwise the duel continues until one of the two Immortals begins to emerge as the eventual winner, at which point Alternate Event #2 intervenes.

Alternate Event #2

> Suddenly all magic ceases in the chamber, including that of the Immortals. A tall, dark figure steps out of the Nucleus of the Spheres, near Rad. It is the shadowy silhouette of a robed creature. Within its darkness, the twinkle of stars can be seen. Two brighter ones mark the location of its eyes.
>
> It says in low voice "Cease."
>
> Rad falls to his knees in absolute awe, while Ixion steps back, his fiery brightness somewhat dulled.

If PCs are present at this time, they all make a Wisdom check at −5. Those who fail instantly lose consciousness; those who remain are totally paralyzed by awe and, at the DM's option, may age 20 years or more as well.

> The mysterious creature then adds in a voice that seems to come from the other end of the universe "You've failed to understand the nature of your privilege, Immortals. You should take better care of those from whom you've risen, and from whom you draw that which allows you to exist. Only then will you know who We are."
>
> Then pointing at Ixion, the being says "Leave and learn." Ixion disappears and the creature turns toward Rad. It utters a single word—"Come."
>
> Totally mesmerized, Rad stands up, and silently enters the Nucleus. As Rad becomes one with the artifact, a surge of energy pulses from the Nucleus, down the grid, and into the crystal ball, which shatters.
>
> The miniature globe flickers, and the tiny red dot hovering over Sundsvall suddenly expands to cover the whole continent of Alphatia. As you watch in horror, cracks appear across the surface of the continent and water washes over the edges of the land; Alphatia is breaking up and sinking.
>
> The creature then follows Rad into the Nucleus, and a second surge of energy, even more powerful than the last, magnetizes the whole artifact. The Doomsday Weapon is drawn up against the huge grey box, crushing it completely.

The Doomsday Weapon is forever destroyed. The creature's return into the Nucleus alters it permanently to draw negative energy, the source of Entropy's power. Rheddrian, having shaken off Korotiku, makes a belated appearance just when everything is over; go to the **Wrap-up**.

Wrap-up

Rheddrian returns the PCs, awake or unconscious, to whatever place they call home. He casts powerful Immortal-level healing spells to cure any injuries and radiation damage they may have suffered, recovers his shield, and quickly departs.

The week following the events described above will be totally without magic; no spells or magical items will work (except Immortal-level magics, of course), and magical creatures will feel drained and unable to move. The day that things return to normal, all of the PCs will have the same dream, wherever they are at the time.

In this dream, the PCs are sitting around a banquet table eating dinner; the food and drink are the best they ever remember tasting. Their fellow diners are six Immortals: Ixion and Valerias; Vanya, Asterius, and Rafiel; and Benekander. Benekander/Rheddrian has resumed his original form, which they have only seen once before, when they first rescued him from the Mirror; he looks the same as Benekander as he did as Rheddrian, except that he is a foot taller and his skin is a pale but not unpleasant green. A seventh Immortal, Thanatos, sits at the table but does not eat, drink, or speak.

The Immortals have come to reward the adventurers for their role in saving Mystara. Part of the reward is information; they have decided the PCs deserve to know what has been going on and what was at stake, and so are willing to answer their questions (within reason!).

Play this encounter as naturally as possible, having the most appropriate Immortal respond to particular questions. Ixion can fill them in on the background of his quarrel with Rad (which he now very much regrets), Rafiel on Rad's work with the Nucleus, Vanya on the progress of the war and the part various Immortals played in it, and so forth. Asterius will explain the Brotherhood of the Shadow's role. Now that the Nucleus of the Spheres is drawing its power from the Sphere of Entropy, the three members of the Brotherhood have suffered a serious loss of face (a *Major Stroke*; see Chapter Five of the **Codex** for details), resulting in Thanatos replacing Hel as Entropy's reigning Hierarch. Thanatos, for his part, will merely silently nod in response. If asked what has become of Rad, Rafiel will answer that he has been absorbed by the Radiance but not destroyed; he thinks they have not heard the last of his absent friend.

If Ixion is questioned about the dark creature which appeared during his duel with Rad, he will admit that he suspects it was an *Old One*. Perhaps Rad was indeed close to discovering their secret. There is no way to know now exactly what Rad's true fate is. Perhaps he will return some day. Perhaps not.

If any of the Immortals are questioned about the fate of any of the dead heroes, the answer may come in the form of a question: "Are you ready to give up your chance to Immortality, mortal?" If the PC agrees, then the Immortals praise his or her wisdom and worthiness and will *wish* one companion back to life for each PC willing to make this "sacrifice" (they will allow the PC to pick which deceased character is to be revived). In fact, none of these self-sacrificing PCs will lose their chance at Immortality. If they disagree, the Immortals will be disappointed and unimpressed, and the dead companions will not be returned to life.

And as to the rightfulness of the whole war, they'll answer that both sides had legitimate reasons, but alas the Immortals were not able to solve their quarrel without harming many mortals. They vow to find better ways to settle their disagreements in the future. If the Old One appeared in the final encounter, it will be clear from its words that this lack of concern with mortals was the source of its displeasure with both Rad and Ixion and the reason why the secret of the Old Ones remains undiscovered.

The Immortals will not sit and answer questions forever, and there are some questions they may refuse to answer (for example, "How can I become Immortal" will receive an evasive answer at best). Allow each PC to ask at least one question, and continue the conversation as long as the questions remain pertinent. They will not reveal any more about the fate of Alphatia than that it will never see the light of day again.

Once the conversation begins to wind down, it's time for the characters' rewards.

Wishes and Rewards

Valerias will ask each player character to name one reward he or she truly desires. The seven Immortals will listen carefully and choose a reward based on what each character requests. This doesn't mean that a PC will receive exactly what he or she asks for, merely that the Immortals will use the request as a guideline.

A PC who asks for an excessive amount of wealth will be rewarded by Asterius, who says, "So much wealth could corrupt a noble spirit; already you show signs of greed. Besides, there must always be some treasure left for the taking, or the world would be a dull place. But I will grant you some wealth, that you know comfort and pleasure from it." And he will give the PC a pouch full of exquisite gems worth 50,000 gp.

If a PC asks for a dominion, Ixion will tell him or her, "So be it: I set your feet on the path to rule." In the near future, that PC will be placed in a position to earn the rule of a strong dominion. He or she will still have to *earn* the dominion, but the value or beauty of the dominion may be greater than one he or she would have been able to earn otherwise.

Other reasonable requests will be similarly interpreted and granted by the most appropriate of the Immortals present—Vanya will grant fighting abilities or magical weapons, Rafiel knowledge of spellcraft or magical items, Valerias any wishes relating to personal characteristics or relationships. Hopefully no one will ask for a wish appropriate for The Grim Reaper to grant, but if someone does Thanatos will grant it (although with long-term repercussions the recipient might find disturbing).

Once the giving of gifts is over and the Immortals feel it is time for the conversation to end, Rheddrian/Benekander will say, "My mortal life, illusory as it was these last years, is at an end; I am pleased to have spent some of it with heroes. Fare well, my friends."

Then he and his fellow Immortals will disappear, and the PCs, collectively and individually, will wake up to a new world they helped make possible.

Special experience point rewards should be given to the PCs for what they accomplished during the final encounter:

- Damaging the Doomsday Weapon: 100,000 XP for the party
- Altering the Nucleus of the Spheres: 200,000 XP for the party
- Remaining conscious before the Old One: 10,000 XP per PC
- Heroic intervention on an Immortal's side: 20,000 XP per PC intervening

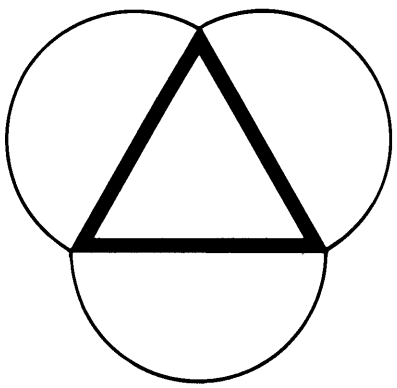
The End... and the Future

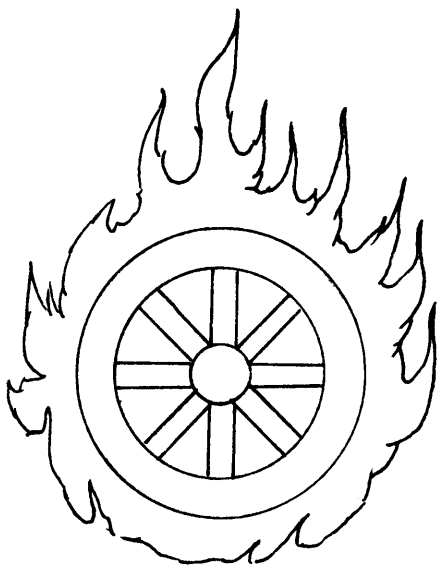
The PCs who asked for and received material objects in the dream will find those treasures beside them when they awaken. The others, who asked for less tangible rewards, will discover them in the days and weeks to come.

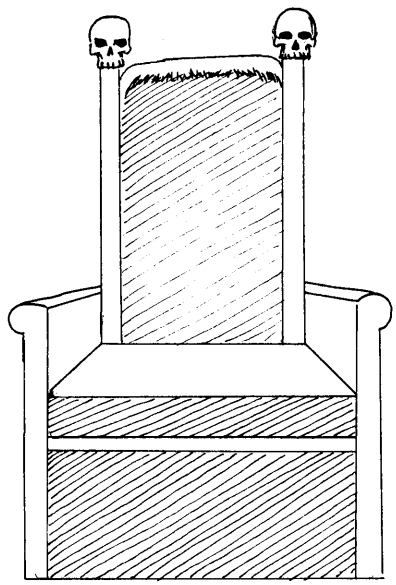
PCs who later try to undertake one of the Paths of Immortality (see Chapter Three of the **Codex of the Immortals**) will receive a +5 bonus to their Arrival Modifier and Petition Modifier if they seek the sponsorship of Benekander. PCs who sided with one of the two Immortals in the final encounter will gain the same benefit from any Immortal belonging to the appropriate faction. Those PCs who actually saw the Old One without losing consciousness gain an extra +5 with *any* Immortal.

PCs will receive the enmity of Atzanteotl, Alphaks, and especially Hel for their role in those Immortals' humiliation and loss of status, as well as the blow they helped deal Entropy. Thanatos is well-disposed to them for helping him displace Hel, but that should be considered a mixed blessing at best.

And in the upcoming years, the PCs will have a much-changed world to explore and conquer.







Timeline—Years 1,004-1,009 AC

While the events of Phase I, Phase II, and Phase III of this adventure are taking place, the world of Mystara is undergoing important changes as a result of Immortal interference.

The following timeline reflects those changes. When running the adventure, it's important to keep track of how much time the player characters spend at each stage and the time that passes between adventures to know what's happening in the world around them.

Not all of these events will touch the PCs' lives; indeed, the PCs may never hear about some of them. In other cases, however, the PCs will find themselves right in the midst of the events described; DMs should feel free to improvise new adventures around their responses.

The timing of these events has been deliberately left vague ("Spring," "Summer," "Fall," "Winter") in order to give the DM more freedom to work them into his or her campaign. Events that the DM thinks would not appeal to his or her players may be deleted and new ones substituted to fit the feel of the individual campaign world.

Getting the PCs to the right place at the right time will be crucial for those mini-adventures the DM wants to run. There are a multitude of devices the DM could use to achieve this end. Clerics, druids, paladins, and the like could receive missions from their superiors or dreams and omens from their Immortal patrons directing them where to go or what to do; this would put them in the path of greater world events. Likewise, other PCs could hire on as body-guards for some travelling merchant or potentate, become spies-for-hire for either or both sides of the conflict, take up the life of bounty-hunters, be professional investigators, become top military commanders or strategists, sign on as mercenaries, or even continue their careers as unaligned free agents. An ambitious DM could even run through this campaign for freshly created rookie Immortal PCs.

The point of all these mini-adventures is to allow time to pass so greater events can happen. They also help the PCs gain experience levels and find bits and pieces of mysterious information they can put together as months go by, slowly unveiling the whereabouts and purpose of the Nucleus of the Spheres. Benekander should only be used to bail out a party that has gotten lost in the inextricable mess of world events, PCs who cannot figure what to do next. A long-lasting campaign such as this one should also include adventure opportunities not necessarily related to the main plot.

Year 1,004 AC

In the years between Rad and Ixion's quarrel (AC 1,000) and the beginning of this timeline (AC 1,004), the various Immortals of both factions have mainly worked at recruiting supporters, both mortal and Immortal. Ixion's Ring of Fire has gained control of Alphatia and Alfheim; Rad's Fellowship of the Star controls Glantri, Thyatis, and the Heldann Freeholds. These four years mark an uneasy peace as the two factions maneuver their mortal followers along the paths they want them to take.

Now Ixion orders his followers to begin instigating the war he believes Rad cannot win. Rad, who wants to gain more time to find ways to use the Nucleus of the Spheres defensively, tries to delay the outbreak of war as long as possible. The bottom line is that the interference of the Immortals is finally coming to a head and resulting in dramatic events.

Spring, Year 1,004: Thyatis's Revolt

News Events: Things have been very busy in Thyatis lately. In recent months, the soldiers and sailors of the Thyatian army and navy, who are *normally* pushy and arrogant, have been outdoing themselves. On the Isle of Dawn, half of which is controlled by Thyatis and half by Alphatia in an uncomfortable state of near-peace, off-duty Thyatian soldiers have been more-than-commonly aggressive toward off-duty Alphatian soldiers.

At the same time, Thyatian warships have been very confrontational toward ships of non-allied nations and have been accused of piracy against trade-ships from Norwold and other Alphatian territories.

Meanwhile, in Thyatis City, the gladiatorial festivities are more lavish than ever, the parties and festivals are being thrown more often and with wilder abandon; all in all, it's a very entertaining place to be... until one spring day when everything goes wrong.

On that date, an enormous riot takes place in Thyatis City. The lower classes have for months seen a steady decline in the quality of the free bread passed out every morning in the city, bread which sustains the life of thousands of poorer Thyatians. While the size of a typical loaf of bread has shrunk in half, the loaves handed out have been only half-cooked and usually swimming with maggots. Finally the city's lower classes revolt, storming the Coliseum during one of the gladiatorial games.

Significantly, the Thyatian legions inside the city are poorly-trained and badly-led; they are unable to put down the rebellion. Far too many legions from other Thyatian cities have to be brought in to quell the insurrection, but quell it they finally do.

Over the next few weeks, the scandal continues to worsen as it is discovered that funds which were to be spent on the free bread were being diverted to fund several senators' nightly festivities, notoriously decadent affairs. Additionally, many Thyatian officers are charged with dereliction of duty or with incompetence, especially those who appear to be addicted to the dangerous *zzonga* fruit; they are executed.

Many of those convicted for embezzlement, bribery, and corruption break out of jail and leave for foreign parts, often in the company of their paramours, women of foreign nationality. Subsequent investigations of the Thyatian prisons reveal that they are rife with corruption; dozens of jailers and military officers involved with the prison system are executed.

What This Means: Most of these events are results of the activities of the Immortals Vanya and Valerias in Thyatis City.

Several years ago, Vanya, in the Mortal Identity of a Kerendian fighter named Anya, became the lover and then advisor of Emperor Thincol I of Thyatis, a self-made man after her own heart. He has since come to trust her shrewd judgment above that of any of his other counselors. Anya has convinced Thincol that a new age is at hand for Thyatis, when the empire can defeat its long-standing foes like Alphatia if only it can recapture

the warrior-spirit and ideals of its founders. Hence, Thincol and his officers are taking a very hard-line, militant stance against Alphatia and that empire's allies. As a supporter of Rad, she's done this to maneuver Thyatis between Alphatia and Glantri; if Alphatia attacks Glantri, Thyatis will be in the way.

Meanwhile, Valerias has taken on a Mortal Identity of her own. Some time ago, one of her clerics named Helena Ledamiades was killed by a jealous lover. Valerias has taken Helena's form and has made Helena's estate outside Thyatis City the social center of the empire. She has used seduction to set the empire's leading families at one another's throats and inspired many of the younger generation's most promising men and women to throw away their careers for lives of passion. Through the skillful use of blackmail, she has covered her tracks well; no one suspects her to be anything other than the empire's most fashionable hostess.

Helena's activities have led to the disintegration of the Thyatian military's moral fiber, the increased corruption of the public officials, and the increasing decadence of the city. As a supporter of Ixion, she's doing this to weaken Thyatis. Recognizing that Thyatis will probably be used to insulate Glantri from Alphatia, she is doing everything she can to make Thyatis crumble from inside.

The bread revolt was not deliberately incited by an Immortal but is a natural result, led by mortals, of Vanya's and Valerias's interference.

What the PCs Can Do: The PCs cannot prevent this incident; its foundations were laid years ago. However, if the PCs are in Thyatis City when it happens, they can have an adventure just surviving the riot. They can be caught between battling revolutionaries and military forces, can fight to save the life of some innocent (or guilty!) noble whom the crowd is trying to lynch, can be hired or pressed into service by the Emperor in order to quell the riots, or can just be in the Coliseum enjoying gladiatorial games when the riots break out. If the characters are Thyatian, they might try to carry out an investigation into the causes of the riots, which might eventually lead them to Helena's doorstep.

Spring, Year 1,004: Alphatia's Pride

News Events: Just as the Thyatian military forces have lately been more pushy and arrogant than usual, so have the magic-users of Alphatia. Alphatian travellers to other nations are conducting more duels to demonstrate their magical superiority, especially against Glantrian spellcasters. These duels are sometimes to the death.

Player characters in Alphatian-controlled territory will notice that there is a much more gung-ho, Alphatia-is-the-best attitude than ever before, and it seems to be empire-wide... but there is no obvious origin for it.

What This Means: The Immortal Alphatia is causing her clerics to incite this sort of fervor in the population. As a supporter of Ixion, she is trying to make the anticipated upcoming war between Alphatia and Glantri a "popular" war—one strongly supported by the whole population of Alphatia.

What the PCs Can Do: If the PCs spend a couple of weeks looking into the matter, spying around Alphatian-controlled cities, they will be able to discover that it is the clerics of the Immortal Alphatia stirring up all this resentment. However, these clerics will not discuss this matter outside their order. Even if forced to reveal their motives, all they can say is that this is the will of the Immortal they serve. However, this information is significant to Rheddrian if the PCs relay it to him; it helps him draw up his chart of which Immortal is helping whom.

Note that this event continues on far past its Spring 1,004 date, so the PCs can run across these clerical activities and investigate them up to the point that Alphatia declares war on Glantri.

Spring, Year 1,004: A Spy Perishes

News Events: Decades ago, an Alphatian elf named Troikithus, loyal to Empress Eriadna, travelled to Glantri as her spy. Pretending to be an elf from the Grand Duchy of Karameikos, he ingratiated himself with the elven Clan of Ellerovyn and established his identity as an vigorous, intelligent student of magic.

Recently, he uncovered evidence of a secret order of magicians studying a previously-unknown type of magic (the Radiance). He also heard rumors that there were followers of Entropy among the rulers of Glantri. He sent back a report to his Empress describing what little he knew and promising to find out more. A week later, Troikithus's drowned body is found in a canal of Glantri City.

The princes of Glantri do some research into the background of the popular murdered elf and discover that he was an Alphatian with an assumed identity—in short, a spy. Alphatia responds by denying that he was a spy, saying that he took the identity because of Glantri's long-standing disdain for Alphatians. Empress Eriadna protests his obvious murder, but with no evidence on either side neither Alphatia nor Glantri is willing to press the matter.

What This Means: Troikithus was definitely a spy for Eriadna, placed in Glantri long before the current troubles started. He worked long and well enough that he was finally able to guess at the existence at the Brotherhood of the Radiance and accumulate bits of evidence of its existence. Unfortunately, he was noticed by minions of one of the Brothers, the lich named Prince Brannart McGregor, the ruler of the Principality of Klantyre. Brannart ordered Troikithus silenced, and some of his undead servants hunted down and killed the unfortunate elf. Rad didn't know about Troikithus's investigations, nor did the Immortal have anything to do with his murder.

What the PCs Can Do: If the PCs are in Glantri in the early Spring of 1,004, they might be able to prevent the murder. They would come across the elf Troikithus as he flees the undead monsters Prince Brannart has set upon him. Troikithus knows he is not safe until he escapes from Glantri, so if the PCs are to save his life, they must at least get him across the borders. Unfortunately, he doesn't know much more than what he's already told Empress Eriadna, plus the new fact that he thinks Prince Brannart is involved... but he isn't sure that Brannart is part of the Brotherhood, and certainly doesn't know that Brannart is a lich.

Summer, Year 1,004: Alphatian Proclamation

News Events: The Alphatian Council of Wizards issues a document written and countersigned by Empress Eriadna. In it, the Alphatian wizards accuse the Glantrian Great School of Magic of harboring followers of the Entropic Immortals and using forbidden, evil varieties of magic.

An amused Prince Etienne d'Ambreville, speaking for the other Glantrian princes, replies that there are no followers of Entropic Immortals, or any Immortals, in Glantri, since the nation bans clerics of all philosophies.

Also, d'Ambreville points out, Glantri does not forbid the study of *any* variety of magic; therefore there's no such thing in his country as "forbidden magic." Even if there was, what Glantri's wizards study is their own business; certainly the wizards of Alphatia have no right to dictate to them what they can and can't do.

Lastly, the Glantrians say, will the Alphatians please explain what they're talking about?

What This Means: The Immortals are scarcely involved at all in this incident.

Eriadna and her councils of wizards have heard enough clues and hints over the years to be certain that there are strange, dangerous types of magic being studied in Glantri which might someday prove a threat to Alphatia's superiority. The death of the elf Troikithus just serves to confirm this in their minds. Unfortunately, they don't have enough evidence to stir Alphatia's Thousand Wizards into action or to turn Glantri's neighbors against the principalities.

So Eriadna and her counselors have issued this statement, partly as a bluff (it alludes to sources of information the Alphatians really don't have in the hopes of making the Glantrians nervous) and partly as insult (increasing the tension between the two nations, as the Alphatian wizards begin to worry that if not stopped the Glantrian magic-users might some day outmatch them in wizardry). Unfortunately, the cool response of d'Ambreville (Rad) means that the Glantrians aren't falling for the bait.

What the PCs Can Do: The exchange between the Empress of Alphatia and the Princes of Glantri is public knowledge, so the PCs could investigate matters if they were in Glantri this season (a full overview of the nation and all its notable figures is included in **GAZ 3: The Principalities of Glantri**). Backtracking the late Troikithus's activities would prove beyond doubt that he was a spy. It might also reveal to the PCs the elf's interest in strange magical researches and in Prince Brannart. Unfortunately, this would alert Prince Brannart that more investigators were on to him. Brannart is powerful, influential, and canny, so at some point the PCs will probably have to make a run for it the way Troikithus did in order to survive.

Summer, Year 1,004: Death of Torenal

News Events: A party of Glantrian heroes travels to Sundsvall, the capital of Alphatia, with another letter from Prince Etienne d'Ambreville to the Empress Eriadna. This is a follow-up to the letter wherein the Glantrians claimed not to know who murdered Troikithus, the Alphatian spy in Glantri City. In this new letter, Prince Etienne provides the Empress with more information proving that Troikithus was an Alphatian spy; his intent is to further embarrass and inconvenience Eriadna.

While waiting for their audience with the Empress, these adventurers meet General Torenal, who is the leader of the Alphatian Empress's elite guard and the father of some of Eriadna's children. When last seen, the Glantrians and Torenal are chatting amicably in a waiting chamber near Eriadna's throne room. What happens afterwards is in dispute.

Torenal and the Glantrians disappear. A day later, Alphatian investigators find the Glantrians, all drunk to unconsciousness, in a tenement in the Alphatian capital. Based on evidence in the tenement hideout — dust which turns out to be human remains, spell damage in the walls, and the use of a *wish* spell to extract memories from the Glantrians' minds — the Alphatians conclude that the Glantrian emissaries *teleported* Torenal to their place of hiding, then murdered him with magical spells, burned his body, and scattered his ashes to the winds. Then, according to the officials, the Glantrian assassins got drunk to celebrate. Eriadna's efforts to use a *wish* spell to resurrect Torenal fails for unknown reasons; the best guess is that the assassins used some sort of unknown magic to prevent his resurrection.

Naturally, the Empress is enraged. Her father, the former Emperor Tylion IV, takes charge of the investigation, and learns some interesting things with his magic.

The Glantrian assassins say they did not perform the murder, but have conflicting memories about the events. One set of memories has them speaking briefly with Torenal, who tells them to return tomorrow, as Eriadna cannot see them until then; in this memory, the Glantrians returned to the inn where they were staying, fell asleep, and did not awaken until the Alphatian investigators found them in another place entirely (the tenement). In the second set of memories, Torenal told them to return tomorrow, and they were so offended by his presumption that they took him away to the tenement and murdered him out of petty revenge.

The Glantrians are confused by these twin sets of memories, but do not think of themselves as callous murderers and do not believe they killed Torenal. Eriadna, on the other hand, believes that the memories where the Glantrians are innocent have been planted somehow, in an attempt to hide the truth of the murder so they can escape justice. Tylion is sufficiently intrigued by the discrepancy that he hasn't allowed Eriadna to kill the Glantrians yet.

Eriadna breaks off formal relations with Glantri, pending further information.

What This Means: This is a trap set by the Brotherhood of the Shadow, the Entropic Immortals who want this Immortal struggle to be long and bloody. They are afraid that if the war does not break out soon, Ixion and Rad might find some other way to settle their quarrel; this murder is their way of helping things along to a more violent path.

Consequently, the Immortal Atzanteotl appeared before the Glantrians in the guise of General Torenal and politely told them to return to their inn, that the Empress would see them

the next day. When they did return to the inn, he used his Immortal magic to put them to sleep. Meanwhile, some of his followers kidnapped the real General Torenal and took him to the tenement, then killed him. Atzanteotl transported the hapless Glantrians to the same place, then, at the permanent cost of some of his own energy, used a powerful Immortal-level spell (*transform*) to give them a second set of memories about the event, one he was sure would convict them in the Empress's eyes, which it has. He let the Glantrians keep their genuine memories as well, so that they might be tortured by knowing the truth about their innocence. He also performed an Immortal-level *wish* to ensure that Torenal remained dead in spite of Eriadna's best efforts.

What the PCs Can Do: The PCs shouldn't have the opportunity to prevent this event; the murder of General Torenal is pivotal to the commencement of the war.

However, the PCs certainly can be involved in this episode. If they are in the Glantri area before the event begins and are known as reliable adventurers, they might actually *be* the "Glantrians" who took the message to Eriadna and were framed for murder. In this case, you would need to role-play the encounter between Torenal and the PCs, wait until they're in a position when Atzanteotl can cast his Immortal *sleep* spells upon them and put them in his trap. They won't awaken until they're being clapped in chains for Torenal's murder, will doubtless protest all the way to the dungeons of the Imperial palace... and then it's up to them to escape if they're to avoid execution.

Summer, Year 1,004: Heldannic Clerics Killed

News Events: Clerical missionaries of the Immortal Vanya from the Heldann Territories are slaughtered while travelling through the Ethengar Khanates. The Ethengarians deny any involvement, though the bodies are demonstrably riddled with Ethengarian arrows and lances.

What This Means: This event actually has little to do with the activities of the Immortals. The clerics from the Heldann Territories were rude, arrogant, and insulting to the Ethengarians and their beliefs all during their trip. Ultimately, a group of youthful Ethengarian horsemen decided to avenge themselves of the insult in secret; they ambushed and killed the clerics.

In actuality, few of the involved Immortals appreciate the importance of this incident, aside from Vanya, who is naturally outraged. The Brotherhood of the Shadow is alarmed by it, since they want both groups of nations (Alphatia and its followers vs. Glantri and its allies) to be roughly equal in strength; a Heldannic-Ethengarian war would distract one of Glantri's most important potential allies away from Alphatia. However, Vanya's grip over the Heldannic Knights is such that the Brotherhood is unable to divert them from turning their attention to the Khanates.

What the PCs Can Do: If the PCs are in the Ethengar Khanate, they could walk into this situation and react... either on behalf of the clerics or the Ethengarians. Whatever the outcome of the event, it is sure to enrage the Immortal Vanya and the Heldannic Knights.

Summer, Year 1,004: "Assassins" Escape

News Events: The Glantrians who were supposed to have assassinated General Torenal break out of the Imperial Palace's dungeons and escape.

What This Means, and What the PCs Can Do: This event can have any number of different meanings and resolutions.

If the Glantrians who were framed for Torenal's murder are NPCs and the player-characters are unconcerned with their future, then the Glantrians break out from prison with the help of unknown parties; the investigators of ex-Emperor Tylion can find no clues to how they managed it. The truth is that Tylion himself, becoming convinced of their innocence, organized their escape in his *persona* of Master Terari in order to prevent their unjust execution.

If the framed emissaries were NPCs and the PCs are interested in seeing that justice is served—or just in finding out what the emissaries have to say—then the PCs might wish to free the jailed Glantrians. Once the PCs are in the city of Sundsvall, a little investigation on their part will reveal that a woman of the imperial court, Galatia Allatrian by name, is passionately protesting the Glantrians' imprisonment and imminent execution. This isn't because she has any particular love of Glantrians, but she has recognized from Tylion's analysis that some sophisticated frame has occurred and that the true murderers are still at large... perhaps still within the palace. The empress is not listening to her, because Galatia is not Alphatian; she's an Alphatian-descended Thyatian citizen from the Isle of Dawn. For years she has served as lady-in-waiting to Asteriela Torion, daughter of the Thyatian Emperor and a hostage in Eriadna's court. If the PCs talk to Galatia, they can work out a deal with her whereby she will sneak them into the top level of the dungeons beneath the Palace the night before the prisoners are to be executed; it will then be up to the PCs to reach the prisoners and rescue them. She will be able to provide them with a map of some sections of the dungeons, but only of the upper level; she has never been to the lower level, where the "assassins" are kept. Details of the Imperial Palace's dungeons and defenses are up to the DM, but remember that they should be very sophisticated and difficult to escape from.

Galatia Allatrian

History: Galatia is a cousin of Countess Julia Kendasius, the ruler of Kendach on the Isle of Dawn. Presented to the court of Emperor Thincol of Thyatis, she became lady-in-waiting to his daughter Asteriela. When Asteriela was sent to Alphatia to be a hostage in exchange for Empress Eriadna's son Tredorian, Galatia came with her. Initially somewhat at a loss at the Alphatian court, Galatia found her feet while studying magic under Master Terari, one of Eriadna's chief advisors (in fact, an alternative identity of Tylion). She is a popular designer of stylish clothes.

Personality: Clever and energetic. She has now seen so much of imperial politics that she does not feel loyal to any king or emperor; she's too familiar with their frailties. She directs her efforts toward helping people, not governments.

Her work as a clothes designer is very important to her; she has the traditional artist's temperament, including a short temper, a highly variable attention span, and unpredictable mood swings, often toward broodiness.

Appearance: 5'3", 100 lbs; red hair and brown eyes; coppery Alphatian coloration; designs and wears very stylish robes and gowns; age 25.

Combat Notes: 5th-level magic-user; AC 9; hp 17; MV 120' (40'); #AT 1; D 1-4 (dagger) or by spell type; Save MU 5; ML 7; AL N; S9 I18 W11 D12 Co 10 Ch15. Languages: Thyatian, Alphatian, Thothian, Elvish (Shiye-Lawr dialect), Alignment (Neutral). General Skills: Artisan (Clothes Design) (I+1), Artisan (Color Sketch Artist) (I), Knowledge of the Isle of Dawn (I), Mapping (I), Knowledge of Sundsvall (I), Knowledge of Thyatis City (I), Knowledge of the Imperial Palace (I).

If the framed emissaries were the PCs themselves, then they will have to escape or be executed. Again, the DM has to design the dungeons and their defenses. If the PCs cannot find a way to escape, they'll be given a little help; either Tylion or Galatia will sneak them a key to get them out of their immediate chains and cells. From that point, they'll have to sneak and battle their way up through the dungeon's levels, hopefully to reach one of the dungeon's exits which opens onto palace grounds instead of into the palace itself.

Fall, Year 1,004: Glantrians Assassinated

News Events: Not long after the escape of the Glantrian emissaries, more treachery breaks out, this time in Glantri. Several Glantrian nobles having dinner together, including at least one representative of each noble family, are assassinated by a bombardment of *lightning bolts, fire balls, death* spells, and other powerful magics. The assassins, obviously very high-level magic-users, escape clean away, their identities unrevealed, though the only surviving diner (Prince Innocenti di Malapietra) can testify that the killers were wearing Alphatian-style clothing.

What This Means: This is another effort by the Brotherhood of the Shadow to begin war between Alphatia and Glantri. The Immortal Alphaks took on the Mortal Identity of a high-level magic-user and assembled several of his chaotic followers to perform this mass murder. Naturally, they wore Alphatian garments and arranged for at least one mortal to survive as a witness in order to pin the blame on Alphatia. The attack drives Innocenti, already the most paranoid of Glantri's rulers, into a frenzy of accusations against enemies of Glantri (real and imagined).

What the PCs Can Do: The PCs, if they are in Glantri at the time the incident begins, could spot the "Alphatian assassins" massing for the murder, and interfere... though they would be facing Alphaks's Mortal Identity (a 36th-level magic- user) and several other spellcasters of 20th-32nd level, and could be seriously harmed or even killed for their pains. However, if the PCs warn the victims or attack the killers before the ambush is sprung, some or all of the victims will survive and return fire, helping the PCs chase off the assassins. The PCs will earn the gratitude from the victims, and will be marked down by Alphaks for future revenge. They will have saved lives... but the outrage of the Glantrians will be the same.

Fall, Year 1,004: Thyatis Intrudes

News Events: The united Princes of Glantri send word to Empress Eriadna of Alphatia, instructing her to surrender the assassins to Glantrian justice. Everyone expects that.

But it's a surprise when Thincol I, Emperor of Thyatis, sends Alphatia a stern warning, saying that it is obvious the assassinations were performed by Alphatia in retribution for the death of General Torenal, and informing Eriadna that Alphatia *will not be allowed* to extend her territorial holdings through these treacherous means.

Eriadna of Alphatia replies that it was not involved in the deaths and that Thyatis had best keep its attention to its own territories. It is obvious from this event that Glantri and Thyatis have secretly achieved some sort of alliance.

What This Means: Glantri's message is a natural repercussion of the assassination. Thyatis's is not, however: an Immortal is responsible for that. The Immortal Vanya, in her Mortal Identity of Anya, has persuaded Emperor Thincol that Alphatia intends to conquer all of the Known World and that Glantri is merely their first target in a plan to encircle Thyatis. Thincol therefore plans to align with Glantri in order to prevent the rival empire from becoming too powerful.

What the PCs Can Do: This is not an incident for PCs to become involved with; it really consists only of threats passed between rulers. However, these threats are not secret; they become news and gossip in every corner of the Known World.

Fall, Year 1,004: Heldanners Attack

News Events: Without benefit of a declaration of war, the Heldannic Knights send several punitive raids into Ethengar, launching deadly lance-cavalry attacks against Ethengarian encampments and slaughtering every last man, woman, and child encountered.

What This Means: This is in retaliation for the summertime deaths of the Heldannic missionaries. Immortals are not involved; as before, members of both the Brotherhood of the Shadow and the Fellowship of the Star hope that Vanya will not devote too much of her attention to petty revenge.

What the PCs Can Do: If in Ethengar, the PCs could be caught at an Ethengarian campsite during one of the Heldannic attacks. With luck, they could repel the attacking forces and stop one of the massacres from taking place. For once, the Ethengarians really are innocent parties, while the Heldanners are simply brutal knights bent on the most savage sort of revenge.

Fall, Year 1,004: Asterius's Temples Burned

News Events: In Alphatia, dozens of temples of the Immortal Asterius are burned to the ground over a period of days. The Alphatian authorities capture the arsonists—a band of Glantrians.

These Glantrians, elves of the Erewan clan, claim to have been envoys from Glantri to Darokin. They say that they were magically put to sleep and awakened within a burning temple of Asterius. However, magical probing with a *wish* spell reveals that they, too, have two sets of memories about the event. One set clearly shows the elves accepting a mysterious cloaked man's commission to destroy the temples of Asterius.

Empress Eriadna rushes the investigation through the judicial system; the Glantrian elves are quickly tried and sentenced to death.

The Princes of Glantri protest the trial but make no direct attempt to rescue their envoys.

What This Means: This event involved Immortal intervention but was not terribly well-organized. The Immortal Alphaks, anxious for war to begin and always eager to hurt Alphatians, burned the temples down and framed the Glantrians in crude imitation of Atzanteotl's earlier efforts. However, the Immortal whose temples have been destroyed, Asterius (an ally of Rad), is able to determine that the Glantrians are innocent and instructs his surviving Alphatian clerics to intervene on their behalf. Asterius begins to suspect the existence of a third faction. He warns Rad and the rest of the Fellowship of the Stars' members and starts looking for evidence to back up his hunch.

What the PCs Can Do: If present in Glantri during this time, the PCs can stake out Asterius's temples (during the days when the burnings are still taking place); later, once the Glantrians are captured, PCs can investigate the Glantrian elves. A thorough investigation by the PCs will reveal that the elves were seen by many witnesses on the road between Glantri and Darokin during the time when the temples were being burned; they were even at a meeting with members of the Darokin government at the time of one burning. If the PCs are willing to speak for the elves at the trial and produce witnesses to attest to the elves' alibi, they might even win the elves a verdict of not guilty. However, Empress Eriadna will continue to believe that the Glantrian elves burned the temples and will keep them imprisoned for the time being.

Winter, Year 1,004: Alphatian Armada Burns

News Events: If the Erewan elves were convicted of burning the temples of Asterius, then the Glantrian adventurers who were accused of killing General Torenal break into the Imperial Palace's dungeons and rescue the Erewan elves.

Later, escaping from the continent of Alphatia, they stop in at the city of Aasla, which is the main port of the Alphatian navy's sky-ship armada. They steal a naval sky-ship and make their escape, starting a fire among several other ships to conceal their departure and delay pursuit.

Unfortunately, before the mages of Aasla can put out the fire, it grows into a firestorm. Amazing amounts of heated air from the sky-ship fire rises from the city; more air rushes in from the surrounding countryside. The fire spreads and the cycle continues, turning the city into an inferno. When all is done, days later, the city is a crumbling acropolis of ash; half its population, especially the non-spellcasting citizens, are dead.

What This Means: The Glantrian adventurers simply returned to Sundsvall to keep the Alphatians from executing the Erewan elves. Firing the sky-ships was a natural distraction... and the fire-storm was natural, not magical at all. Unfortunately, Ixion and his allies will believe Rad's ally Rathanos, an Immortal obsessed with fire, is responsible.

What the PCs Can Do: If the PCs were the ones who rescued the Glantrian adventurers from the dungeons, or were themselves imprisoned there and escaped, then they can mount a rescue attempt on the hapless Erewan elves as well. Either Rheddrian or the Princes of Glantri (especially Etienne d'Ambreville or Princess Carlotina Erewan, who sent the envoys in the first place) would be happy to hire someone with experience in those dungeons to accomplish the rescue. The PCs can use the contact who helped them before, either Galatia or Terari, to find them a way into the dungeon. Terari or Galatia will tell them that their best mode of escape is via Aasla and a stolen sky-ship, and if the PCs take that route, then the elves they rescue will suggest the burning of other ships as a distraction. If, however, the PCs and escapees leave by another route, the firestorm can occur anyway: Alphaks, with his hatred of the Alphatians, will be happy to set the fire, knowing that the arson will be blamed on the escapees.

Year 1,005 AC

Spring, Year 1,005: War Is Declared

News Events: Empress Eriadna of Alphatia, having sorted through the ruins of the city of Aasla and determined what has happened, issues a proclamation of war against Glantri.

Immediately thereafter, the Principalities of Glantri declare war upon the Empire of Alphatia. Considering Glantri's much smaller size, this sounds like a joke—until the next day, when the Empire of Thyatis and the Heldannic Knights both declare war on Alphatia as well.

This is a grim day for Rad, who has been trying to delay the outbreak of war as long as possible, and a victory for the Ring of Fire. Alphatia and Thyatis, the two greatest political powers of the Known World, are now at war.

What This Means: This is the event the Ring of Fire has been preparing for since AC 1,000; the Brotherhood of the Shadow has also been doing its bit for the past several months.

Most of the members of the Fellowship of the Star wanted to avoid war altogether if possible (Vanya was the main exception); they now take up a defensive position and hope the countries they control can stand up to Alphatia's might long enough for Rad to find a way to use the Radiance to help them.

What the PCs Can Do: The PCs will have to cope with the situation wherever they are. If they are within lands controlled by the Thyatian Empire or Alphatian Empire when war is de-

cleared, they will have to cope with the empire's sudden mobilization for war. They might even find themselves drafted by one of the empires' armed services, forcing them to choose between serving their empire's interest or Rheddrian's. If they happen to be citizens of one empire and are in the other's territory when the declaration is made, they will have to sneak, negotiate, or fight their way out.

Spring, Year 1,005: The Master Seizes Sind

News Events: The Master of the Desert Nomads, ruler of Hule (a vast land far to the west of the Known World region), seizes control of Sind, a nation on the western border of Darokin and Glantri. While no one knows whether he is an enemy or ally for Glantri, about Darokin there can be no mistake, as he has wanted to conquer the Republic for some time.

What This Means: This event is a combination of mortal and Immortal actions, but not by any member of the three groups of Immortals mentioned so far. The Master of the Desert Nomads is a servant of the Immortal Bozdogan (Loki); his takeover of Sind is the culmination of a long, carefully-planned campaign of subversion and treachery.

The opportunity offered by having the Desert Nomads' armies positioned on Darokin's borders, however, gives Atzanteotl an idea. He promises Loki a favor if Loki will allow him to "borrow" the Desert Nomads for awhile; intrigued, Loki agrees. Atzanteotl begins visiting the Master in Incorporeal Form and subtly urging him that the time is right to invade Darokin before it can get its defenses in order. The idea of controlling Hule, Sind, *and* Darokin is pleasing to the Master's personal ambitions; the attraction for Atzanteotl is that Darokin's central location would put the Desert Nomads in a very good position to strike against Glantri, Alfheim, the Broken Lands, the Five Shires, Rockhome, the Emirates of Ylaruam, the Ethengarian Khanate, or Karameikos. Atzanteotl could then encourage the Master's forces to attack any of these nations, depending on what side the Brotherhood of the Shadow is supporting at that point in the war.

What the PCs Can Do: The PCs are unlikely to be in Sind when the invasion takes place. If they are, they will not be able to stop the vast armies of the Desert Nomads from seizing the land; at best, they can rescue innocents from marauders, then escape to be the first to warn the border forts and government of Darokin about the Master's activities.

A nervous Darokin will begin rounding up promises of assistance from neighboring countries. The PCs may be sent as diplomats to try to arrange formal alliances with the other Known World nations—a task made more difficult by the need of those nations to protect their own borders as the Glantri-Alphatia war continues to spread.

This is a good opportunity for the DM to dig out his or her old copy of **X10: Red Arrow, Black Shield** *and play it out. With some adjustments, the whole module could be run without too much trouble. The best time for the main invasion to start would be right after the fall of West Portage (Fall/Winter 1,005). The invasion would probably end sometime around Spring-Summer 1,006.*

Summer, Year 1,005: Empires Build Forces

News Events: The Empire of Alphatia, caught off-guard by Thyatis's declaration of war, finds that it cannot immediately send conventional invasion forces against Glantri; Thyatis and the Heldannic Knights can interfere along every approach to Glantri. Also, the largest available sky-fleet was the one destroyed at Aasla, further limiting Alphatia's mobility with normal troops. So they decide on a longer, more grueling plan for the conquest of Glantri. First, they must eliminate the Empire of Thyatis as an obstacle, and the first step in this plan is to take over the Isle of Dawn.

What This Means: Alphatia must begin building up its armies and sea-navy, particularly on the eastern half of the Isle of Dawn, the large island that lies between the two empires.

Naturally, the Empire of Thyatis also begins building up its armed forces, particularly on the western half of the Isle of Dawn.

What the PCs Can Do: If the PCs are in a position to advise or help any of the nations now gearing up for war, keep track of the advice and support they provide; it could make a difference in any of the wartime engagements to come. Always let the PCs know what effects their individual recommendations or support had on a battle or situation, even when they're not present for the action; it will help them understand how much a part they can play in the adventure and the campaign.

Summer, Year 1,005: Alphatia Sends Monsters

News Events: Since Alphatia can not yet attack Glantri directly, they decide on a stop-gap attack: a reign of terror which they can set into motion without having to monitor.

Many Alphatian wizards travel secretly to Glantri and conjure hordes of monsters—many of them from other planes—and release them in Glantri. The monsters rampage across the civilian population of Glantri, and the Glantrian wizards have a hard time keeping the monsters in line.

Unfortunately, many of the monsters spill over the borders into Sind, Wendar, Darokin, the Broken Lands, the Ethengar Khanate, and even into Alfheim.

What This Means: This is a mortal event, not part of any Immortal's plan. It is a great inconvenience to the Immortal Rad, since he must take time from his work with the artifact to coordinate the anti-monster activities in his Mortal Identity as Etienne d'Ambreville.

What the PCs Can Do: If the PCs are in Glantri or any of its neighboring countries, they will be attacked by rampaging monsters, often of types not normally found in those surroundings. Learning the truth about what's behind this sudden rash of out-of-place monsters can easily be made into a mini-campaign, the culmination of which would be to figure out where the monsters are coming from, correlating that information on a map, and discovering the sites where the Alphatian wizards are conjuring and releasing the monsters. If all goes well, the characters might be able to ambush these wizards and put a halt to their activity.

Fall, Year 1,005: West Portage Falls

News Events: The Alphatians on the Isle of Dawn begin the ground war by assaulting the Fortress of Kendach and the Hold of Fenswatch, the fortifications which defend the critical town of West Portage, where elements of the Thyatian Fleet are still being prepared for war in West Portage's shipyards.

Over a period of a few weeks, the Alphatians box in the two citadels and then send troops directly against West Portage. The garrison at West Portage puts up a spirited defense... but eventually falls before the Alphatians. Soon afterward, Kendach and Fenswatch also fall.

What This Means: This is a mortal event; the Immortals did not have any direct effect on it, although one Immortal did have an important indirect effect.

It's a tremendous shock to the citizens of the Thyatian Empire that West Portage and its two defensive citadels fall as fast as they do. The reason they cave in so quickly is because their garrisons, especially the officer corps, are badly-trained and dissipated. This is a result of the general decay of the empire's officers due to the activities of Helena Ledamiades, a Mortal Identity of Valerias (see the Spring 1,004 entry above, as well as the "Tactics of the Ring of Fire" section at the beginning of Phase II).

What the PCs Can Do: PCs fighting for the Alphatians at West Portage could hasten the city's fall by acts of infiltration and sabotage, especially any sabotage which can damage or destroy the city's walls or gate or which further diminish the fighting ability of the city's garrison. PCs fighting for the Thyatians at West Portage could perform espionage missions or rear guard actions against the Alphatian forces. This will buy time for the Thyatians to finish outfitting some of the ships currently in drydock; every ship that launches before West Portage falls is another ship which escapes to fight the Alphatians another day.

Winter, Year 1,005: Nomads Invade Darokin

News Events: The Master of the Desert Nomads launches a lightning-swift attack into Darokin, overwhelming the western defenders and driving the armies of Darokin back before it. Within weeks, the great cities of Akesoli and Akorros have fallen. The tattered remnants of the Legions of the Republic fall back through the hills east of Akorros to defend Darokin City. In those hills, units of the defending army try to dig in their heels and make a last stand so that the other forces can get to the capital safely.

What This Means: This event would have occurred on its own because the Master sees Darokin as a rich prize for the taking; Atzanteotl has simply sped up the process. The Desert Nomads are now in a good position for later use against any force Atzanteotl chooses to oppose. In the meantime, they will be able to exercise their savagery against the citizens of Darokin and will hone their fighting skills against Darokin's military. Best of all, in keeping with the Brotherhood's goal of spreading the war to as many nations as possible, he has brought chaos and misery to a prosperous and neutral nation.

What the PCs Can Do: PCs in Darokin at this time might be able to slow or stop the Desert Nomads' advance by reinforcing the Darokin units making their stand in the hills, leading reinforcements from the Five Shires or Alfheim, or conducting raids against Desert Nomad positions.

Year 1,006 AC

Spring, Year 1,006: Sabotage in Alphatia

News Events: Glantrian wizard-adventurers travel to Sundsvall, capital of Alphatia, and harass Alphatian nobles there—fire-bombing noble estates, launching hit-and-run attacks on wizards and military officers, releasing conjured monsters in the streets, and the like.

The actual damage they do is negligible, but these incidents polarize opinions about the war in Alphatia—some are outraged and demand Glantri be punished, while others wistfully recall the old days when this sort of thing didn't happen in Alphatia. The latter group begin to speak out in favor of isolationist policies that would enable them to just be left alone with their studies.

What This Means: This is Glantri's revenge for the monster hordes which the Alphatians unleashed on the Principalities. Rad had something to do with the instigation of this response, but in his capacity as a Prince of Glantri, not as an Immortal.

The Glantrians who were accused of killing General Torenal could be among the adventurers causing trouble in Sundsvall.

What the PCs Can Do: If the PCs are helping Alphatia, they could stay in Sundsvall during this season and help counter the effects of the Glantrian intruders. They'd have to anticipate Glantrian attacks and be there ahead of time to ambush the Glantrians.

If the PCs are helping Glantri, they could well be among the adventurers causing trouble in Sundsvall. If so, they will have to be intelligent and plan carefully to keep at least one step ahead of the Alphatian heroes looking for them.

The Princes of Glantri will keep their saboteur-magicians in Alphatia for at least a year but are willing to rotate in new, fresh magicians for PCs who are tired of the duty in Sundsvall.

Spring, Year 1,006: Karameikos Sells Out

News Events: Teldon, head of the Magicians' Guild in the Grand Duchy of Karameikos, makes a secret diplomatic mission to Sundsvall. On his return, Duke Stefan announces that henceforth his country will no longer be a "Grand Duchy" but the Kingdom of Karameikos, with himself as King Stefan I.

The terms of the treaty of mutual peace and neutrality Teldon has just negotiated with Alphatia soon become public knowledge. The newly-established Kingdom of Karameikos agrees not to help Thyatis in this war—in effect, selling out their longtime allies. In return, Alphatia agrees to recognize Karameikos's independence and to set up a school of magic in the Karameikan capital of Specularum.

This treaty is one of the major events of the war. Duke (now King) Stefan has long desired his own throne, completely free of any allegiance to his old friend, Emperor Thincol. With Thy-

atis's troops committed to the war with Alphatia, Stefan has chosen this moment to declare his independence, when Thincol can hardly spare the men to re-take Karameikos (which has been autonomous for the last three-and-a-half decades anyway).

Stefan has received Empress Eriadna's assurance that Alphatia does not perceive Karameikos to be Thincol's ally. He believes that Thyatis is doomed and rationalizes his betrayal of his homeland by saying that the steps he has taken will insure that Thyatian culture survives even if the Empire is destroyed. He also recognizes the very real danger posed by the Master of the Desert Nomads. Finally, by establishing a school of magic, he is looking to the future, hoping to increase his nation's magical ability in upcoming years.

Within weeks of the treaty's being made public, the best units of Karameikos's military forces march and sail west to relieve the pressure on Darokin. En route, they join halfling forces from the Five Shires and a small number of elven units from Alfheim.

What This Means: This is a mortal event, not directly influenced by the Immortals; it reflects Duke Stefan's analysis of the situation and his efforts to ensure his country's welfare.

What the PCs Can Do: If the PCs are citizens or allies of Karameikos, they could conduct the wizard Teldon to and from Alphatia.

Since the treaty helps Alphatia, which currently has the upper hand in the war, the Brotherhood of the Shadow will oppose it if they hear of it. If the PCs are escorting Teldon, assume that the Brotherhood of the Shadow does catch wind of the treaty and that Hel dispatches assassins to kill Teldon. The PCs must keep him alive long enough to negotiate the treaty and return home.

Spring, Year 1,006: The Master is Hammered

News Events: The forces of Karameikos, allied with military units from the Five Shires and Alfheim, march to Darokin City, which is now besieged by the Desert Nomads. They lift the siege on the city, reinforce the legions there, and then begin taking the war back to the Master. Over the next few weeks, the overextended Desert Nomads are slowly driven back.

What This Means: This is a mortal event, not one set into motion by the Immortals. It's inconvenient to Atzanteotl, who led the Desert Nomads into Darokin for a reason, so he will do what he can to support the Desert Nomads. Examples of actions Atzanteotl might take include sending monster allies (such as manscorpions) to aid the Desert Nomads and attempting to corrupt officers of the forces of Darokin and her allies to turn traitor for various fabulous rewards (alternatively, he could blackmail important NPCs for the same effect).

What the PCs Can Do: If the PCs are allied with one of the nations listed above, they can help the allied forces lift the siege on Darokin City and push back the Desert Nomads. Even if they are from some other part of the Known World, experienced adventurers always make welcome mercenaries. As an elite force or an unpredictable group of adventurers, the PCs could fight the manscorpions and other monster forces unleashed by Atzanteotl or spot the early signs of an allied officer contemplating treachery.

Summer, Year 1,006: The Master's Revenge

News Events: The Master of the Desert Nomads has been defeated. His forces retreat into Sind and tighten their grip on that unfortunate country. Atzanteotl, disgusted by the Desert Nomads' inability to get the job done, washes his hands of the whole affair. As a final defiant gesture, the Master formally *curses* those who have defeated him.

To everyone's surprise, the *curse* has an immediate and deadly effect. Only a few days later, an enormous meteor smashes through the sky and slams into northern Darokin. Ironically, its point of impact is directly upon Corran Keep, on the Darokin/Glantri border.

The impact destroys an entire range of mountains, creating a crater dozens of miles in diameter. The resulting earthquake knocks down buildings as far south as Akesoli and can be felt as far north as Glantri City. In Glantri, the Principalities of Blackstone and Caurenze are devastated, as is most of Darokin north of Lake Amsorak. The cloud rising from the impact is larger than some countries. Stretched by the last western winds of the season, the cloud covers all of southern Glantri and northern Darokin out as far east as the middle of Alfheim.

The immediate loss of life is tragic, but Glantri survives. However, the impenetrable cloud stays in the air for days, blocking out the sun. When it finally starts to settle, ash covers everything, killing plants and fouling drinking water. Together the cloud and ash have a catastrophic result on the crops of both countries, ruining the harvest and threatening famine for the upcoming winter. Popular opinion in Glantri credits the attack to Alphatia; the Glantrians vow to make the Alphatians pay if they have to fight to the last wizard.

What This Means: This event surprises the Master as much as it does everybody else. The Immortal to blame is not Loki, who knows better than to risk the punishment sure to follow such a blatant act of direct Immortal interference once the Council of Intrusions tracks down the perpetrators. Instead, it is Alphaks, whose love of big explosions and mass destruction has finally gotten the better of him. He diverted the meteor from its regular orbit and aimed it toward Darokin; the only reason it did not do even more damage was his desire to make the Glantrians (descendants, like the Alphatians, of some of his ex-followers) suffer as much as possible.

What the PCs Can Do: DMs who want to run a strange adventure for mortal PCs *or apprentice Immortals* can give them the chance to try to avert this disaster. Assume that the giant meteor is not aimed for northern Darokin but directly at Darokin City itself.

An astronomer has spotted the meteor and been puzzled by its unusual behavior—its sudden change of course, and the fact it has grown steadily brighter while not altering its position in the sky (this is because it is heading directly toward Mystara). He mentions it as an oddity at a party and is overheard by Rheddrian, who sends the player characters to investigate (they may demand a bonus for this one!).

Upon their arrival, they learn that the meteor has an atmosphere, so they do not need any special spells to survive there. Furthermore, it is inhabited by monsters of all sorts. They will

soon note that the world below them is rapidly getting bigger; it shouldn't take too long for them to realize they're on a collision course with the planet. The DM should be creative in devising a way for them to divert the meteor from striking Darokin City. If they don't have sufficient spellpower, the DM can let them discover that rocks from opposite sides of the meteor are highly explosive when banged together. They then only have to decide the direction they want to try to make the meteor go, gather the necessary materials (the local monsters will prove uncooperative), and devise a way to set off a big explosion without being blown up in the process.

If they do their job well and get lucky, the meteor will be diverted far enough off course to land in the relatively unpopulated Darokin/Glantri border region, rather than over a major city. Alternatively, they could cause the meteor to hit somewhere else—in the middle of Lake Amsorak or the Broken Lands—or miss the planet altogether, becoming Mystara's third moon.

The rest of **The Immortals' Fury** presumes that the meteor hits and creates its crater at the location shown on the map; if the meteor does hit somewhere else, the destruction will occur at that point, and the DM will have to modify the adventure to accommodate those differences.

Fall, Year 1,006: Twisted Trees of Alfheim

News Events: With the coming of autumn, the trees of the forest of Canolbarth begin to darken, twist, and mutate into sinister things. The elves of Alfheim are at a loss to explain the mutation, other than to guess that something in the fallout from the ash is causing it. Whatever its origin, they are helpless to halt it. The forest becomes increasingly inhospitable to the elves.

What This Means: In reality, the mutation is being caused by wizards of the Shadow Elves who live in caverns below Alfheim, who are altering the forest to their liking. They are using those changes and the darkness caused by the cloud to conceal their infiltration of Alfheim. Rafiel, Immortal patron of the Shadow Elves, is helping them achieve this goal, for two reasons. First, he has long wanted them to be able to live on the surface again, as is their birthright. Second, if the Shadow Elves can take Alfheim, it means that another nation led by the Fellowship of the Star is poised to strike at Glantri's enemies.

What the PCs Can Do: There's nothing the PCs can do to stop the mutation of Alfheim's trees. However, if the PCs are in Alfheim and decide to investigate, they might detect the small bands of Shadow Elves creeping out of holes in the ground and might thwart some of the Shadow Elves' attempts to murder Alfheim elves or isolate Alfheim communities.

Fall, Year 1,006: The Abandoned Nation

News Events: The dwarves of Rockhome have had enough. It is evident to them that the world has gone mad... and they do not wish to be driven mad with it.

King Everast declares a state of emergency and commands his entire population to "go deep." Within weeks, every dwarf in

Rockhome is locked up securely in a deep cave, a cavernous city, or some other subterranean community; all the surface dwellings of the nation are stripped bare, their furnishings and treasures safely hidden underground. The nation of Rockhome literally disappears from the face of Mystara.

What This Means: The Immortal Kagyar has told the dwarf-clerics of Rockhome that the war between the empires will get worse before it gets better. He did not tell them to retreat like turtles into shells, but this is their natural response, and something they do well. Therefore, they will sensibly retreated into their caves to wait out the tumult.

What the PCs Can Do: The PCs can't change the minds of Rockhome's king; the abandonment of Rockhome's surface will take place as planned. However, the PCs could persuade isolated bands of dwarves to stay topside and participate in the war or the investigation of the Immortals.

Winter, Year 1,006: Ethengar vs. Heldann

News Events: The Great Khan of Ethengar, whose people have suffered from several savage raids by the Heldannic Knights and have been pushed eastward by the choking black clouds from Darokin, invades the Heldann Territories. His forces march straight to the capital, Freiburg, and lay siege to it.

What This Means: This is a mortal event, not directly influenced by the Immortals.

What the PCs Can Do: If the PCs are with the Ethengarians, they can participate in the sacking and pillaging of Heldann communities on the road to Freiburg. If they are with the Heldanners, they can assist in the defense.

Winter, Year 1,006: Redstone Besieged

News Events: On the Isle of Dawn, the Alphatian army attempts to secure the center of the island, turning its attention to Redstone Castle.

What This Means: This is a mortal event, not directly influenced by the Immortals; it is a natural progression of the Alphatian plan for the conquest of the Isle of Dawn.

What the PCs Can Do: If fighting for the Thyatians, the PCs can act as an elite force to harry the Alphatian besiegers; if fighting for the Alphatians, they can try to figure out more effective ways of cracking the nearly-impregnable Redstone Castle.

Winter, Year 1,006: Ylari Raid Thyatis

News Events: Since Thyatis has committed most of its military forces to the Isle of Dawn, a bold young emir decides to take advantage of Thyatis's distraction.

Zealot followers of the "Desert Garden" philosophy of al-Kalim execute a brilliant nighttime crossing of the Altan Tepes mountains into northern Thyatis. The wholly-unexpected attack takes the Thyatians at Fort Nikos off guard. Convinced that they are hopelessly outnumbered, the Thyatian commander surrenders without a single life being lost on either side. The next day, the Ylari seize the town of Biazzan, capital of the Barony of Biazzan; the civilian authorities in Biazzan also promptly surrender rather than face massacre.

Thyatis now has a new enemy to face: the forces of Ylaruam, who are already on Thyatian soil. Thyatis must summon up reserves forming in Thyatis and recall units from the Isle of Dawn to cope with the new threat.

What This Means: There is an interfering Immortal at work here, though it is not al-Kalim. Valerias's efforts to undermine the fighting-spirit of the Thyatians has been firmly checked by Vanya's efforts and the Thyatians's improving wartime discipline. Valerias therefore gives up on Thyatis for the time being and takes on another Mortal Identity in Ylaruam, that of a desert prophet. As someone who promotes strong passion of any kind, it proves easy for her to fire the Ylari with the idea of using Thyatis's distraction with the overseas war to recapturing Tel Akbir and Biazzan, territories lost to the Thyatians generations ago.

What the PCs Can Do: If the PCs are Ylari heroes who are well-known to the population, they could conceivably persuade the Ylari not to launch this attack—but *would* they? It is far more likely that they would support the invasion wholeheartedly and want to join in. If the PCs are Thyatian heroes or allies, they might be at Fort Nikos or Biazzan and be able to organize the defense which the Thyatian leaders were incapable of. The presence of the PCs could delay the conquest of these sites and allow many civilians to escape south; they may even be able to prevent the fall of Fort Nikos and Biazzan.

Year 1,007 AC

Spring, Year 1,007: Ethengarians Swarm

News Events: In the Heldann Territories, the city of Freiburg is still under siege. The armies of the Golden Khan continue to pour into Heldann Territories, and then spill across the borders into Vestland and Soderfjord, looking for more places to sack.

What This Means: This is a continuation of the Ethengarian revenge against the Heldanners; the Immortals are not directly involved. It will, however, have the effect of forcing Vanya to visit her clerics more frequently in Incorporeal Form in order to stiffen their resolve and inspire the beleaguered Heldanners to drive the invaders back, led by her Heldannic Knights.

What the PCs Can Do: The PCs can perform guerilla activities, either on behalf of or against the Golden Khan of Ethengar. Both the Heldannic and Ethengar armies are more than willing to perform atrocities upon one another or anyone in their way, so the PCs will have ample opportunities to save innocent people from horrible fates.

Spring, Year 1,007: Heldann/Thyatis Treaty

News Events: Though the Heldannic Knights and Empire of Thyatis were both defenders of Glantri, they had no formal alliance before now. This season, they sign a treaty of alliance. This alerts the Ylari that the Emirates may have enemies attacking by sea from both north *and* south if they do not leave Thyatis alone; it alerts the Ethengarians that they may face an additional enemy in Thyatis once the war with Alphatia ends.

What This Means: This is a strategic ploy on the part of the

Thyatian and Heldannic leaders, just a way of bringing some uncertainty to their enemies. Vanya, using her Mortal Identity as Anya and the prestige of her clerics in the Heldann Territories, is the moving spirit responsible.

What the PCs Can Do: If the PCs are Thyatians or allies of the Thyatians, they could be asked to conduct the Thyatian emissary to the Heldann Territories... and *into* the besieged city of Freiburg (a difficult task, as they have to find a way through the encampments of Ethengarians). PCs who are clerics of Vanya will find themselves called upon by their patron, who will visit their dreams in Incorporeal Form and order them to rally the Heldann people and lead them into battle.

Summer, Year 1,007: Thar Looks to Glantri

News Events: Thar, the famous humanoid leader of the Broken Lands, analyzes the confusion in the human nations and decides that his humanoids can reap great rewards by acting now. He calls for more humanoid hordes from the Altan Tepes range and the Wendar Ranges to join him, and leads the largest humanoid horde assembled in living memory from his Broken Lands to the Darokin Crater. His strategy is to side-step the well-guarded paths and passes that separate the Broken Lands from its neighbors by launching his invasion from an unexpected direction.

From the harsh, forbidding landscape of the crater, Thar unleashes his hordes into northern Darokin and southern Glantri. These forces sack and pillage what remain of the southern principalities. The Glantrians fight ferociously to keep their lives and properties, but fall back before the seemingly numberless humanoids pouring across the border.

Within a few weeks, Glantri City is an armed camp, besieged by thousands of humanoids under Thar's command. The capital has so many wizards that the city escapes being overrun or starved out. However, Thar has so many thousands of humanoids that the Glantrian wizards just can't kill enough to get rid of them... and the humanoids are sacking, pillaging, and destroying the countryside for miles around. It is a stand-off.

What This Means: This is yet another ploy by the ever-resourceful Valerias, acting on behalf of Ixion and the Ring of Fire. In the guise of a captured Glantrian sorceress, one of her Mortal Identities babbled to Thar about Glantri's defenseless southern border, firing him up with greed and ambition. He needed very little persuasion.

This was done behind the back of the Immortal Atzanteotl, one of the humanoids' many patrons. Since Atzanteotl's Brotherhood of the Shadow currently supports Glantri, Atzanteotl would not have wanted the hordes of Thar to attack it at this time. However, the humanoids' other Immortal patrons are so enthusiastic about the attack that Atzanteotl cannot effect an immediate withdrawal of the humanoids.

In any case, Atzanteotl is currently lying low since he is under suspicion of being behind the meteor strike on Darokin (Loki and others know that Atzanteotl was responsible for urging the Master to attack that country). Until his name is cleared (which he cannot do without implicating Alphaks, and thus revealing the Brotherhood's existence), Atzanteotl will be carefully watched at all times.

Also about this time, Asterius finds evidence that Alphaks was involved in the Darokin meteor incident; Ka and Korotiku accuse Ixion of plotting with the Entropics and directly interfering with the mortal world, which Ixion hotly denies. Alphaks goes into hiding, leaving Hel (whose involvement with Alphaks and Atzanteotl has gone undetected) the Brotherhood's sole active member at present.

What the PCs Can Do: If the PCs are helping the Glantrians, they can station themselves near the crater's rim in southern Glantri and help repel the humanoids. If they prefer a far more dangerous occupation, they can launch expeditions deep into the crater, to harass, attack, or even capture King Thar or his best advisors and lieutenants.

Summer, Year 1,007: Newkirk, Redstone Fall

News Events: On the Isle of Dawn, the Alphatians have still not been able to take Redstone Castle, so they keep their forces in place there and send reinforcements further north to Newkirk in a surprise attack. They smash through the city's defenses and occupy the city. Heroic defense by units of the Eastern Thyatian Legion allow the majority of Thyatian troops to evacuate the city and take ship for home, landing in the town of Dawnpoint in the Duchy of Tel Akbir.

Within a couple of weeks, Redstone Castle's commanders realize that their situation is hopeless and surrender. Alphatia now owns the central parts of the Isle of Dawn from West Portage up to Redstone.

On mainland Thyatis, the Thyatian troops are becoming depressed as they lose battle after battle after battle.

What This Means: Redstone's valiant resistance is evidence that the Thyatians are learning how to fight again; however, the Alphatians are able to bring more and more forces to bear on the Isle of Dawn, which is evidence that they currently have a greater pool of manpower to draw on.

What the PCs Can Do: If they're on the Isle of Dawn, the PCs can fight either for the Thyatians or Alphatians. If they fight for the Thyatians, they can delay the fall of Newkirk and Redstone... or, if they're powerful and effective enough, even keep these places from falling. If they fight for the Alphatians, they might be able to speed up Newkirk's fall to the point that few if any Thyatian soldiers are able to withdraw to Dawnpoint.

Fall, Year 1,007: Ylari Withdrawal

News Events: The Ylari forces in Biazzan, seeing that they cannot continue to hold the Duchy against all the returning armies the Thyatians can throw at them, decide to withdraw. The entire force slips away before the approaching Thyatians are aware, getting all their people away as well as the greater part of Biazzan's wealth. By the time the Thyatian generals realize what has happened, the Ylari are across the mountains and well out of range of pursuit.

What This Means: This event is motivated only by mortal strategy; no Immortals are involved.

What the PCs Can Do: If the PCs are among the occupying

Ylari forces holding Biazzan, they might be put in command of units and be responsible for getting the people they are in charge of safely away. If they are with the Thyatian forces, they might be able to detect their enemies slipping away and give the alarm.

Fall, Year 1,007: Alfheim Is No More

News Events: In Alfheim, invasions by the Shadow Elves have grown overt. The Shadow Elves come springing out of tunnels in the ground, attacking from within community boundaries. Canolbarth forest continues to mutate into something horrid to the eyes of the Alfheim elves, and their *trees of life*, living artifacts bound to the fates of the elves, are now dying.

In a move that shocks Alfheim's friends in Darokin, the elves of Alfheim flee their country, bearing with them healthy cuttings from the *trees of life*. Half head north through Ethengar toward the elven kingdom of Wendar in the north. The other half, with the permission and cooperation of King Stefan, head toward Karameikos.

The Shadow Elves occupy the completely mutated Canolbarth forest. They rename their new nation Aengmor, after a near-legendary city they built and lost more than two thousand years ago.

What This Means: This is a continuation of Rafiel's efforts in Alfheim. With the Shadow Elves in place, the Fellowship of the Star has another nation which can come to Glantri's defense.

What the PCs Can Do: The elves fleeing Alfheim need all the help they can get in their travels to Wendar and Karameikos. Thousands of elves head in each direction, with Shadow Elves attempting to exterminate them as they flee. The elves heading south have to pass through the Cruth Mountains and predatory humanoid populations there on their way to Karameikos. Those heading north must pass through or around the humanoid-thick Broken Lands, then cross unfriendly Ethengarian territory before reaching Wendar. Both directions are dangerous.

Winter, Year 1,007: Plague Hits Freiburg

News Events: In the Heldann Territories, the besieged city of Freiburg is ravaged by a sudden and swift-spreading plague. The Khan immediately mobilizes all his forces and retreats into Ethengar, but he's too late: once he's there, plague breaks out among his own troops and spreads through his own population.

What This Means: The truth is that the plague was a completely natural one, spawned by the terrible sanitary conditions which occur in wartime. The living may curse the Immortals, but they are not responsible for the appearance of this plague. The Fellowship of the Star, and their temporary allies the Brotherhood of the Shadow, would not have created this plague; it hurts Heldann, one of Glantri's few allies. And the members of the Ring of Fire, who see steady progress in their war, had no reason to start it.

What the PCs Can Do: If the PCs are in the area and have medical knowledge or clerical spells, they could combat the horrors of the plague, trying to save as many lives as possible. This would make them heroes among the populations they try to save, even if they otherwise oppose those populations' goals.

Winter, Year 1,007: Possessions Revolt

News Events: Meanwhile, the Thyatian-controlled nations of Ochalea and the Pearl Islands seize the opportunity to regain their independence, which they lost a thousand years ago. They declare their independence from Thyatis and prepare their own military forces for a Thyatian reprisal which they hope will not come.

What This Means: This is an effort by the Immortal Ilsundal of the Ring of Fire to further diminish the strength of the Thyatian Empire. He has helped spread a desire for independence through these nations, which were once free but which have been properties of Thyatis for a thousand years. Now Thyatis is faced with the decision of attacking these two nations to reacquire them (which would weaken their military forces in other theaters of operation) or ignore the situation for now (and lose any additional troops they might have called up from the two nations).

What the PCs Can Do: If the PCs are allies of Thyatis, they might decide to take action against the Pearl Islands or Ochalea (which would take them away from the more important events occurring elsewhere). Or they might instead try to persuade the Pearl Islanders or Ochaleans to lend troops to Thyatian's efforts in return for Emperor Thincol's formal recognition of their independence.

Winter, Year 1,007: Elves Winter in Cruth

News Events: The elves fleeing southward from Alfheim are trapped by a harsh winter in the icy foothills north of the Cruth mountains. Early winter snowfalls and some unfortunate avalanches blocked the passes into Karameikos, pinning the elves between the rocky Cruth mountains and the hard place that Alfheim has become.

What This Means: This event was brought on by mortal actions and nature; no Immortal has deliberately trapped the elves here.

What the PCs Can Do: Ilsundal, patron of the elves, will be anxious for his elvish followers to survive the winter. He might contact PCs (either personally or through his clerics) to persuade them to lead an expedition to the elves—an expedition carrying food and cold-weather gear, leading clerics of Ilsundal who can provide food to the elves through the winter months. Getting the supplies and clerics to the elves means crossing through snow-blocked terrain, or coming in from the north through the road leading from Ylaruam through Selenica (and facing Shadow Elf ambushes).

Year 1,008 AC

Spring, Year 1,008: The Stalemate is Broken

News Events: What may be the pivotal event in the war between Alphatia and Thyatis takes place... and no one knows exactly what happens until weeks later.

Seeing her military forces stalled on the Isle of Dawn and fac-

ing ever-increasing opposition to the war at home, especially from the Shiye-Lawr elves (followers of Eiryndul), Empress Eriadna returns to the diplomatic skills at which she has such great prowess.

Helskir, a nominally independent city on the northern tip of the Isle of Dawn, sided with Thyatis when the war broke out but has played no great role in the conflict so far.

This winter, Helskir is suddenly overrun by Alphatians who occupy the city and seize the Thyatian troops and ships there but do not interfere with the civilian population in any perceptible way. The Alphatian forces immediately move south, crushing the Thyatians between them and the Alphatian-occupied central island. Within days, the entire northern two-thirds of the Isle of Dawn—more significantly, the most heavily-occupied and militarily important two-thirds of the island—are under Alphatian control.

Within a few days, Eruul Zaar, the powerful fighter who ruled Helskir, is crowned *king* of Helskir and the northern third of the Isle of Dawn by Empress Eriadna herself; shortly thereafter he marries Asteriela Torion. Asteriela, third child of the Emperor of Thyatis, had been held in Alphatia as a hostage since she was a teenager (Empress Eriadna's son Tredorian was the counter-hostage held in Thyatis).

This is quite a coup for Zaar: if Alphatia wins the war, he retains all of his new power, and if Thyatis wins the war, he retains most or all of his new power. Amazingly, the marriage also appears to be a love match rather than just a political arrangement.

What This Means: The Isle of Dawn no longer exists as a barrier between Alphatia and Thyatis. The Alphatian forces can now move against the mainland of Thyatis; with Ochalea and the Pearl Islands now independent, the Alphatians don't even have to worry about naval attacks from those directions.

What the PCs Can Do: The PCs can't anticipate King Eruul's side-switching tactic. If they're allied with the Alphatians and are on the Isle of Dawn, they can be part of the force which overruns Helskir. If they're Thyatian allies in Helskir, they can help as many loyal Thyatians as possible to escape the sudden invasion.

Spring, Year 1,008: Shires Reinforce Darokin

News Events: Military forces from the Five Shires join the army of Darokin to help keep order there and defend Darokin from the humanoids occupying the crater in North Darokin.

What This Means: This event simply means that the Five Shires halflings recognize that Darokin is endangered by Thar's humanoids, and that if Darokin falls, the Five Shires is next. The Five Shires have in the past been occupied more than once by humanoid invaders; they don't want it to happen again. Also, the halflings want to keep the men of Darokin as their allies in case the strange new Shadow Elves of Aengmor turn out to be hostile.

What the PCs Can Do: If they're allies of Darokin or the Five Shires, the PCs can perform actions against the humanoids in the Darokin Crater.

Spring, Year 1,008: The Plague Intensifies

News Events: The plague in the Heldann Territories worsens; it has now killed 20% of the Heldannic population. It also spreads into Vestland, Soderfjord, and northern Ylaruam.

What This Means: This is a natural spread of the plague.

What the PCs Can Do: As before, PCs with clerical skills can combat the spread of the plague through the use of healing spells.

Spring, Year 1,008: Elves Reach Karameikos

News Events: As melting ice opens the mountain passes, many of the elvish clans of Alfheim finally reach Karameikos. King Stefan, who had indicated that they would be welcome in Karameikos, tells them they can settle wherever local elf-clans and communities will let them integrate. He adds that if they wish to have elvish *dominions*, he'll cede them land in the eastern forests, near the borders to Thyatis. The lands he has in mind are near lands occupied by the Calarii elves; more significantly, they are lands *currently* occupied by the Dymrak Goblins. In other words, Stefan is happy to give them dominions... but only if they are willing to forge those dominions out of wild lands currently occupied by hostile humanoids.

Most of the Alfheim elves choose the eastern dominions.

What This Means: The new elves of Karameikos know that Stefan has placed them in the path of possible future retaliation from Thyatis. Thus the Alfheim elves may have to earn their dominions twice—first by displacing the goblins, second by resisting Thyatian intrusion in years to come. This will not endear their new ruler to the weary refugees.

What the PCs Can Do: This is a diplomatic event; the PCs, if interested, might be able to negotiate a better deal for the elves (the "better deal" could include having the Karameikan government provide the elves with supplies, weapons, tools, and even troops to help them take and settle their new lands.

Summer, Year 1,008: Plague Reaches Glantri

News Events: The plague, which has spread west from the Heldann Territories through Ethengar, now reaches eastern Glantri. It might have been spread into Glantri by people fleeing from the Ethengarian Khanate, or might have been passed from Ethengar into the humanoids of the Broken Lands, and then from those humanoids into Glantri by way of the Darokin Crater.

The Glantrians, who have long banned the practice of clerical magic in their country, have reason to regret their decision. They have only medicine to rely on to combat the plague; consequently, the disease spreads like wildfire through Glantri.

In emergency session of the council of Princes of Glantri, they decide to temporarily suspend regulations about clerics and appeal to Darokin for clerical help.

What This Means: The temporary suspension of the laws against clerics are an indication of how desperate the Glantrians are... but it does not mean that they won't try to regulate or restrict them again once the crisis is past.

What the PCs Can Do: PCs who are allies of Glantri or Darokin might be tempted to come to Glantri and help combat the plague, or at least conduct clerics from Darokin into Glantri. This is a very dangerous task, since northern Darokin and southern Glantri are crawling with the hordes of King Thar, not to mention the remnants and offspring of the monsters conjured here by Alphatian magicians a few years ago.

Summer, Year 1,008: Massacre at Tromso

News Events: Increasingly, the many clerics of Heldann are winning the war against the plague. Now, healthy combined forces from the Heldannic Knights and Ostland penetrate into the Ethengar Khanates and, at the community of Tromso, massacre some of the armies which attacked their territories.

What This Means: This is another instance of mortal interests getting in the way of Immortal interests; the Heldanners should be fighting the Alphatians, not concerning themselves with the Ethengarians. They and their patron, Vanya, have become more interested in exacting revenge than in the overall struggle.

What the PCs Can Do: If the PCs have not yet realized that the Heldann/Ethengar war is a futile exercise, they can get involved and hamper or thwart the efforts of whichever army they consider their enemies.

Summer, Year 1,008: Imperial Navies Clash

News Events: In naval action, the Alphatian fleet sails around the northern end of the Isle of Dawn and approaches the mainland coast. Thyatian naval units stationed at Dawnpoint in the Thyatian duchy of Tel Akbir head north to intercept them, as do elements of the Retebius Air Fleet, the elite flying corps of the Thyatian military.

The years of warfare have now all but eliminated the effects of Valerias's earlier efforts; the weak officers have been eliminated by execution or have died in battle, and the common troops have been whipped into shape and weaned from the debilitating effects of the *zzonga* fruit. So this promises to be a mighty clash of naval forces, and it is. The two sea-navies inflict great harm upon one another, and the Retebius Air Fleet and the Alphatian sky-ship navy lose many of their heroes in bloody fighting.

The engagement is a qualified victory for the Thyatians. The Alphatians are unable to make landfall on Thyatian soil; the Alphatian navy retreats to the Isle of Dawn.

What This Means: Though the engagement was a victory for Thyatis, it's obvious that the Thyatian Empire cannot hold out forever against the Alphatians. It's obvious, that is, to everyone but Anya and Emperor Thincol, who still hold out hope for eventual victory.

What the PCs Can Do: If the PCs are helping the Alphatians, they might be able to turn the tide of the battle against the Thyatian Navy and allow the Alphatians to make landfall on Thyatian soil. This would move up the event described below as "Alphatians Enter Thyatis"—speeding up the conclusion of the Alphatia/Thyatis war by about a year.

If the PCs are helping the Thyatians, they might make the Thyatian victory even greater, sinking more Alphatian troop transports and slowing down the event described below as "Alphatians Reach Ylaruam" by a season or more.

Fall, Year 1,008: Ethengarians Ambush Elves

News Events: Ethengarians attack Alfheim elves crossing their territory to reach Wendar in the north.

The elves are chased out of Ethengar lands and into the Glantrian mountains instead of Wendar, suffering heavy losses. Additionally, from their brief contact with the Ethengarians, some of the elves contract the plague which continues to sweep through the Khanates.

What This Means: This event has no effect on the war; it's just a result of the baffled fury of the Ethengarians, who cannot halt the Heldannic advance.

What the PCs Can Do: It's not likely that the PCs will be among the elves headed to Wendar when this happens; if they are, they should be able to diminish the damage the Ethengarians would otherwise have done and might even be able to keep the elves from having to move into the Glantrian mountains.

Fall, Year 1,008: Rad Grows Desperate

News Events: The Immortal Rad—also known as Prince Etienne d'Ambreville of Glantri—is growing desperate. Even though the Thyatian fleet temporarily beat back the Alphatians, he knows it's only a matter of time before Thyatis is knocked out of the war, leaving the road to Glantri open.

With the help of Rathanos and Rafiel, d'Ambreville begins constructing a Doomsday Weapon powered by the Radiance. His goal is to create a device which will drain magic from anywhere on Mystara that he wants, neutralizing the magical advantage Alphatia currently has over Glantri.

What This Means: The Doomsday Weapon is Rad's mean of evening the odds; as we will see, it will not work in quite the way he expected.

What the PCs Can Do: This is not something the PCs can know about ahead of time or prevent. It will occur about a year before the time when the PCs finally locate the hiding place of the Nucleus of the Spheres (see Phase III, Finale); if they are on the verge of locating it long before Fall of 1,008, then this event takes place earlier.

Winter, Year 1,008: Thar Moves South

News Events: Glantrian perseverance finally begins to pay off. Recovering from the plague, they are able to bring their armed forces to bear and drive most of the humanoid followers of King Thar out of Glantri and back into the Crater.

Thar's hordes now decide that Darokin to the south looks like easier pickings. They're wrong.

Allied units of the Darokin legions and armies of the Five Shires, reinforced by supplies and other aid from Karameikos, hit the invaders hard and hold them in northern Darokin, not far from the Great Crater. Thar's hordes now find that they can't

move south or north, and, with winter now hard upon them, they stand a good chance of freezing to death in Northern Darokin.

What This Means: With Atzanteotl still unable to help them, the humanoids are on their own, just as their enemies get their counter-attacks underway.

What the PCs Can Do: If the PCs are fighting alongside the men of Darokin and their allies, they can make life even harder for the orcs of Thar. The harder and more devastating their assaults on Thar are, the closer to the Crater the humanoids have to stay. If the PCs are particularly deadly and effective, the humanoids of Thar may find themselves wintering in the Crater itself, far away from anything resembling food. This will, naturally, result in massive cannibalism among the humanoids trapped there, further reducing the humanoids' military strength.

Winter, Year 1,008: Alphatians Reach Ylaruam

News Events: The Alphatian navies decide to make an end run around the still-powerful Thyatian navy. They make landfall further north, in Ylaruam, at the town of Cubia, which is two days sailing time from the border with Thyatis. Despite local resistance, thousands of Alphatian troops disembark and march south.

At the same time, elements of the Alphatian navy begin making probing attacks near the town of Dawnpoint, which the Thyatian military believes is the first sign of an impending naval attack on Dawnpoint. This is, of course, a ruse to occupy the Thyatians' attention while the Alphatian land forces march in from the north.

What This Means: This event is one of the last nails in Thyatis's coffin.

What the PCs Can Do: If they're allies of the Alphatians, the PCs can be the vanguard of the expeditionary force that lands in Cubia or could be asked to monitor the road leading south from Cubia to make sure that no Thyatian spies fleeing that city can reach Thyatis. If the PCs are allies of the Thyatians, they're not likely to be able to help matters here at all... unless they just *happen* to be in or near Cubia when it is attacked. If they are, they might be able to flee the city and get south to Thyatis, but they'll have to defeat the ambushers that the Alphatians have sent on ahead.

Year 1,009 AC

Spring, Year 1,009: Heldanners Hit Thar

News Events: The Heldannic Knights launch an expeditionary force to come, somewhat belatedly, to Glantri's rescue. An army of Heldannic Knights make an epic ride, crossing deserted Rockhome, making the difficult passage across the westernmost part of the Ylari desert, taking the long road from Selenica to Darokin City (skirmishing with Shadow Elf patrols along the way), to finally join the Darokin army in time to push Thar's remaining forces down into the Crater. Thar digs in and fortifies the site, which is now the only land he controls; overnight, the Crater becomes the biggest dungeon in the Known World.

Thincol I, Emperor of Thyatis, is furious at Heldann for occupying itself with this diversion when the Alphatian navy is about to launch another attack at the Thyatian homeland (or so he thinks). However, the Heldannic Knights claim to be obeying the word of their Immortal patron, Vanya.

What This Means: The Heldannic Knights are telling the truth. Vanya believes Thar's orcs are the immediate problem. Now that they've been dealt with, her Knights are in a good position to block any route the Alphatians might try to take into Glantri.

What the PCs Can Do: If the PCs are part of the Darokin/Five Shires/Karameikos force attacking the humanoids in North Darokin, they may be surprised to find themselves being helped by advance forces of the Heldannic Knights. These unexpected (if arrogant) reinforcements will be glad to help the PCs with further actions against Thar's forces—especially if these actions are bold, daring, and bloody.

Spring, Year 1,009: Thyatis Gets No Aid

News Events: Thincol of Thyatis, knowing that the situation is desperate, requests help from his old friend Stefan Karameikos. Stefan politely refuses, claiming that the majority of his forces are helping Darokin and shoring up the western front in case the Master of the Desert Nomads attacks again. That Stefan would go to the aid of his Darokin allies and yet abandon his old homeland to its fate is particularly bitter to the disillusioned emperor.

Ierendi, the Five Shires, and the Minrothad Guilds likewise decline to become involved in Thyatis's imperial war. Toughened survivors of the Heldannic Knights' expeditionary forces are on the way, but between the plague and the battles with the Ethengarians and humanoids, there are not likely to be enough of them to make an appreciable difference. Thincol is forced to face the oncoming Alphatian navy solely with his own naval forces. Unfortunately for him, there is no oncoming Alphatian navy.

The Alphatian forces marching in by land bypass the city of Tameronikas and slam into the Thyatian defenses of Fort Zendrol, scattering them to the winds and capturing the fort. For the first time in decades, Alphatian forces march across the border into mainland Thyatis.

What This Means: Thincol has been caught out of position and must scramble to maneuver his forces between Thyatis City and the Alphatian invaders. He won't be able to, entirely; this event is a serious blow for Thyatis. Victory is very close now for Alphatia and the Ring of Fire against Glantri, her allies, and the Fellowship of the Star.

What the PCs Can Do: If the PCs are helping the Alphatians, they would serve best by performing acts of sabotage on Thyatian soil, by keeping soldiers escaping Fort Zendrol from getting the word to other Thyatians, etc. If the PCs are helping the Thyatians, they can help organize the last-ditch defenses or might perform strikes and raids to slow the progress of the oncoming Alphatians.

Summer, Year 1,009: Alphatians Enter Thyatis

News Events: The Alphatian military machine rolls through the Thyatian duchy of Tel Akbir, seizing the entire duchy and preparing for the push into central Thyatis.

Meanwhile, Thincol of Thyatis summons up all his reserves from the duchies of Retebius, Kantrium, and Kerendas, the counties of Hattias, Halathius, and Lucinius, and the Protectorate of Carytion into position to intercept the invaders at the town of Kantridae. He maneuvers his navy around the duchy of Tel Akbir, bringing them back to Thyatis City to become the main units of the armed forces' fall-back position.

What This Means: Thyatis is in dire straits. With the exception of a few Heldannic Knights, a handful of Glantrian mages, and some Northern Reaches mercenaries, he receives no support from his allies in the face of the inexorable Alphatian advance.

What the PCs Can Do: If fighting for the Thyatians, the PCs can perform their own raids and secret missions to stall the Alphatian advance. Unfortunately, there are too many paths of approach for the PCs to be able to stall all of them, and too many Alphatians for the PCs to be able to kill.

If fighting for the Alphatians, the PCs can perform similar actions to undermine the Thyatian defenses; this will speed up the Alphatian march across Thyatis.

Fall, Year 1,009: Elves Reach Wendar

News Events: In more distant news, the second group of Alfheim elves leaves the northern Glantrian mountains and enters the nation of Wendar. The Glantrian plague follows them there.

What This Means: This event has no effect on the war between Thyatis and Alphatia, but the fact that the plague accompanies the elves means that the people of Wendar will not initially welcome the elves.

What the PCs Can Do: If the PCs are accompanying the elves on their trek north, and there are clerics among the PCs—or, alternatively, if the PCs saw to it that these elves had cleric allies accompany them—then the elves could be free of plague by the time they reach Wendar, which means they stand a greater chance of being welcomed by their new neighbors.

Fall, Year 1,009: Alphatians In Thyatis

News Events: Closer to home, the Alphatian military juggernaut continues onward toward Thyatis City. Many bitter battles are fought as the weeks draw by, the bloodiest being the Battle of Kantridae in the Duchy of Kantrium and the Battle of Retebius in the Duchy of Retebius. Casualties on both sides are so horrid in the latter fight that the Alphatian armies are momentarily stalled again.

However, the Alphatians continue to be reinforced from Alphatia, while the Thyatian reinforcements are mostly civilians, old men, youths, and others, none of them trained fighters. Alphatia now controls the Sea of Dawn, preventing the Heldannic Knights from sending troops other than by a long and difficult overland route through hostile territory; Glantri is still too exhausted from its own troubles to offer more than token aid.

What This Means: Thyatis City appears to be doomed, and the Immortals of the Ring of Fire can now start thinking about sending the Alphatian armies against Glantri.

What the PCs Can Do: The Alphatian juggernaut is too strong and well-reinforced for PCs to thwart, assuming that the PCs are fighting for the Thyatians. The PCs would have to content themselves with picking off Alphatian elite forces and helping the surviving Thyatians make an orderly retreat toward Thyatis City.

If the PCs are allied with the Alphatians, they can help crack the defenses of Kantridae and Retebius. Depending on their personalities, they can also help keep the Alphatian armed forces from brutalizing citizens of the captured cities, can hit Thyatian forces so hard and fast that the Thyatians surrender before they are utterly destroyed, etc.

Fall, Year 1,009: Thyatis Quits the Field?

News Events: In Thyatis City, the Emperor, Thincol I Torion considers the wreckage of his empire and makes a momentous choice. He dismisses his favorite advisor and mistress, Anya, who has been urging him to fight on until the spring, when the Heldannic Knights can send reinforcements. Thincol has taken her advice for years and seen his empire torn to pieces as a result. A broken man, Thincol tells Anya that he will save his empire even at the cost of his own pride. Unable to persuade him otherwise, she *curses* him and leaves.

In the days which follow, Thincol's health worsens, but he acts swiftly and decisively. He sends his magist, Demetrion Karagenteropolus, to see Empress Eriadna. He does not surrender, but sues for peace.

His deal is this: he will withdraw from the battlefield and no longer oppose Alphatia's war on Glantri. Alphatian forces will make a staged withdrawal from Thyatis but may travel across Thyatis en route to Glantri.

Eriadna's son Tredorian will no longer be a hostage; Thincol reluctantly admits that he could not bring himself to kill Tredorian when the war upon Thyatis first began, so Tredorian is really not a hostage any longer anyway.

Since completing the conquest of Thyatis and sending in an occupational force would tie up too many of her troops, Eriadna agrees. She is already under great pressure from the Shiye-Lawr elves, isolationists, and pacifist elements back home who oppose the war; therefore anything that cuts the carnage and prevents the conflict from dragging on is to her advantage. She adds one important provision, however: Thyatis will take no action against King Eruul and Queen Asteriela of Helskir on the Isle of Dawn, nor will it challenge the independence of Ochalea or the Pearl Islands; she wants some buffer nations between Alphatia and Thyatis in the future. Thincol agrees, and the deal is signed.

What This Means: Anya is a Mortal Identity of Vanya. Consequently, the *curse* she lays upon Thincol is not one which mortal spellcasters will be able to dispel. He suddenly looks his age (71) and will only live a few years longer, in ever-worsening health.

The pressure on Eriadna to bring the war to a speedy conclusion is courtesy of Eiryndul, who continues to stir up trouble

back in Alphatia. An unexpected side effect of his efforts is that the Thyatian Empire survives; if Eriadna had the time, she would take advantage of this opportunity to destroy the rival empire for good and seize all its territories. Buoyed up by the victory over Thyatis, the Alphatians vow to pursue the war to the bitter end.

Thincol's treaty with Eriadna means that the Alphatian armed forces now have a clear shot at Glantri. They can march across or sail around Thyatis, then Karameikos (owing to the current treaty between the Grand Duchy and Alphatia). Neither the Five Shires nor Darokin have the means or will to prevent Alphatia's full armed might marching on to Glantri.

What the PCs Can Do: If the PCs locate and tamper with the Nucleus of the Spheres at this time (as described in the adventure's Finale), then Alphatia is destroyed and the Alphatian Expeditionary Army surrenders at the gates of Thyatis City! This would be a complete reversal for Thyatis.

As an alternative, the *Week Without Magic* (see next event) could take place before Alphatia forces Thyatis to sue for peace. Both the death of Eriadna and the absence of magic cause major political upheavals in Alphatia, temporarily bringing the Alphatian advance to a halt, giving the PCs more time to accomplish their goal with the Nucleus. Pro-Thyatian clerics in the party could receive omens urging them to "go to Glantri and save the empire!"

Otherwise, the PCs' actions might have led to Anya being cast out even earlier.

Fall, Year 1,009: The Week Without Magic

News Events: Rad, Rafiel, and Rathanos finish the construction of the Doomsday Weapon in Glantri. Immediately after hearing that Thyatis has conducted a peace treaty with Alphatia (or that the Alphatian forces besiege and blockade Thyatis), Rad activates the device. Minutes later, a storm forms over the city of Sundsvall.

The storm is like nothing the Alphatians have ever seen. Lightning falls on the city as thick as rain, utterly destroying the Imperial Palace and most of the center of the city. Hail the size of war-horses crashes down upon the entire city, destroying 50% of the dwellings in Sundsvall. Rain floods whole areas of the city.

Worst of all, starting the moment the storm appears over Sundsvall, spellcasters all over the world of Mystara, both outside and inside, discover that *magic no longer works.*

All across the world, sky-ships falter and sink to the ground; the more savvy captains are able to make safe landings, while inexperienced crews crash and perish.

Members of magical races, such as elves, grow ill and lose their strength. People whose lives had been magically extended age and die, *including the Empress Eriadna* (some of these characters, like Master Terari, could be *wished* back to life later on).

Magical wards and barriers which long kept powerful fiends and other monsters imprisoned fail, and the captives run free.

Clerics cannot commune with their Immortals.

The Sun of the HOLLOW WORLD® grows dark and millions of HOLLOW WORLD residents are convinced that the end of the world has come.

Immortals who are on the world of Mystara in Mortal Identities find that they are trapped; they are unable to return to their true forms without using the desperate method of killing their mortal bodies.

Then, after hours of this meteorological abuse, the storm vanishes. However, magic does not return to the world for a full week.

What This Means: This event has drastic consequences for the war and the attitudes of the Immortals.

The Doomsday Weapon was supposed to drain all the magic from the site Rad pinpointed—in this case, Sundsvall. What its creators had not predicted was that it then immediately *released* all that energy again in the form of violent weather. Rad is horrified by the realization that, instead of rendering Eriadna's court helpless, he's caused the deaths of thousands of innocent people. Furthermore, at the same time he activated the Doomsday Weapon, the Nucleus activated itself and drained massive amounts of energy from the entire planet.

Rad realizes that the Nucleus is out of control. He immediately sends messages to Ixion and Eriadna asking for a meeting to negotiate an end to the war. Unfortunately, Eriadna is missing and Ixion misinterprets the offer as a threat, coming as it does just after a demonstration of the artifact's power. He rejects the offer and uses the incident to turn Immortal opinion strongly against the Ring of Fire. Across the Known World, clerics asking their Immortals the cause of the disaster receive the answer "Rad, the Immortal patron of Glantri" or "Glantri's Doomsday Weapon."

What the PCs Can Do: If the PCs are able to locate the Nucleus of the Spheres before this point in the story, they might be able to destroy it before Sundsvall is destroyed; see Phase III for details. However, that event precipitates the destruction of the rest of Alphatia, as the adventure relates.

Winter, Year 1,009: Thousand Wizards Convene

News Events: Empress Eriadna and Prince Zandor, her son and heir-apparent, were in the Imperial Palace of Sundsvall when the storm destroyed it. During the following days, servicemen digging through the rubble under the command of Eriadna's daughter, Queen Eldrethila of Theranderol, are unable to find them.

After a week, magic returns and Eldrethila is able to find Eriadna and Zandor within minutes by casting a *locate object* spell to find a jewel her mother was wearing. When found, Zandor is trapped and near death from starvation and dehydration; Eriadna died of old age, her magically enhanced youth having been dispelled.

Zandor is returned to health within days. He "temporarily postpones" any *wish* spell that could revive the Empress and immediately seizes the Imperial Throne. Despite this coup, his mood remains as grim as Thanatos, the Immortal of Death. From his new headquarters in Aquas, his father's undersea city-kingdom, he convenes the council known as the Thousand Wizards of Alphatia, which consists of the most powerful magic-users of the empire. Many of its members perished in the *Week*

Without Magic, torn apart by conjured monsters, hunted down by old enemies, or lynched by angry mobs who blamed them for the disaster; the survivors come prepared to hear Zandor announce his intention to accept d'Ambreville's offer to end the war.

Instead, he shocks them all by ordering them to prepare for an all-out assault against Glantri. Some accept his argument that they must destroy Glantri before d'Ambreville can use his weapon against them again; others, including Master Terari (a secret identity of his grandfather, ex-Emperor Tylion), think he is simply inviting disaster. The new Emperor is in no mood for discussion, and gives the dissenters an ultimatum: obey him or face immediate exile or imprisonment. Most cave in, but others, including Terari and many Shiye-Lawr elves, accept exile instead. Terari and those who are like-minded leave for Karameikos to establish the School of Magic there, while the Shiye-Lawr set out for Wendar by way of Norwold.

What This Means: Zandor's thirst for vengeance means that now either Alphatia or Glantri is doomed. As strong as Glantri's mages are, they cannot stand before the might of a whole continent's top-level magic-users. Rad is now faced with the choice of either activating his Doomsday Weapon again and destroying Alphatia—in effect, murdering millions of men, women, and children—or allowing his own people to be exterminated by the Thousand Wizards.

What the PCs Can Do: This is not an event the PCs can thwart unless they find and destroy the Nucleus of the Spheres before the Thousand Wizards are launched against Glantri. If the PCs are close to that objective, their patron, Rheddrian, might be able to tell them what Zandor plans; Rheddrian could have found a new agent in the level-headed Terari, Zandor's grandfather. Otherwise, the PCs will remain completely ignorant of Zandor's objective.

Winter, Year 1,009: The War Ends

News Events: If the PCs have still not found the Nucleus of the Spheres, the war ends now in an excess of destruction and savagery.

Rheddrian has concluded mathematical calculations which convince him that the artifact must be near the Great School of Magic. Either the PCs have already come to that conclusion and he meets them in Glantri City, or he transports the PCs to Glantri and launches them into the "Finale" adventure described in Phase III.

The next day, the "Thousand Wizards" *teleport* to the skies over Glantri City and begin to bombard the city with fire, lightning, and death. Either Rad regretfully activates the Doomsday Weapon, or the artifact automatically activates in response to the energy being released by the attacking Alphatians. In either case, Alphatia will be destroyed. Zandor remains untouched in his father's undersea kingdom, the City of Aquas, where he bitterly mourns the destruction of his great empire. He conspires to regain a new one, somehow, someday...

What This Means: This event marks the end of both the war and the adventure; see the "Finale" section of Phase III.

What the PCs Can Do: See the "Finale" section of Phase III.

Winter, Year 1,009: Alphatia Sinks

News Events: Immediately after the activation of the Nucleus of the Spheres, earthquakes begin rumbling across the continent of Alphatia; volcanoes emerge; cities topple. Within the span of a few hours, most of the continent sinks beneath the cold waters of the Sea of Dawn.

What This Means: Alphatia's destruction is the result of the Nucleus of the Spheres. Most people will believe that the continent has been destroyed by the Immortals. In actuality, the Immortals struggled to save what they could, and Alphatia is not completely destroyed.

The Immortals cannot stop the sinking of Alphatia... so, instead, they use their magic to transfer it into the Hollow World. There, it becomes the largest of the Floating Continents. Although the population is devastated, most of them survive and begin to adapt to their strange new environment.

What the PCs Can Do: There's nothing the PCs can do to predict or prevent this event.

Year 1,010 And Afterwards

Once the war is done, the PCs will return to a world that is vastly changed from the world of ten years ago. Many of its peoples will be busy rebuilding what was destroyed for years to come. Others will compete to fill the vacuum left by Alphatia's departure. Here are some of the changes:

Aengmor: The land that was once Alfheim is now a nation of dark and twisted trees ruled by the pale, xenophobic Shadow Elves.

Alphatia: With the exception of some of the most mountainous regions, the underwater city of Aquas, and the Flying Islands of Ar, the continent of Alphatia is *gone*, sunk beneath the ocean.

Bellissaria: Alphatia's greatest colony is independent for now; whether it can retain its independence in the face of future expansion by the Thyatian Empire and the Heldannic Knights remains to be seen.

The Broken Lands: Many humanoids who lived above grounds died under the Heldannic Knights's mighty blades; in fact, the words "Heldannic Knight" become a phrase to frighten young orcs with for generations to come. Those humanoids who remain cower in their lairs. King Thar remains in control of the Crater, but little else. Many small groups raid or forage across the borders of the greatly-expanded Broken Lands into northern Darokin.

Darokin: Exhausted by repeated invasions, the Republic tries to rebuild its shattered economy. Its northern and western territories have been ravaged by the humanoid and Desert Nomad armies, while the presence of the unfriendly Shadow Elves in what used to be Alfheim weakens Darokin's control over all the land bordering on Aengmor, including the important eastern trade route through Selenica. With Thar dug in to the north, Hule to the west, and the Shadow Elves (still an unknown quali-

ty) smack in the center of their country, the Darokinians attempt to attract as many allies as they can as they look nervously to the future.

Ethengarian Khanates: The Great Khan and his armies are disgraced by the failure of the invasion of Heldann Territory and the Northern Reaches and by his inability to stop the counter-invasions. A challenger to his rule would be welcomed by many discontented warriors, but so far none has stepped forward.

Glantri: Although triumphant in the end, Glantri has been devastated by the lengthy war. One principality (Blackhill) has been completely destroyed. A second (Caurenze) has shrunk to one heavily-fortified castle occupied by a single person, Prince Innocenti, whose paranoia after the meteor crash reaches such heights that he assumes anyone who approaches is trying to kill him and *disintegrates* them on the spot.

Many refugees settle in western Glantri, where new principalities start to form. Rumors abound that werewolves are attempting to create their own state. In addition, one of the humanoid leaders of the forces occupying Blackhill and part of Caurenze breaks with King Thar and begins to petition to become the head of a new principality.

Prince Etienne's disappearance threatens to throw the government into chaos, but his youngest brother, Prince Henri d'Ambreville, steps into his brother's post as head of the d'Ambrevilles and Catherine d'Ambreville, Etienne's estranged wife, takes over his role as Grand Master of the Great School of Magic. Of the current whereabouts or status of Etienne d'Ambreville, the Immortal Rad, there is not a clue.

Heldann Territories. Though depopulated by plague and warfare, this nation emerges victorious from the war. The Heldannic Knights are war heroes, having cured the plague and led the fight to repel the invaders. The Knights who made the epic journeys to relieve Glantri and fought in the final battles in Thyatis are treated as legends in their own lifetime.

With Alphatia gone and Thyatis licking its wounds, the Heldanners look to an undefended Norwold as a site for future expansion, having already annexed some land near Landfall. As soon as they have regrouped and rested their forces, a major northward push to seize new territory can be expected. Their next goal: Oceansend.

The Hollow World. Alphatia is now a floating continent of the Hollow World, retaining some of the most interesting aspects of old Alphatia concentrated on a smaller land. Once Hollow World Alphatians adjust to their new environment (especially to the changes in the way magic works here), they will begin exerting considerable influence here. The Immortal Alphatia *wishes* Empress Eriadna back to life, to rule her Hollow World empire.

Isle of Dawn. Emperor Thincol of Thyatis remains true to his word and respects the sovereignty of the new nation of Helskir in the north of the island. He does dispatch forces under the joint command of his daughter, Princess Stephania, and her husband, General Anaxibius, to re-take control of Newkirk, Redstone, and West Portage.

Most of the surviving Alphatians in the surface world return to the eastern portion of the Isle of Dawn and settle there; their

main centers are Dunadale, Trikelios, and East Portage. The Thothians on the southernmost portions of the isle re-assert their independence.

Karameikos: King Stefan sets about making Karameikos an important and prosperous nation in the new, post-war world. He has new elvish dominions in the east, where once there were goblin-infested forests. Many Alphatian wizards, led by Master Terari, settle in Specularum and establish a school of magic. Many wartime refugees from Darokin and Thyatis decide to stay on and become part of this still-young and still-changing nation.

Norwold: The chaos and infighting in this region continues unabated. Now that Norwold no longer enjoys the protection of mighty Alphatia, the disorganized area is likely to be invaded by land-hungry Heldannic Knights in the months ahead.

Ochalea: This clerical nation remains independent of the Empire of Thyatis for the time being.

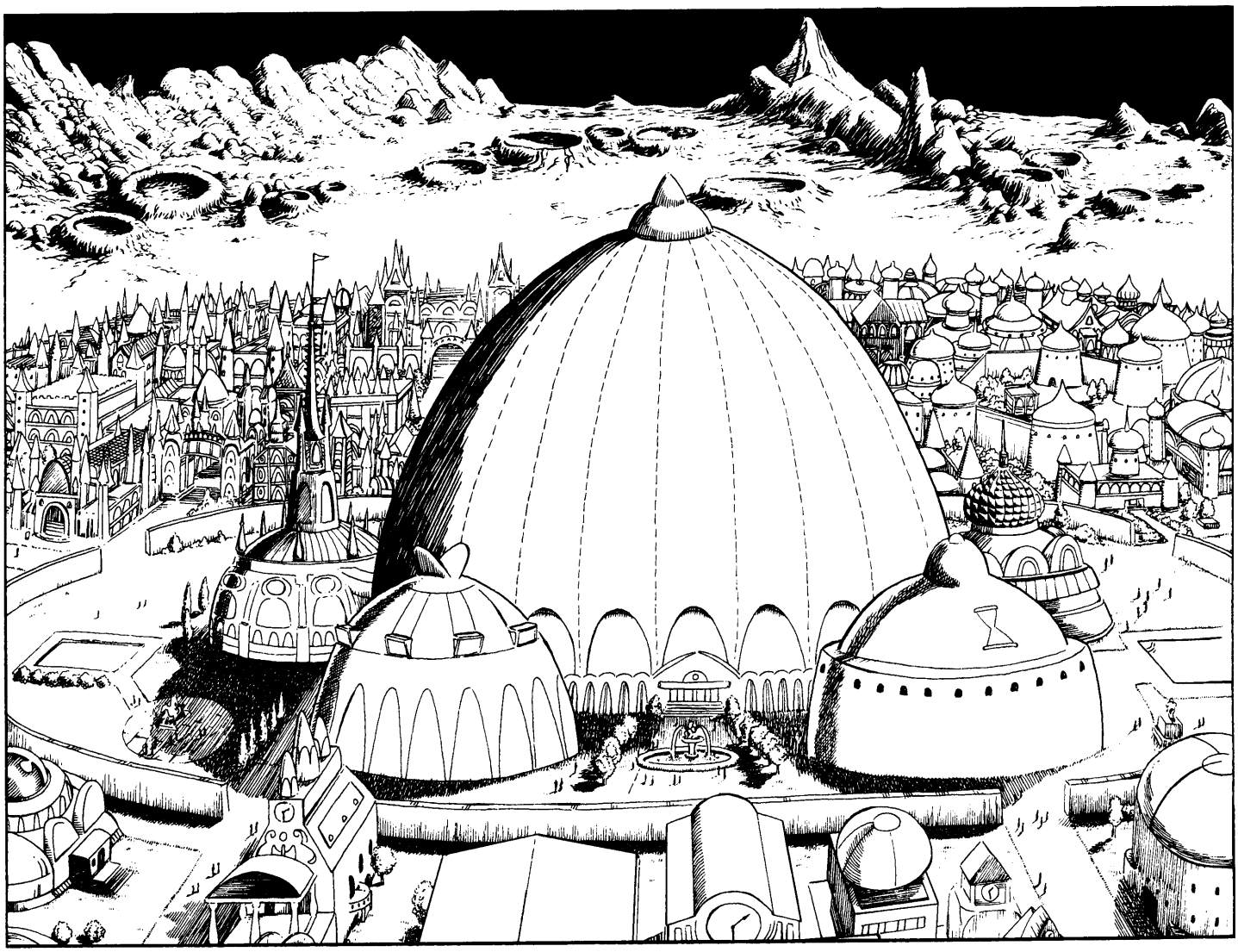
The Pearl Islands: This nation remains independent of the Empire of Thyatis for the time being.

Rockhome: With the war over, the dwarves of Rockhome emerge from the caverns, sweep up a bit, and return to life as normal.

Thyatis: Bled dry by the years of war, Thyatis begins its slow recovery. The Empire regains full control of all its mainland territories and of loyal areas on the Isle of Dawn. All of the areas it formerly held by force, such as Ochalea and the Pearl Islands, have become independent. Much reduced in manpower, territory, and prestige, Thyatis will be a long time rebuilding itself, even without competition from Alphatia. Nevertheless, it is clear that the Empire will survive. Emperor Thincol's health continues to fail, and he begins to consider whether his son Eusebius or his daughter Stephania should be his successor.

Ylaruam: This nation continues to promote the ideals of the Immortal al-Kalim. It becomes even more warlike than before, especially in view of Thyatis's current weak state and the stunning victories the Ylari carried off at Biazzan.

The post-**Wrath** world is a different and still-changing place, and upcoming supplements such as **The Poor Wizard's Almanac** will reveal what directions the world's history will take in the years to come.



Appendix A: When Things Go Wrong

In this chapter, we'll discuss things that can go wrong during this adventure... and what the DM can do to set them right.

What if PCs Uncover Rheddrian's Secret?

The PCs might guess early that Rheddrian is an Immortal. If they do, and ask him about this, he will confess his new state, ask them to continue with their mission, and assign them a mortal—a cleric of Benekander, his Immortal form—to keep in contact with them. Rheddrian will no longer communicate with them directly; instead his cleric will be the one who assigns missions, delivers their expense money, and passes along news.

This cleric can be a player character who is a servant of Benekander, or he or she can actually *be* Benekander in yet another Mortal Identity.

What if PCs Refuse or Betray Rheddrian?

Early in the adventure, the PCs could decide that they don't trust Rheddrian or simply don't want to work for him. That's okay; they can still go through most of the adventures in this book, including the mini-adventures of the Timeline. They will find out on their own that Rheddrian was telling them the truth and see for themselves how much trouble the world is in. They may eventually realize that they need all the help they can get and re-establish contact with him or one of the other major Immortals involved.

What if the PCs are Followers of One of the Other Immortals?

If one of the PCs is a cleric or paladin who follows one of the other Immortals involved in this adventure, he or she will probably want to contact his or her patron at some point and let that Immortal know what the player character has discovered. The Immortal's reaction will depend on his or her personality. For example, a follower of Vanya might be ordered to assist in the war; a follower of Rad or Rafiel to aid Glantri in any way possible. Both Asterius and Ixion would send their followers on missions similar to the ones Benekander originated: Asterius to uncover evidence of the existence of the Brotherhood of the Shadow and Ixion to ferret out what Rad and his cohorts are up to.

It's even possible that the PC might be a cleric of Balthac, and hence an unwitting follower of Hel. In this case, the party would be entrusted with Kelter Zerban's mission and would only find out, too late, that they had been betrayed into doing evil; Kelter's quest for vengeance could then become their own.

If a PC is a cleric who follows an Immortal not involved in this adventure, the DM could give the character a personal stake in the outcome by adding his or her Immortal to one of the groups—either the Fellowship of the Star or the Ring of Fire, whichever would be more appropriate.

What if PCs Kill Kelter?

In Phase II, Zerban could die—either at the hands of the PCs or in some other fashion—long before he gets to the Hollow World and begins undertaking his mission for Balthac/Hel.

In this case, "Balthac" has heard some of Kelter's prayers up to the point when Kelter dies. Hel is vitally interested in what Kelter has to find out. If the PCs or trolls kill Kelter, Hel will notice that Kelter doesn't make prayers the next morning; she will investigate using an *Immortal eye* spell (see **Codex** for details), then send a mortal follower to cast *raise dead fully* on Kelter's corpse, after which Kelter will continue his mission.

What if the PCs Decide to Call It Quits?

At any point in the adventure, the PCs might decide that they are in way over their heads and that a hasty retreat is in order. Even as late as the Finale, PCs intimidated by the arrival of not one but two Immortals might want to try to escape the Cavern of the Artifact using Rheddrian's Shield. If so, the DM should let them. IN NO CASE should the DM try to force the players to continue in this or any other adventure if they decide not to; this is a sure recipe for disaster. Instead, let the PCs emerse themselves in the events in the Timeline or depart to explore more peaceful parts of the Known World. They may want to rejoin the main adventure after some "time off," or they may continue with a new series of adventures; in either case, the DM should make sure his or her main goal is to ensure that everybody has a good time.

What if the PCs Fail to Save the World?

The PCs could foul up in the final adventure. They might switch sides, stab Rheddrian in the back, or simply get distracted by the war. They might all die in the battle with Calor, the golem, or the Dbots before completing the reprogramming of the Nucleus.

In such a case, either the world can be saved some other way (Benekander and Rad make an alliance; Khoronus, Odin, Terra, and Thanatos intervene and order the squabbling Immortals to cease; the Old Ones take matters into their own hands; the Nucleus becomes sentient and refuses to hurt people), OR the events will proceed as described, except without the PCs' intervention.

Lightning Zombies

	Lesser	*Greater*
Armor Class:	8	6
Hit Dice:	2* (M)	4* (M)
Move:	90′ (30′)	120′ (40′)
Attacks:	1 fist, weapon, or special	2 fists, weapons, or special
Damage:	1d3, by weapon, or special	1d6, by weapon, or special
No. Appearing:	2d6 (2d6)	1 (1)
Save As:	F2	F4
Morale:	7	7
Treasure Type:	A	A × 2
Intelligence:	11	11
Alignment:	N	C
XP Value:	25	125

Monster Type: Undead (very rare).

Lightning Zombies are the reanimated bodies of men and women who have died within a few hundred yards of the Mirror-Shield of Rheddrian.

They look like people, except that their skins are a uniform light grey. Their features are quite animated; they can speak and otherwise seem alive. In fact, many of them appear hyperactive.

Lightning Zombies look normal in daylight, but glow dimly in the dark.

They resemble other types of undead in several ways. They are not affected by poisons, or by *charm person* or other mind-affecting spells. Lightning Zombies have an infravision ability like elves and dwarves.

They are unlike other undead in other ways, however. Successful Turn Undead attempts do not destroy them or make them flee; such attacks only hold them at bay, affecting them as per the *protection from evil, 10′ radius* spell. In addition to using weapons, they're bright enough to use combat tactics, available terrain, and the like, just as characters do. In short, they should be treated as NPCs rather than as "monsters."

They have a special combat ability called the *lightning touch*. They can grab victims and have great grip strength; it takes a successful Open Doors roll to break free from their grip.

On the first round after they grab a victim, and on each round thereafter, they can discharge an electrical jolt into their victims. Each jolt does 1d6 damage and does not require an Attack Roll to hit. A Lightning Zombie can only discharge a jolt after he has held his victim for at least one full combat round; he cannot, for instance, hit a target with his fist and discharge lightning at the same time. Lightning Zombies cannot take any other combat action when discharging energy.

Greater Lightning Zombies are faster, have more Hit Dice, have two attacks per round (but can only use their *lightning touch* once per round), do more damage with their fists (1d6), and do more damage with their *lightning touch* (2d6).

The spirits which once inhabited their bodies have already fled, and Lightning Zombies have no memories or character class abilities of their previous lives. However, unlike true zombies, they are intelligent. They pick new names for themselves and try to perform mighty deeds of combat and adventure so that they can have something to boast about. At the DM's option, they may even be capable of level advancement.

All the Lightning Zombies encountered in this adventure are under the control of Lord Kazakk, who is a Greater Lightning Zombie.

Victims slain by these creatures will only turn into Lightning Zombies themselves if their bodies remain within one hundred yards of the Mirror-Shield of Rheddrian for one hour after their deaths.

Terrain: Mountains; specific area of Silver Sierras, Darokin/Glantri border.

Ploppéds

Armor Class:	9
Hit Dice:	1/2* (S)
Move:	120′ (40′)
Attacks:	1 bite
Damage:	1 point + special
No. Appearing:	2d6 (1d6)
Save As:	F1
Morale:	3
Treasure Type:	Nil
Intelligence:	1
Alignment:	N
XP Value:	6

Monster Type: Lowlife (very rare).

Ploppéds were once spiders haunting the shadowy corners of Corran Keep. Subjected to the occasional energy pulses from the Mirror-Shield of Rheddrian, they grew quite large—their bodies are the size of oranges—and ended up with many more legs than spiders. Ploppéds have different numbers of legs, from six to twenty (roll 1d8, add 2, and multiply by 2 to get the number of legs an individual ploppéd has). Regardless of the number of legs they possess, they are black and hairy.

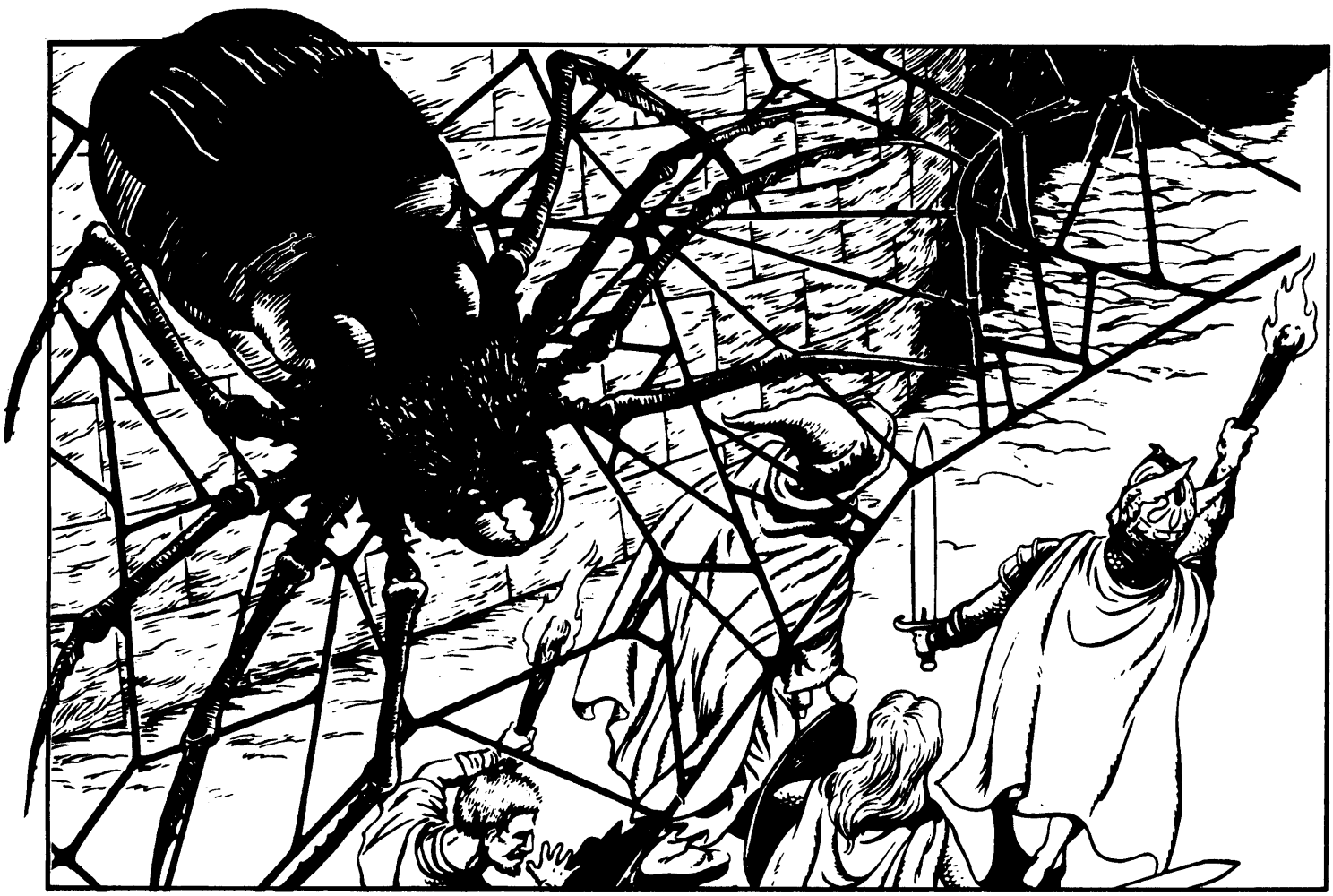
The creatures were named by the learnéd Lord Kazakk, who called them "polypeds" (many-legged); the other Lightning Zombies simply call them "ploppéds" for the sound they make when they land ("*plop!*").

Ploppéds are very sneaky. They have the following abilities of a fifth-level thief character: Move Silently (40%), Climb Sheer Surfaces (91%), Hide In Shadows (28%).

These creatures do not prey on creatures bigger than rats; they prefer to hide in shadowy areas when something large is in the immediate area. However, if startled, they will attack and then run away.

Ploppéds attack by leaping (up to 20′!) at their prey; when attacking medium- or large-sized creatures, they leap for the neck or face. If they hit (on an ordinary Attack Roll), they sting, injecting a paralytic poison. The victim must make a Saving Throw vs. Poisons or be paralyzed for 1d6 turns. Small creatures must save with a −4 penalty and will be paralyzed for 1d6 × 10 turns.

Terrain: Mountains; specific area of Silver Sierras, Darokin/Glantri border.



Sprackles

	Lesser	*Greater*
Armor Class:	9	6
Hit Dice:	1/2* (S)	2* (S)
Move:	30' (10')	30' (10')
Flying:	180' (60')	180' (60')
Attacks:	1 beak or special	1 beak or special
Damage:	1d3 or special	1d8 or special
No. Appearing:	1d6 (2d6)	1d6 (2d6)
Save As:	F1-1	F2
Morale:	8	8
Treasure Type:	Nil	Nil
Intelligence:	1	1
Alignment:	C	C
XP Value:	6	25

Monster Type: Monster (Very Rare).

These creatures look very similar to grackles, the common blackbirds from whom they are descended.

However, these birds are larger than grackles and colored differently: they are a coppery reddish-brown and constantly shed little electrical sparks. Because of these sparks, the birds glow in the dark, and so do most of their hunting in the daytime, when they are slightly less obvious.

The birds' beaks are very long and sharp and can penetrate armor, giving them a +2 "to hit" bonus on their attack rolls. In addition, sprackles can launch little lightning attacks within 30' of a target; a small charge of electricity shoots out from their beaks and, if the attack roll is successful, hits their prey, doing 1d3 damage (1d6 up to 60', in the case of Greater Sprackles).

Sprackles are fearless and very territorial. They avoid undead creatures and creatures which are larger than man-sized but will attack other creatures to drive them out of their territory. They fly directly toward their prey, shooting their little lightning-blasts until they get within melee range, at which time they attack with their beaks. They continue fighting until half the flock is killed or wounded, at which time they flee.

Sprackles have infravision.

These creatures are currently unknown to the world outside the immediate area of Corran Keep. "Sprackles" is the name young Noriad Corran has given them, a coinage which combines "sparks" and "grackles."

Terrain: Mountains; specific area of Silver Sierras, Darokin/Glantri border.

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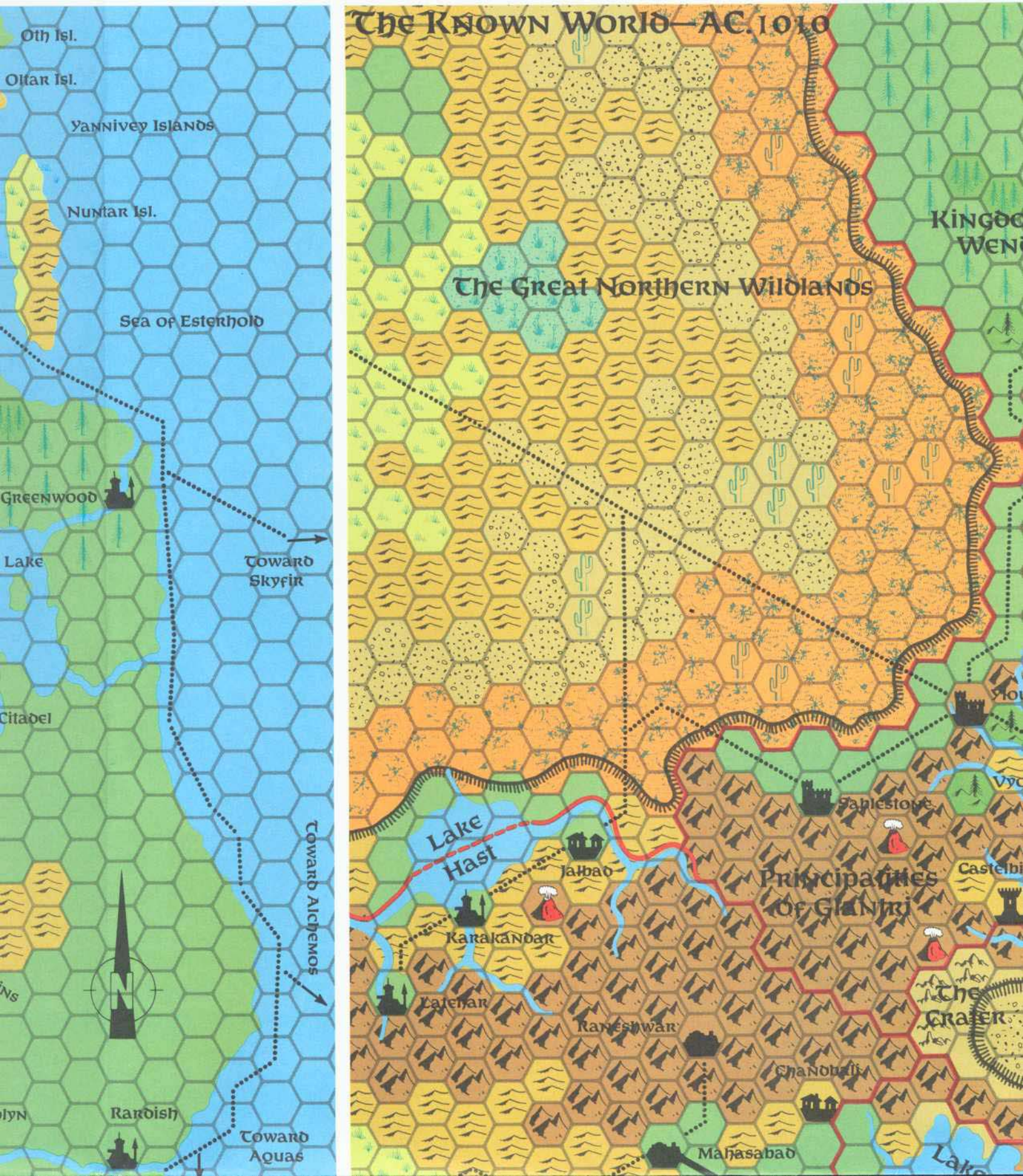
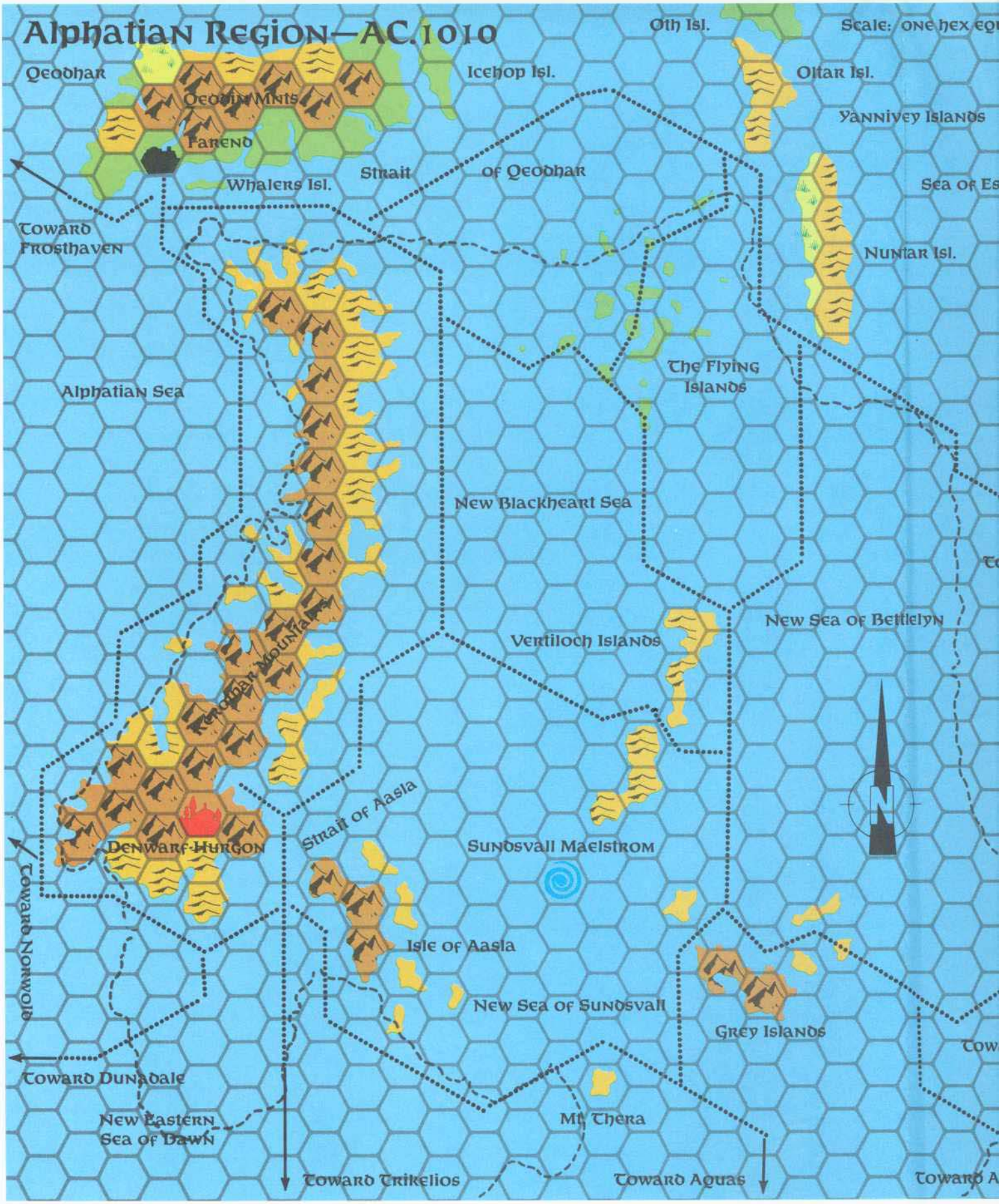
Metropolitan Alphatia—AC.1004
Oth Isl.
Qeodhar
Icehop Isl.
Oltar Isl.
Qeodhim Mnts.
Yannivey Islan
Farend
Whalers Isl.
Strait of Qeodhar
Nuntar Isl.
Toward Frosthaven
Starpoint
Skyreach
Sea of E
Shiell
Alphatian Sea
Shraek
Greenwood
Liyn Lake
Erolhattan
Draco
Alfleish
Citadel
Verrilloch Hills
Denwarf-Hurgon
Toward Norwold
Sundsvall
Aaslan Spur Mnts.
Aasla
Grey Mountains
Toward Dunadale
Aaslan Gulf
Errolyn
Randish
Eastern Sea of Dawn
N


The Known World—AC. 1010
Oth Isl.
Oltar Isl.
Yannivey Islands
Nuntar Isl.
Sea of Esterhold
Greenwood
Lake
Toward Skyfir
Citadel
Toward Alchemos
Randish
Toward Aquas
The Great Northern Wildlands
Kingdo
Wen
Jalestone
Lake Hast
Jalbad
Principalities of Glantri
Castelbi
Karakandar
Lateiar
Raneshwar
Chandbalji
The Crater
Mahasabad
Lake

To DeNagoth
Woodgate
City of Wendar
Naga River
Mengul Mountains
Bengarian Hermitage
Sylvain
Oakwall
Hockstein
Gravenberg
Wendarian Range
Rymskigrad
Vladimirov
Nordling
Leenz
Tchernovodsk
Glenmoorloch
Khanates of Ethengar
Kopstar
Braastar
Glantri
New Alvar
Monteleone
Lizzieni
Eriadna
Ergnoyl
Streel River
Krandai
River
Broken Lands
Nell
The Canun
Jhyrrad
Siahi
Dengar
Evemur
Greenston
Kantak

Toward Landfall
Western Sea of Dawn
Altendorf
Naga River
Hockstein
Freiburg
Heldannic Territories
N
Dovefell
Port Svenson
Zeaburg
Tromso
Vestland
Shipton
Namsen
Ostmanhaven
Bergen
Norrvik
Ostland
Haverfjord
Helega
Hostpork
Rhoona
Morden
Highholo
Landesfjord
Ranwood
Kurdal
Soderfjord
Dengar
Backwater
Smaggeri
Snowvale
Wilmik
Eyemur
Karrak
Soderfjord Jarldoms


Alphatian Region—AC 1010
Oth Isl.
Scale: one hex eq
Qeodhar
Icehop Isl.
Oltar Isl.
Qeodhar Mnts
Yannivey Islands
Farend
Strait of Qeodhar
Whalers Isl.
Sea of Es
Toward Frosthaven
Nuniar Isl.
The Flying Islands
Alphatian Sea
New Blackheart Sea
New Sea of Bettielyn
Ventiloch Islands
Kendar Mountains
Strait of Aasla
Denwarf-Hurgon
Sundsvall Maelstrom
Toward Norwold
Isle of Aasla
New Sea of Sundsvall
Grey Islands
Toward Dunadale
New Eastern Sea of Dawn
Mt. Thera
Toward Trikelios
Toward Aquas
N

Scale: one hex equals 72 miles
Oltar Isl.
Yannivey Islands
Sea of Esterhold
Nuntar Isl.
Toward Skyfir
ew Sea of Bettielyn
ands
Toward Alchemos
Toward Aaslin
Palkat
Sayr Ulan
Gom
Akesoli
Anselbury
Atruaghin Clans
Palace of Atruaghin
Sind
Bangore
Pramayama
Kandaputra
Asandapur
Sambay
Jahore
Jaibul
Toward the Serpent Peninsula and the Savage Coast
Corran Keep & Vicinity—AC. 1004
Lizzieni
Redstone
Eriadna
Corran Keep
Fort Lakeside
Lake Amsorak

Rockhome
Aergmor
Ardelphia
Akorros
Favaro
Ansimont
Dolos
Nemiston
Selenica
Marny
Forth Cruth
Republic of Darokin
Elstrich
Darokin
Malpheggi Swamps
Threshold
Penhaligon
High Forge
Ober's Mimbur
Thantabbar
Riftlian
Kelvin
Athenos
Luln
Fort Doom
Shireton
Tothmeer
Krakatos
Specularum
The Five Shires
Fletcher Isl.
Northkeep
Korsakov
Calalupos
North Isl.
Gapton
Safari Isl.
Fortress Isl.
Stronghold
Alcove Isl.
Honor Isl.
Ierendi
Harbortown
City of Minrothad
Trader Isle
Utter Isl.
Blackrock Isl.
White Isl.
Roister Isl.
Kingdom of Ierendi
Jortan
Aloysius Isl.
Sea of Dread

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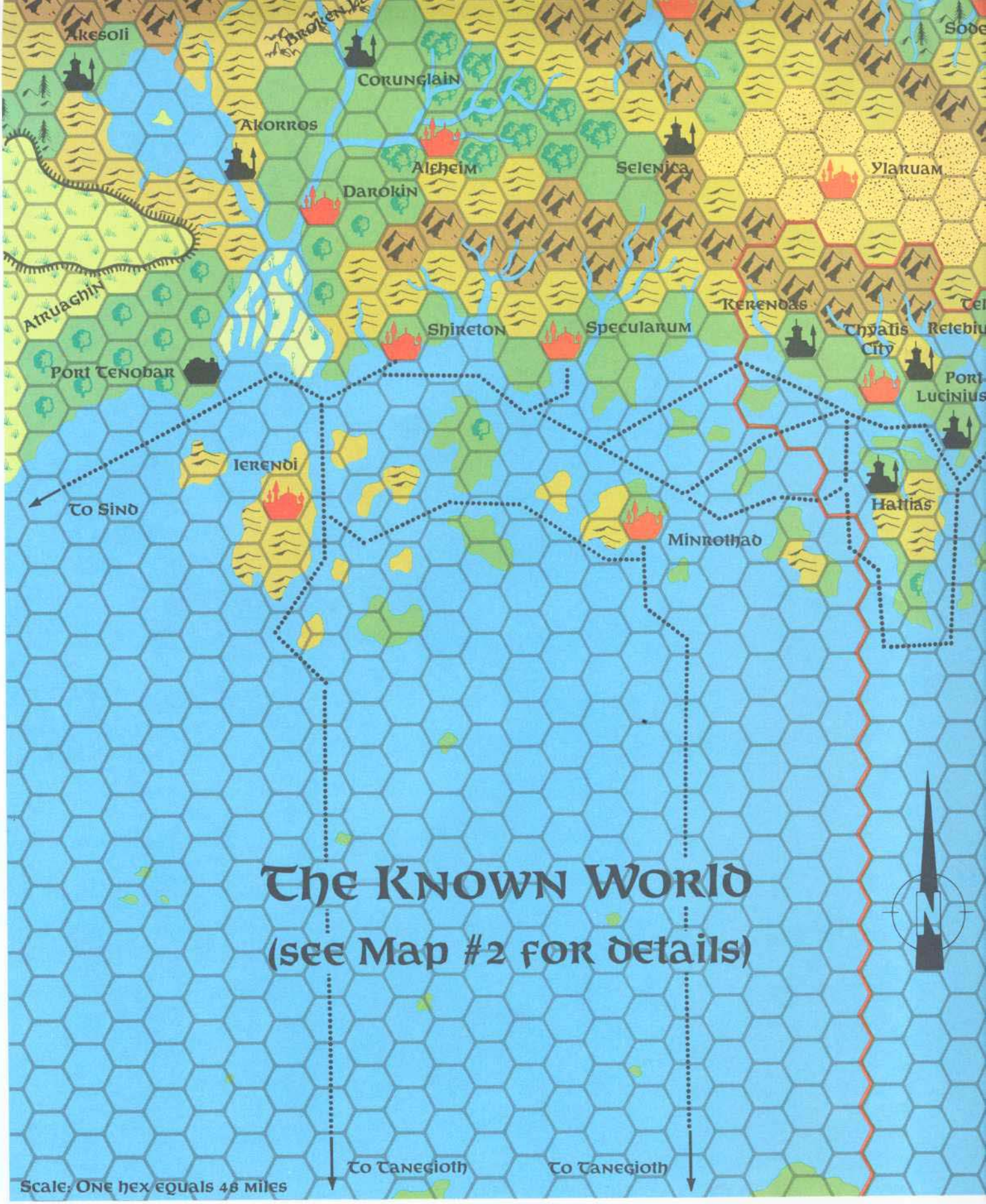
Gereth Minar
Denagoth
Landfall
Wendar
Freiburg
Heldannic
Pre-War
Territories
Ethengar
Norrvik
Glantri City
Dengar

To Alpha
Norwold
Alphatian Sea
Oceansend
Empire of Alphatia
AC 1000
Helskir
Landfall
Heldannic
Pre-War
Territories
Dunadale
Zeaburg
Deirdren
Norrvik
Eastern

To Qeodhar
Trollhattan
Tarazif
Rustus
Kerolan Mountains
Greenwall River
Elfripple River
Alfleish
Weilat
Tares
Liyn River
Citadel
Draco
Warzazath
Denwarf-Hurgon
Verbofon
Dheys
Adiach
Ashar
Sundsvall
Lath
Bovif
Goltar
Greater Alphatia
Fifeton
Saypalt
Sabeta
Lesir
Saddor
Haby
Aasla
Sasdil
Bigos
Nehiun
Dafe
Haunted Marshes
Greenlake River
Ayakinel
Herot
Dolas
Songodir
Palvaton
Thena River
Aaslan Gulf
Lorm
Errolyn
Kirn
Limi
Avraos
Deipan
Ashipun
Ruboka
Gufetir
Eagret
Afass
Archport
Ascopal
ea of Dawn

Tirenlos
Soctel
To Greenwood
Weilat
Liyn Lake
Taragor
Orfil
Igoin
Lakim
Cares
Rathoon
To Skyfir
Dema
Tenoboa
Liyn River
Tutlos
Citadel
Uffacos
Lonval
Weitara
Masala
Sareba
Isoin
Brocto
Dheys
Quanfax
Leweo
Rimpos
Sea of Esterhold
Dmireton
Vonboby
Telsadun
Greater Alphatia
Sabeta
Dmilburg
Hoddives
Nehiun
Poys
Norok
Avakinel
Sealidun
Ubeidda
Dolas
Felteborn
Doxten
Thera River
To Alchemos
Mersepolis
Lydiem
Pemsky
Errolyn
Leeta
Alpira
Randel River
Rardish
Deipan
Ecem
Ruboka
Idongor
Archport
Ascopal
Nafertin


Akesoli
Broken Lake
Corunglain
Akorros
Alcheim
Selenica
Ylaruam
Darokin
Atruaghin
Kerendas
Shireton
Specularum
Thyatis City
Port Tenobar
Port Lucinius
Ierendi
To Sind
Hattias
Minrothad
The Known World
(see Map #2 for details)
N
To Tanegioth
To Tanegioth
Scale: One hex equals 48 miles

Soderfjord
Newkirk
East Portage
Ylaruam
Redstone Castle
West Portage
Ekto
Kendach
Tel Akbir
Thyatis City
Retebius
Western Sea of Dawn
Port Lucinius
Hattias
Neutral
Empire of Thyatis
AC 1000
N
Sea of Dread
Furmen
Yinglang
To Pearl Islands
Wutang Dong Ha
Ochalea

Afotir
Telsatus
Shavadze
Dhobig
Forest Coast
Perponaz
Nasperid
Bluenose
Hajura
Strait of Dawn
Trikelios
Edairo
Isle of Dawn
Territories
Aeria
Featherfall
Caerowicca
Aegos
Alatian Sea
Gaity
Rainbow P
Selenion
Aegopoli
Pittston
Ne'er-do-well
Cross Road

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