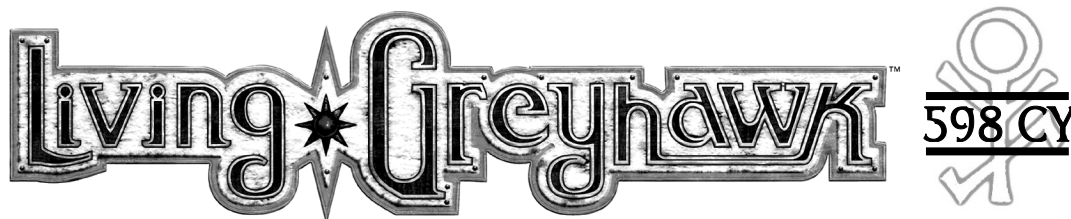


CORS8-01



# Whispers of the Obsidian Citadel

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

by David Christ

Stat Block Help: Tim Sech

Circle Reviewer: Creighton Broadhurst

**Playtesters:** (Krishna Simonse, Marco Lammers, Nina Moelker, Pieter Sleijpen, Vincent van der Bijl, Ward van Oosterum, Chris R Hoffman, John du Bois, Ben Mazur, Doug Miles, Erin Wilson, Matt Haddix, Kate Farrell, Vernon Vincent, Joel Anderson, Eric Anderson, Brian Burget, Eric Jones, Rodney Root)

People, objects, and even places seem to be shifting in and out of existence in the Yatil's west of the great city of Mitrik. Chaos seems to be unraveling existence itself and it's spreading. Seers speak of the 'Door to Perdition' but even the gods themselves seem to be silent on exactly what is happening. Great things are afoot and while nations focus their attention on each other it is up to heroes to find out what is going on before it's too late and all of Oerth burns in the fires of perdition forever. This adventure is the 1<sup>st</sup> part of the final core plot arc for the Living Greyhawk campaign and also concludes the 'For the Greater Good' series. This adventure is EXTREMELY dangerous and should not be undertaken lightly. True heroes are forged in the glowing hot coals of struggle and true heroes it will take to win through this day. A two-round Core Special adventure set in Veluna and the Yatil Mountains for characters level 5-15 (APLs 6-16).

Resources for this adventure include *Complete Arcane* [Richard Baker], *Complete Champion* [Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *Monster Manual IV* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Lique, Chris Sims, Owen K.C. Stephens, Travis Stout, JD Wiker, Skip Williams], *Monster Manual V* [Creighton Broadhurst, Jason Bulmahn, David Chart, B. Matthew Conklin III, Jesse Decker, James "Grim" Desborough, Rob Heinsoo, Sterling Hershey, Tim Hitchcock, Luke Johnson, Nicolas Logue, Mike McArtor, David Noonan, Aaron Rosenberg, Robert J. Schwalb, Rodney Thompson, Wil Upchurch], *Mordenkainen's Fantastic Adventure* [Robert Kuntz, Gary Gygax], *Player's Handbook II* [David Noonan], *Rary the Traitor* [Anthony Pryor], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], and *Tome of Magic* [Matthew Sernett, Dave Noonan, Ari Marmell, Robert J. Schwalb].

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

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at [www.rpga.com](http://www.rpga.com).

### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

## TIME UNITS AND UPKEEP

This is a standard two-round Core Special adventure, set in Veluna area. All characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

## ADVENTURE BACKGROUND

This adventure is the first part of "Ascension."

This adventure is designed to be tough. It is designed to stretch the players' abilities to their limits and beyond. Death may happen and sometimes more than one. Make sure the players know this is a core special and it is designed to be tough and punish those who make mistakes, choose poorly, or just have a run of bad luck. Death is not the end of the adventure for that character and raising of party members during the adventure is possible. At any time during the adventure where the party can safely return to Mitrik they can be raised at the standard prices per the LGCS. If the player/players do not have the gold the raise is still performed and the cost taken out of the end gold for the adventure. If they do not have enough at the end to pay then they gain no treasure from the adventure and must make up the balance owed by selling items.

This adventure is in two-rounds which serve two distinct purposes. The first round deals directly with the Flight of Fiends and wraps-up the 'To Serve the Greater Good' series. Players may have a lot of questions about what has happened previously in this series that the DM may not be familiar with. DM's Handout One has a lot of information from previous adventures.

The second round of the adventure deals with the journey to Mordenkainen's hidden fortress: the fabled Obsidian Citadel. Here the players learn some more of what is going on behind the scenes and the dire portents for all of Oerth if they come to pass.

## THE FLIGHT OF FIENDS

In Coldeven 586 CY, His Venerable Reverence, The Savior of Our Lands, Canon Hazen of Mitrik, used the

Crook of Rao to invoke the Flight of Fiends. This ritual banished thousands of demons, devils, yugoloths, and other outsiders from all parts of the Flanaess. In one single act the entire power structure of the Flanaess was changed forever. In all of recorded history nothing has had such a widespread effect on the world since the Twin Cataclysms. All that is known to the general public about the ritual is the following.

- Canon Hazen was the focal point of the ritual.
- It involved the College of Bishops (advisors to the Canon and made up of 21 of the most powerful priests in Veluna) and almost every single priest of Rao in Mitrik (over 200 of them).
- He had the aid of the Archmage Bigby.

What the players do not know:

- The ritual was not nearly as successful as generally believed. Hundreds of devils left voluntarily and hundreds more were betrayed by their own kind.
- Three of the bishops from the College of Bishops betrayed the Canon. They feared he did not have the strength to do what he planned and so they made a deal with the devils. They each believed the greater good would be served by what they were doing but, of course, they were wrong.
- The Crook was rendered nearly powerless by the ritual. Nobody in the church knows what happened exactly, but the crook's power seems to have left it.

So that leads us to where we are now. The Crook is currently powerless; its magical sentient force hiding in a small boy named Aaront. He is currently watched over by one of the fallen priests of Rao, Ra'Ned Fillisp, who betrayed his faith at the Flight of Fiends and now is trying to atone for his mistake. The door to Perdition, see DM's Handout One, is still open and is what is causing the problems the players are investigating. As this door between planes swings to and fro it is pulling things into and out of the connecting planes. People are disappearing only to be replaced by devils, others who have been missing for days, or just random objects.

The players must figure out what is causing this to happen and how to stop it. In doing so they will learn that the cause is a side-effect of the imperfect Flight of Fiends and that something must be done to stop it from unraveling further. They are of course many in the adventure wishing to give their opinions on how this should be done.

During the adventure, players may have the ability to cast, or have access to, various divination magic to ask questions. They are going to find that the gods and spirits are VERY silent on what is going on. Why is for future adventures to address but any kind of magical inquiry only brings back an answer that varies on the following:

'The Door to Perdition Swings to and Fro – Who shuts it controls destiny'

The message is relayed in a very grim tone and the PCs sense a nervousness on the part of the giver of the message. No amount of magic can determine where

Perdition is nor can magic get them there. This are not meant to stump intelligent play on the players' part but to impart the seriousness of the situation to them. If the gods themselves have taken notice of what is going on, surely mighty forces are at work.

It is possible that characters in this adventure may have some or all of the 303 curses form the previous adventures in the 'To Serve the Greater Good' series. A dream sequence detailed in Player Handout One removes these from the character prior to the adventure and gives them further clues to why they are gone.

## ROUND TWO

Refer to Round Two for a summary of that adventure. Remember, this is a two-round event and as such each part should take five hours.

## ADVENTURE SUMMARY

**Introduction:** The players are brought together by sheer luck (is there really luck anymore at this point) during their travels. They are traveling on the Great Western Road towards or from the Domain of Greyhawk. Rumors abound upon the open road and players are given a chance to pick up a few as they travel (while all are traveling all are not necessarily together yet). Those with the curses from previous adventures have them removed in a dream sequence (Player Handout One).

**Encounter One – Reap what is not Sown:** Fate has the PCs all in the same general area when an occurrence of the planar rift happens. They are passing a small hamlet when a shift happens changing some farmers in a field into devils which descend upon the farming community without warning. It's up to the PCs to stop them. During this they notice a man on a hill that was there as if waiting for this to happen and taking notes. This fight throws a party of non-familiar heroes together and on the road to glory.

**Encounter Two – The Watcher:** The man on the hill is known as Frederick Salis. He is a priest of Boccob. Actually in reality he is Bigby but nobody is going to know that. He is always referred to as Frederick until later in the adventure to keep the DM from goofing and calling him the wrong name. He has visions he claims come from his god that tell him where to be and when but he knows not what is going to happen. Lately he has been documenting strange occurrences of objects and creatures phasing in and out of reality. Sometimes it's as simple as a broom being replaced by a hammer but at other times a flying bird is suddenly replaced by a man who falls to his death. The occurrences are happening more often and he knows where the next one is going to happen. The party should go with him as he is their only solid lead.

**Encounter Three – The Boy:** Following Frederick's lead the party comes upon a small abbey south of Mitrik. Frederick sets up a distance away and gets out his pen and paper. He does not go any further; his job is to document not to interfere. What the party does is their own

business as their fate is not his concern. Approaching the abbey is an old man and a boy. This is Ra'Ned Fillisp and Aaront. They are heading west towards where last he knew the entrance to Perdition to exist. He is hoping to stay at the abbey overnight and rest. The party can either stay at a distance and watch or go down and talk to the old priest and the boy. They learn about the Flight, the boy, Perdition, and where the door to it currently is located. Before they can act on that information, though, something happens.

**Encounter Four – Hidden Refuge:** During the early morning during a solar eclipse another shift occurs. This time, instead of the action coming to them they are going to the action. The entire area around the abbey is swapped with a chunk of real estate about 40 miles west of Mitrik in the Yatil mountains. They are now standing before a large stone sealed door. This is one of Tenser's hidden bolt-holes and is guarded by magical constructs that have been given instructions to smash whomever approaches. Frederick is very insistent that they should go inside and find out what it's about. They find some magical notes and such but nothing too interesting. Tenser stores a clone here and not much else. Frederick writes down the details. This is important for later as once the Frederick/Bigby deception is known and a list of locations is found the PCs realize that Bigby (and by extension Mordenkainen) is collecting the locations of Tenser's clones.

**Encounter Five – Perdition Here we Come:** Their sidetrack over it is time to get back to find Perdition and stop what is happening. Frederick tells them he knows when another shift is going to happen that will take them to Mitrik. What he is really going to do is cast a *silent, still, greater teleport*. Those with some doubts about him or really good Spellcraft checks may get a hint about their friend's true nature. They arrive outside of Bigby's Tower in Mitrik near the Temple District. From there it is a short distance to the Grand Temple and the door to Perdition. Frederick at this point asks a player to take his notepad with them and if possible write down what they see to return to him. If nobody takes it he uses his considerable magical talents to plant the notebook in somebody's backpack. The notebook is his backup plan in case the party decides not to undo the Flight of Fiends.

**Encounter Six - Belly of the Beast:** The party enters perdition and is set upon by some of its inhabitants. The warped and perverted Grand Temple of Mitrik around them shows the instability of the demiplane. Fighting a running battle to the center of the plane wears down the party but they can see their destination ahead. During this running battle they learn that Frederick, who stayed behind, is really Bigby and the feeling they have been tricked down their current path sinks in.

**Encounter Seven – The Decision:** So it's time for the party to make their choice. Undo the Flight of Fiends and let nature take its course or try to bolster the chains that bind it together. This is meant to be a heart-wrenching decision that ends the same either way despite their choice. One way they are betrayed and the other

they willingly choose to undo the Flight of Fiends. Either way the Flight of Fiends is undone this night and Oerth is never the same again. Bigby's betrayal is learned, the Crook is returned to normal, Aaront is either a normal boy again, or destroyed in the magical backlash depending on the party's choice. To make it even worse they have to fight a major devil while doing it.

**Conclusion – Did we Win?** The party is quickly escorted out of the Grand Temple of Mitrik as confusion reigns in Mitrik. An explosion is heard in the distance as Bigby's tower implodes in upon itself (if they go and try to find him they see it happen). The players are left with a feeling of 'What did we do?' and some helplessness as things go from bad to worse.

## PREPARATION FOR PLAY

It is important to determine before play if anybody at the table has any of the curses from the previous adventures in this series. If they do it's important to have them read and understand Player's Handout One. Odds are most who have these curses have already retired from the campaign, but there are a few dozen still afflicted with them. We need all the curses in one spot at this point.

Favors are also tricky in this adventure. Favors that do not pertain to gathering information work normally. Normal favors to gather information and such are fine as long as they do not pertain to the Flight of Fiends, Iuz, or the Circle of Eight. Players can find out information on their own about these subjects but they find that others, even divine beings, are very quiet on these subjects. This is once again to get the point across that something really big is going on and the collective world is holding its breath waiting to see what will happen.

## INTRODUCTION

The adventure starts to the east of Mitrik along the Great Western Road (which runs from the Domain of Greyhawk west into the Baklunish lands). There are many reasons the party could be here so it's up to them as to why. They could be returning home from the City of Greyhawk or on their way there right now.

Those traveling on foot, thus mingling with other travelers and stopping in inns and such, have a chance to learn some rumors before the adventure starts. You can have them toss around some coins and make a few Gather Information checks, but ultimately they should learn everything below:

- Strange things have been happening lately. People have been abducted by magic and replaced. Most believe it's the work of the Church of Rao and that it's hiding something again.
- It's not just people it's objects and even whole buildings or sections of town. Anytime something disappears though it's replaced by something that takes up roughly the same space.
- It started in the mountain towns west of Mitrik about a month ago and has been stretching east

since. Rumors and information on it were slow to spread due to the sparse population in the Yatils, but general panic is beginning to set in.

- (For those heading east on the Great Western Road): An old man has been seen watching travelers a lot lately. He is always off the path a bit and has a large book with him. When approached he always seems to manage to slip away before anything can be asked of him. Most see him as an ill omen and avoid him at all costs.
- (For those heading west on the Great Western Road) A man with a small boy have been garnering some attention as they travel. The boy is said to possess knowledge and wisdom beyond his years while the man always keeps a long sleeved cloak on even during the heat of the day. It's said he bears horrible scars from some battle in his youth.

Everybody seems to know somebody that this has happened to but nobody has had it actually happen to them. Regardless everybody agrees that it's real and that the church, state, heroes, or anybody but themselves needs to do something about it.

Once the players are up to date continue with encounter one. Remember that players still may be traveling separate and the actual mechanism for tossing them together and on the path to glory happens in the encounter one.

Player's flying have the same boxed text below just from a different perspective; adjust it as needed. Some may push that their normal mode of travel is to *teleport*. Their journey is interrupted, a rift opens during the process that basically 'drops' them out of their *teleport*. Unceremoniously drop them from a hole in the sky into a pile of hay near a barn and then continue with the text below adjusting as needed.

## I: REAP WHAT IS NOT SOWN

*Another lazy early spring day passes by. The road stretches out ahead as it has done so many times before and the throngs pay you little attention as they pass. Such is the life of the adventurer. Always saving the day and never really getting the credit you deserve. It's a busy day on the Great Western Road and with the rumors abounding it is no great surprise that most traffic is heading east. It is early afternoon and another small hamlet appears in the distance. Perhaps a place to find a warm meal or some current information on the rumors you've been hearing the past few days.*

The players are free to talk amongst themselves if traveling together or even ask further questions to those they pass by. Those with some kind of magical sight (specifically something that allows them to *detect magic*) notice a shimmer appear in part of the hamlet ahead – the size of the shimmer being dependant on the APL and how many creatures appear).

*As you get closer to the hamlet you can see a group of farmers near a barn getting ready to plant their spring crops. The fields are tilled and ready and they are harnessing some horses for work. Suddenly they stop moving. It's as if everything in an area 30-feet around them has been frozen in time. With a pop you do not hear as much as feel in your bones the scene shifts. Gone are the farmers and their horses. Gone is the barn itself they were just standing next to. Replacing them are creatures not of this world. Sharp cruel horns sprout from their heads and wicked ichor covered weapons hang loosely in their grips. (Anybody who speaks Infernal also hears one say). "Perdition could not hold us forever. Favor of the old one to anybody who brings me the old man or the boy".*

The players start between 60-80 feet away from the devils and they may be in one group or several. If split, make sure they are split to the same side so they can easily come together to face the threat.

The Thaskor's replace buildings in the village, if present. They are massive hulking brutes resembles elephants made of pure muscle.

#### APL 6 (EL 8)

- ☛ **Bearded Devil** (2): hp 45, 47; MM 52
- ☛ **Hellcat**: hp 60; MM 54

#### APL 8 (EL 10)

- ☛ **Thaskor**: hp 133; Appendix 1.
- ☛ **Bearded Devil** (2): hp 45, 43; MM 52.

#### APL 10 (EL 13)

- ☛ **Advanced Thaskor** (2): hp 190; Appendix 1.

#### APL 12 (EL 15)

- ☛ **Advanced Thaskor** (2): hp 242; Appendix 1.

#### APL 14 (EL 17)

- ☛ **Advanced Thaskor** (2): hp 294; Appendix 1.

#### APL 16 (EL 19)

- ☛ **Advanced Thaskor** (2): hp 409; Appendix 1.

**Tactics:** At all APL's besides APL 6 the Thaskor(s) is the main combatant. Everybody else supports and feeds off his destruction. If there is more than one they work together as they are of average intelligence.

**Development:** The old man or boy the devils speak of are nowhere to be found. (The party do not catch up with them until encounter three.) During the fight, the players may notice an old man sitting on a hill to the north about 100 yards away (DC 15 Spot check). He is sitting on the ground with a book in front of him writing. He is making no attempt at hiding himself nor does he seem overly

worried about the situation or his safety. This is Frederick Salis (and the link to the next encounter.)

There is nothing to find once the devils are defeated. The village is in totally disarray as children look for their fathers who have vanished. The scene is one of chaos much like after a natural disaster has struck. The only person calm is the man on the hill to the north. He continues to watch and write until the party approaches him.

It is also at this point that characters who are not familiar with each other can introduce themselves and figure out what is going on.

## 2: THE WATCHER

*As you approach the old man stands up and brushes the grass off his well traveled clothing. He is a grey haired man in his mid sixties of average height and build. He would not stick out much at all in any normal town crowd. He has a large tome that he is currently putting back into his satchel. From around his neck a holy symbol to Boccob gleams.*

The party may approach him in a variety of fashions or moods. He calmly waits for them regardless and offers nothing but a friendly demeanor to whatever their requests are and happily answer any of the questions below to them to the best of his ability. He should just about be impervious to detection spells and abilities. If the party wants information they are going to have to ask him themselves. He does not reveal his true identity no matter how hard the party presses if they think he is hiding something. He remains friendly no matter how the party tries to rattle him or what they ask him. He has parlayed with kings and tyrants a plenty and to him this is nothing.

☛ **Frederick Salis (Bigby):** human male wizard 20+: currently under the effects of *mind blank*, *freedom of movement*, and *misdirection* (a farmhand he passed earlier in the day of Neutral alignment).

## QUESTIONS AND ANSWERS

Additional notes follow each of the answer below to edify the DM.

**Who are you?** I am Frederick Salis, a humble servant of Boccob and traveler. (He is really the Archmage Bigby – on a mission to gather certain information and make sure the Flight of Fiends is undone.)

**What are you doing here?** I have been tasked by my lord (Boccob) to document what is happening here. For what purpose I do not know. I only know that he grants me visions of the future each night and I follow them and record what happens the next day. Last night I saw this village as well as each of you. (He has been tasked by his lord (Mordenkainen) to document what is going on and steer the heroes that will surely respond to it in the direction he wants them to go in. He did not see

the heroes in a vision but he knows if he follows the occurrences as they happen some will appear eventually.

**Visions?** Each night when I sleep I am visited by one of the chosen of my lord and master. From what I am shown I can determine where the next occurrence of the rift will happen, but not when. I travel there and wait until it does happen and document it. I have been doing so for almost three weeks now. (He does indeed know where the rifts will happen but it's due to his extensive magical knowledge and not any visions.)

**So you know where this will happen next?** Yes. There is an old abbey to the reasoned one (Rao) to the north of here about a half day's travel. It will happen in or around it when it's dark. (True.)

**Can you tell what will disappear/appear?** No. I know where it will happen but that is all. I have seen things as simple as a broom being replaced by a bucket to a flying bird being replaced by a small child that then falls to its death before anybody can react. These swaps are totally random and make no sense which makes them even more frightful. Sometimes the things that show up are horrible things from nightmares and other times common everyday items. (True.)

**What do you think it is happening?** There is some kind of planar rift that is opening and closing. Hopefully my studies will narrow down its location and then somebody can do something about it. I don't have enough information right now, but I think I'm getting close. Each time the rift pulses it sets off a chain of *plane shifts* on both sides of the rift. The swapping of items is the visible sign of it happening. It will continue to happen and grow in frequency until one side is pulled into the other. (True – though it would cause Perdition to be pulled into Veluna proper as it's a minor demiplane.)

**What do you know of Perdition?** I've heard of it from some sage friends of mine. I've been told it's a demiplane that was created when the Flight of Fiends was performed. Last I heard the door to it had been closed and a priest of Rao had stayed behind to hold it shut. If that's untrue that could be what is causing this. (True – he knows that's exactly what is causing this.)

**Flight of Fiends?** The Canon, may his soul find rest he so deserves now, performed it along with the College of Bishops to banish all fiends from the Flaeness. How successful it was depends on who you ask but it's general considered to be a turning point in the Greyhawk Wars as the power shift within the ranks of Old Wicked's troops was more than even he could overcome. (True.)

**Tatoos?** Much time has been devoted to these and those that carry them. They represent 303 half-fiends who were somehow protected during the Flight of Fiends through some kind of betrayal. Something did not work though and the fiendish parts ended up being locked away in Perdition along with their mortal halves. Separate but always near each other. Though separate both halves are surely corrupt to their cores and should not be trusted. (True for the most part. Both halves do reside in Perdition but the human sides are not corrupt and just

wish a normal live. Their fiend halves have other ideas, of course.)

**What do you know of Aaront?** The boy who travels with an old priest? Many rumors surround him but none have ever been able to find him. He is said to wield great powers that even he is not fully aware of. Whenever something dealing with Perdition or the Flight of Fiends pops up he always seems to be involved in some fashion. I would love to find this child and speak with him. (He knows that the child is the lynchpin to this entire thing. The flight cannot be undone or fixed without the boy's assistance. He assumes incorrectly that the boy is in Perdition and when he finds out how to get there he can manipulate the party into doing what he wants there.)

**What about the Crook of Rao?** I've heard the Canon Hazen used it during the Flight of Fiends and that it's a powerful artifact. I've also heard the Canon was holding it when he was struck down by a powerful devil. It's said he called upon its powers and nothing happened. I know nothing else. (He knows the *Crook* is powerless right now and its sentient power resides within Aaront. He knows that undoing the Flight will reverse that process and possibly destroy Aaront but he would rather have the *Crook* hidden deep in a church fault being protected then wandering the countryside.)

**Why are you protected from detection?** It must be my god's will. I expect to prevent those who would wish to use the information I possess to turn this situation to their own ends or make it worse. I know all of you here are of untainted hearts. You may have your own ideas for an ideal future but I cannot see any of you wishing harm to innocents or the unleashing of fiends upon the world. This is why I share what I know with you. My god would not have shown me a vision of you otherwise. (He's protected because he wants to control what information he gives the party.)

**Why should we trust you or allow you to accompany us?** Well trust I shall do my best to earn. I've been nothing but forthcoming with all of you. I alone know where the rifts will happen and without me you'll wander the countryside randomly trying to find one. Besides my god brought me to you as a tool to fix this. I don't question my gods will. You should follow suit. (Trust is power for him. He'll do what it takes to gain it.)

**Development:** Once the PCs have questioned him he is ready to head out right now to the abbey to the north. The village has no real supplies in it but does have a few horses for sale and food as well at normal prices plus fifty percent (things are a little rough for them right now).

### 3: THE BOY

*Traveling north from the chaos the world slips back into its normal calm self. Brother Salis leads you north along a small stream as it winds through fields and farmlands. A few hours pass by as you continue north leaving the flat farmlands behind. The stream continues to wind north into the hills and eventually ends in a spring at the base of a rock*



*outcropping. Brother Salis climbs the rock face to the top and sits down. Beyond him a gentle slope runs down to a small vale. Sitting towards the back is a small, old, rundown abbey. It appears to have a partially collapsed roof and has been unused for years. The sun casts long shadows across the vale as the sun begins to set in the west.*

Frederick does not travel any further at this point. He points to the abbey and says that is where the next rift will occur. His job is not to interfere; he is merely to watch and record what happens.

The party is welcome to stay here with him and setup camp or explore the abbey. The only thing it changes is where they are when Ra'Ned and Aaront arrive. The abbey itself is a 30 ft. by 40 ft. single storey stone building that at one time had a wooden slate shingled roof. At this point most of the roof is missing and anything of value was taken by the church when it decided to close this spiritual retreat a decade ago. Some small animals have nests within.

Just as the last rays of the sun are about to duck beneath the horizon Ra'Ned and Aaront arrive. They are traveling west directly towards the abbey. Ra'Ned attended a retreat here when he was a young man and has been making a line towards it for shelter for the night all day (he is unaware it's been closed and is in disrepair).

☛ **Ra'Ned Fillisp:** male human cleric 14 (Rao): hp 87; Appendix 1. Ra'Ned is a fallen cleric of Rao and as such he only has access to 3rd-level spells and lower. He uses these if asked to help the party.

☛ **Aaront:** male human child (12) commoner 1: hp 7; Aaront cannot be harmed by any means unless the *Crook* wishes him to be. He is a shy boy who has withdrawn himself from the world due to the horrible things he has seen over the past five years.

**Tactics:** Ra'Ned and Aaront are not trying to hide at all as they travel. If the party stayed on the hill with Brother Salis then they do not notice them, approach the abbey and head inside. If they are camped in the abbey they enter as well but stop and look ready to bolt once they find it occupied. If the party is setup outside in an obvious fashion they stop at the edge of the woods (Spot DC 20 for anybody keeping watch) and observe. After a few minutes Ra'Ned assumes the guise of the boy's uncle and approaches looking for shelter for the night. Adjust description as necessary.

*Approaching from the east is an old man accompanied by a boy of about twelve or thirteen years. Their dusty clothes have seen much travel recently and a weary gait shows they probably were hoping to rest in the abbey for the night. Once they spot you they stop and look ready to bolt but have not yet moved. The boy wears a symbol acolyte's robe with long sleeves.*

A DC 15 Spot check reveals that something appears to be moving around the wrists of the boy but more cannot be seen.

If the party is with Brother Salis they notice Ra'Ned give him an odd look for a second then just shake his head. He knows who he really is but does not divulge that to the party. Whatever he is working on is none of Ra'Ned's concern and he does not want to upset somebody so powerful.

Also Aaront, who does not speak unless it is listed here that he does, looks at Brother Salis and merely say *'The Hand'* and nod his head at him.

Some may already know Ra'Ned and Aaront. If so get a bit of a synopsis of their past relationship with him and adjust his attitude towards them accordingly. Most are on somewhat friendly terms with him. Prior bearers of the curses may not be overly fond of him but he mostly ignore such PCs.

Ra'Ned is cordial to the party, within the parameters set above, and answer basic questions but is reserved to start. Once he knows the party is investigating the rifts, Perdition, or the curses he opens up a little more. He knows the closer he gets to Mitrik the more chance of somebody trying to stop him. A powerful group of heroes traveling with him helps with that.

Each answer is correct in all fashion as far as Ra'Ned is concerned (and he's pretty right on most of it).

**Who are you?** "I am Ra'Ned Fillisp. Loyal servant of the reasoned one. This is Aaront; an orphan boy and my ward." If they press him, or already know, he admits he was one of the three who betrayed the ritual. He believes, and still does, that what he did was for the greater good and has been trying to prove that and make up for it ever since. The other two betrayers are deceased.

**What are you doing here?** "I am traveling west towards Mitrik. I have some business to attend there."

**What do you know of these rifts?** "I know exactly what is causing them as I assume you do at this point as well. The door to Perdition is open."

**Perdition?** "Perdition is a demiplane that was created when the Flight of Fiends was performed. There were those that thought the Canon could not pull off what he was attempting and tried to help. Their help turned out to be more of a betrayal and caused much damage that has spread throughout the years since. Perdition was one of those. Fiends, 303 in number, some of Old Wicked's most loyal and powerful allies, were instead supposed to be secreted away in this demiplane until he could arrange their return. Thus avoiding the normal 101 year wait for banished fiends. It worked and did not work at the same time. Perdition was created and the fiends' essence was sent there. What did not work is their mortal forms they were using were also sent there. The true names of those 303 were split into 3 groups and tattooed into the skin of each of the three betrayers. The curse of the names has passed from person to person over the years and now all reside within the boy. They are the key."



**Door?** “It’s not a physical door but a planar door. A permanent door exists between Oerth and Perdition. Normally it’s closed and locked up tight. Currently it opens and closes of its own accord and the rifts and disappearances are the side effects of that.”

**Tatoos?** “The tattoos are the true names of 303 devils of the most horrible nature. To release them upon the world again would upset the fragile balance that has existed for years. The boy currently bears all of them and it’s a burden I wish I could take for him. The prison of Perdition is not forever though and these rifts are proof of it. We must take the boy to Perdition where the Flight of Fiends must be undone and redone to seal the 303 away forever. Otherwise it will eventually unravel and they will be free upon the world.”

**What do you know of Aaront?** “Aaront is the chosen of Rao. The best I can guess is he was born the night of the Flight of Fiends. When the betrayal happened the *Crook of Rao* fled and inhabited the boy. It has become his version of an imaginary friend. It has protected him all these years from the things that have wanted him destroyed. It manipulated many people and events to bring us to this point. The boy is the key. Get him and myself into Perdition and we can fix this.”

**Why should we trust you or allow you to accompany us?** “It should be obvious. Anything that weakens Old Wicked, and protects the innocent should be any heroes top priority. We are going there regardless and you’re welcome along.”

**Where is the gate to Perdition?** “Perdition is a warped mockery of the Grand Temple of Rao and the surround grounds in Mitrik. The entrance to Perdition is the entrance to the temple. We merely need to take Aaront there and step through the threshold. Once inside I do not know what we’ll face but we must succeed.”

**I thought the door was near a waterfall?** “That was the original location of the portal to Perdition but it has since moved. I believe as things get more chaotic it is pulled back towards where this all started.”

**How do we fix this?** To fix it we must first undo it. The Flight of Fiends must be undone. We must travel into the heart of perdition and find the source. Once it’s unraveled I believe Aaront and the force within him can stitch it back together the way it should have been done the first time. We must merely buy him the time to do so.” A DC 15 Sense Motive senses he is hiding something – if pressed he adds that in doing this Aaront will most likely die as well as the mortal forms of all the fiends in Perdition – he believes it’s a sacrifice that must be made.

**Development:** The night passes uneventful. The church will not allow them into the Grand Temple of Mitrik grounds at night and a good night’s sleep to recover is needed by all for what they will face in the morning. Most think the rift will open during the night (per Brother Salis saying it happens when dark) but it really happens early the following morning when a rare solar eclipse occurs. If they decide to leave the abbey before that Brother Salis follows with them or behind them (if

they won’t allow him to travel with them for some reason). The eclipse and rift happen wherever they are at.

They now know what is going on, what is at stake, and what they need to do to triumph. Now they just need to get there.

## 4: HIDDEN REFUGE

Adjust the place the rift occurs if the PCs use some form of extraordinary travel. They can *teleport* into Mitrik itself and the eclipse still happens (and they are still be pulled into the Yatils.)

*The sun shines down from a clear blue sky this morning. Packs are tightened and gear checked for the hard road ahead. Something seems to be making the horses skittish this morning. As you watch, a long dark shadow begins to creep across the land as the sun begins to dim. Something appears to be eating it from the side as the countryside is bathed in an eerie red glow* (A DC 15 Knowledge [arcane] reveals this is an eclipse and a rare type at that). *Almost on cue, the air around you begins to swirl and warp just like it did the last time you saw a rift open. Without a sound the ground beneath your feet melts away into nothingness and a darkness warps around you like a thick winter blanket. Without a sound you find yourself standing on a cold mountainside. The bright sun reflecting off the snow around you, almost blinding you. Surrounding you is the rest of your party, Brother Salis, Ra’Ned, and the boy. Oddly enough behind you in the side of the mountain two stone pillars flank a stone slab door.*

The temperature right now is -10F with a wind-chill approaching -20 or more. The party need to find cover quickly unless they are protected from extreme cold. Even if they are, their three traveling companions are not and bolt quickly for the shelter of the pillars and doors.

A quick check of the doors shows an old symbol on them obscured by snow and ice. Once cleaned, a DC 20 Knowledge (arcane) check or Knowledge (Local: core) show it is the symbol of Tenser the Archmage, a former member of the Circle of Eight. This obviously excites Brother Salis and he does all he can to steer the party inside.

The party picks up a bit of information here that helps when they find a list in round two listed locations of Tenser’s clones. Once they put one and one together it is obvious that Bigby, and thus Mordenkainen, have been tracking down the location of Tenser’s clones and that cannot be for good reasons. The three non-protected travelers with them should be good incentive to get inside. For powerful parties that might want to *teleport* away have the ceiling of the lab collapse and drop Aaront down inside.

The complex is simple and made up of four rooms (See Appendix Three Map B). The foyer is in the middle with the fountain. Room 2 is to the east, room 3 the west, and room 4 the north.

## ROOM 1: FOYER

The entrance area is where the guardians are waiting. They have simple instructions to destroy anyone entering the room that does not speak the password. Tenser, of course, is the only one that knows it. The guardian's potential reach, plus the cramped confines and their movement abilities makes this a tough fight. The pool is ornamental and the water only 2 foot deep making it difficult terrain for Medium or smaller creatures.

There are two defenders at each APL except 8. There will still be two statues but only one animates.

**APL 6:** Although it appears like a statue, the guardians use the stats for an earth elemental instead of a golem. Edit it to be immune to magic like most golems and its DR can be bypassed by a *scarab of golembane*.

**APL 8:** The clay golem does not have his *cursed wound* ability. This was a modification made by Tenser when he created it years ago. The golems start in the back corners opposite the entrance doors.

### APL 6 (EL 7)

🔱Large Earth Elemental (2): hp 68 each; MM 97.

### APL 8 (EL 10)

🔱Clay Golem: hp 90; MM 134

### APL 10 (EL 13)

🔱Shadesteel Golem (2): hp 119 each; Appendix 1.

### APL 12 (EL 15)

🔱Shadesteel Golem: hp 119; Appendix 1.

🔱Greater Shadesteel Golem: hp 178; Appendix 1.

### APL 14 (EL 17)

🔱Advanced Shadesteel Golem (2): hp 202; Appendix 1.

### APL 16 (EL 19)

🔱Advanced Shadesteel Golem (2): hp 250; Appendix 1.

**Tactics:** The guardians target those closest to the door to room four first and work their way outwards from there.

## ROOM 2: LAB

An old outdated wizard's laboratory. Most things in here are long past being usable. Some basic spell components can be found in jars on the shelves. Dust lies thick upon everything; it is obviously years since anybody has been here.

## ROOM 3: SUPPLIES

This is where Tenser stored some magical and mundane equipment in case his clone was ever activated.

**Treasure:** There are more than a few trinkets here, stashed away by Tenser. It's up to the party whether they

take them or not. (Refer to the Treasure Summary for more information.) Tenser will learn, however, that his sanctum was broken into and will be able to determine who plundered it. Make a note who said they were taking things; such PCs gained the Disfavor of Tenser AR item.

## ROOM 4: THE CLONE

This is the location of Tenser's clone. A *wall of force* blocks the door. The PCs can still see what's inside without actually entering the room (though if they can get by the *wall of force* they are free to poke around). Inside is a flat stone alter covered in glass. Inside is a man who appears to be asleep. A DC 28 Spellcraft check determines that he is the result of a *clone* spell. To those that fail, the clone appears to be a man in his late fifties in suspended animation. The body is not alive nor does it have a soul or any mental faculties. Brother Salis points out that it must have something to do with Tenser and could be a *clone* (if they do not figure it out on their own) and that they should leave it alone. The party is free to destroy the clone if they wish. It bears nothing on the current adventure but they all receive the Ire of Tenser as if they had taken some of his property from room three.

**Development:** It is possible at this point, or at several points in future encounters, that the party attempt to contact Tenser and may have met him and/or have favors with him. If they send him a message with a *sending* spell or something similar and has a positive favor of some sort with Tenser or has an AR note they have met him then he replies: "Interesting. Thank you". If they do not have such AR notes, they do not receive an answer from him. If they send him a physical message they hear nothing back during the course of this adventure.

## 5: PERDITION HERE WE COME

The party now knows where they need to go, what's at stake, and what must be done (or at least they think they do at this point). The party may have its own means of getting back to Mitrik. If so letting them use them is fine. At lower APL's Brother Salis (Bigby) gets them back himself. He'll claim to know where another rift is opening at and if they hurry they can hitch a ride back to Mitrik.

If they travel physically back to Mitrik (such as fast *overland flight*) they arrive in Mitrik wherever they choose. If they use magical transport of any kind they arrive in the Temple District in front of Bigby's tower regardless of where they were actually aiming for. A DC 20 Knowledge (arcana) or Spellcraft check lets them know it's the rifts causing this and their frequency is increasing the closer they get to the Grand Temple and the gate to Perdition. Read:

*Once again things shift around you as the mountainside melts away to be replaced by the well worn flagstones of the streets of Mitrik. A long*

*shadow is cast over you and the street from an impressive-looking granite tower. The blazing crest of Bigby himself adorns the gates. It stands at the edge of Mitrik's temple district and close to the main gate into the Grand Temple grounds.*

At this point the players are free to spend some time gathering supplies or asking questions. There is no set time limit here but there should be a sense of urgency from Brother Salis and Ra'Ned. Aaront appears very calm as if he is almost expecting everything that has happened up to this point.

Entrance into the temple grounds is simple: peace knots on weapons and a small tithe of a silver piece to the church gain entry. As long as the party make some semblance of looking like travelers or pilgrims they are fine.

*The Grand Temple of Rao stands before you. Its granite façade stretches into the sky at least 80 feet dwarfing anything else in the city. The front stairs have worn footpaths in them from the tread of countless pilgrims' feet. A sense of calm comes over you but at the same time an itching at the back of your neck lets you know not to get too comfortable.*

At this point, Brother Salis tells the party that he will not be accompanying them from this point forward. His job is to document not to interfere. He will document what happens here in the temple grounds and any effect from the party's actions. He asks somebody to take his notebook in with them and make as many notes and such as they can inside. He picks a worshipper of Boccob first followed by the most scholarly and intelligent PC if there are no followers of Boccob.

The book is magical. It has a heightened Nystul's magic aura cast on it (CL 20). It is making it look as if it has several abjuration spells on it at 20th-level (*resist energy, endure elements*, and so on.) to keep it safe. If an identify spell is cast on the book, the caster gets a Will save (DC 25) to notice the false aura otherwise nothing determines the book's true purpose. Brother Salis claims, if asked, that the protections must have been placed by his deity as he awoke to find the book and has used it ever since. If he leaves it somewhere it returns to him the following morning (hence why he does not mind the party having it). If the party inspects the book they find page after page of descriptions of rifts and their results; very boring reading but thorough in its deception. They find the last page marked with today's date and a description of what has happened up to this point including an entry listing which character was given the book. It is important for the book to go with the party. The party gets a choice about the Flight once in Perdition but if they choose to not let the Flight stay undone the book kick in to try and force the issue (and make the party feel betrayed by what they thought was a trusted friend). If the party is unwilling to take the book, Brother Salis uses his considerable magical talents to plant the book on who he believes to have the lowest Will save in the

party. If the party is beyond paranoid and cautious to prevent this do not force it but they'll have to be good to stop it (this is Bigby after all).

Once the party is ready to enter Perdition, continue:

*Ra'ned approaches the entrance to the Grand Temple. He puts his hand on Aaront's shoulders and asks each of you to do the same. "Everyone must be touching him or you will not see the gate nor be able to pass through it".*

*After pausing to let each of you get comfortable he nods to the boy. He pulls both sleeves of his robe up and bares his arms. Runes crawl frantically around his arms as if trying to rip themselves out and escape. They move faster and faster until with a flash one identical word forms on each arm.* (Anyone who speak Infernal can read it – Fez'zut – or 'Son of Wicked')

*Once again things shift around you and the sky itself disappears. You are once again standing in front of the main entrance to the Grand Temple, but this time it's different. Nothing exists here but the temple and the ground about 20 feet from its walls. The entire thing floats in utter black nothingness.*

If the PCs ask about the 'Son of Wicked' runes Ra'Ned speculates that it is rumored that Iuz has several sons and one might have been banished during the Flight of Fiends. He lost several powerful generals in the Flight and this is speculated to be why he has adhered to the Pact of Greyhawk for as long as he has.

Perdition is a demiplane. Its rules are the same as normal except for a few things:

1. The building and the ground are their own source of gravity. So anybody who jumps off the side find themselves pulled back as if falling.
2. Everything here is a native to this plane except for the party. So they cannot banish anything here to it's home plane.
3. Anything that is destroyed here prior to the Flight of Fiends reforms in a few rounds. This does not apply to the party members. If they die they dissolve five rounds later and their body reforms in the same spot in the real temple in Mitrik. Things that reform do so somewhere else so they do not rejoin the fight as that would unbalance the fights.

**Development:** Once the party is here and has their bearings move to the next encounter. The pace should be frantic up to encounter seven when they face Fez'zut and have to make a decision about the Flight of Fiends (likely at the same time).

## 6: BELLY OF THE BEAST

This encounter shows the frantic nature of what is going on in Perdition as well as herds the party towards the center. They also gain some information as to what they need to do once they are there and who Brother Salis really is.

*What is a grand sight to behold in Mitrik is a dark twisted shape here. Pillars are twisted into forms that somehow still manage to hold the roof in place. Angelic beings are seen clawing at their faces and noble knights are replaced by misshapen masses of flesh. All around, battles are being fought between pale skinned human men and devils. Each of the men and devils has a single rune on their forehead that looks very similar to those on Aaront's arms. As they fall in combat the corresponding mark on his arms flairs once in blue for a human falling or red for a devil. As quickly as they fall their forms fade away to reform elsewhere to continue the battle. You are not noticed as of yet as this battle rages on. Behind you the portal you entered through shines a light blue color.*

There are 302 devils and their human counterparts fighting here (not that anybody could count them). The missing one is, of course, Fez'zut who is waiting in the center, and Aaront his human counterpart.

When the party is ready to go or turns to Ra'Ned for further information/instruction he speaks:

*Our goal is at hand my friends. Now that your powerful meddling friend is gone I feel much better about our chances. Our goal is simple. We must reach the center of this complex. There we will find a large, rune-inscribed stone of blue marble. Aaront, as bearer of the runes, must place his hands upon it and say "Undone". With that the Flight of Fiends will be reversed and all the devils and humans within this place will be released back into the Flanaess. Place your hands on it a second time and say 'Make Whole' and the Crook will then redo what it did over a decade ago and lock all of them back inside here forever.*

At this point Aaront speaks up *"and all of these good innocent men will be trapped here as well won't they? Never dying and fighting for all eternity."*

Ra'Ned continues *"Yes but that is a small price to pay to lock away an equal number of devils in service to old wicked is it not?"*

Aaront replies: *"and I will be locked away as well. Let's not forget it's easy to make the 'hard' choice when you're not the one giving up his freedom. You know whose son awaits us and what he wants to happen. If you place your hands on the stone a second time and say 'Forever More' the Flight cannot be redone. Everyone here will return to where they came from, including the son cast aside and we know what a thorn in his father's side he can be. Perhaps the obvious choice is not as obvious from all angles. What is truly for the greater good? Innocent men locked away or some evil set loose in the world so a greater evil is weakened and distracted?"*

The above could happen as all boxed text or preferably freeform with the party interjecting their thoughts and questions into it.

The party can argue this out with themselves if they want. They truly have the choice to not undo the Flight of Fiends at all (which causes untold issues going forward but that is not a good choice), undo the Flight and have the Crook redo it again (which locks away 303 innocent men and Aaront as well for eternity), or undo the Flight and let the chips fall as they will and rescue all of the men, Aaront, and return them home to Mitrik. Ra'Ned is firmly on the side of redoing the Flight and cannot be swayed. Aaront is on the side of not redoing the Flight as it was a faulty means to try and achieve and end.

If the party asks about the 'powerful meddling friend' he will look at them and say *"Why Bigby of course . . . you cannot tell me you did not realize who that was? Sneaking around and manipulating things as always. Hmm interesting. I guess childhood heroes don't always live up to their reputations."*

Let the party take whatever precautions they wish to as you setup a church scene and move them through it. It only takes them a minute or so to reach the middle. The party only takes damage if they do something silly. See the creatures listed below for what options you have in that regard. Describe a harrowing journey, but try to avoid a full-scale battle at this point.

At some point, during the journey to the center Aaront needs to die. A spear from the darkness can transfix him or he can be immolated by a fireball. The means do not matter. When he dies the party will attempt to heal him or stabilize him in some fashion but this fails. He quickly fades away and show up unmarked and unharmed two rounds later. Show that he can be harmed here and that he has more in common with the other humans here than the party first thought. Ra'Ned comments, if nobody else does, that if he is one of the marked then he has a counterpart here and if the Flight is repaired he will be trapped here as well.

**Creatures:** While there are creatures here they are not too concerned with the party and do not go to far out of their way to cause them grief as long as the party does the same. The party should realize any damage they do will just be reversed in a matter of rounds and that their focus should be on getting to the center and fixing the greater problem. If they insist on stopping to fight something a set battle is listed below. Doing so allows Fez'zut to prepare more as well as observe the party's tactics and thus it will be a harder fight.

#### APL 6 (EL 7)

☛ Bearded Devil (2): hp 45, 47; MM 52.

#### APL 8 (EL 8)

☛ Chain Devil (2): hp 52, 52; MM 53.

#### APL 10 (EL 11)

☛ Bone Devil (2): hp 95, 97; MM 52.

#### APL 12 (EL 13)

☛ Barbed Devil (2): hp 126, 126; MM 51.

#### APL 14 (EL 15)

☛ Barbed Devil (2): hp 126 each; MM 51.

☛ Ice Devil: hp 147; MM 56.

#### APL 16 (EL 18)

☛ Barbed Devil (3): hp 126; MM 51.

☛ Ice Devil: hp 147; MM 56.

☛ Horned Devil: hp 172; MM 55.

**Tactics:** Destroy anything they can get their hands on.

**Development:** Once the party reaches the center, continue with encounter seven and their final decision.

## 7: THE DECISION

The PCs can approach the audience chamber in a variety of fashions but regardless Fez'zut is aware of them. He has almost deific powers while on this plane and near his throne. That of course change once the party fights him but for now it makes his monologue and strike on Aaront almost unstoppable.

*As you get closer to the center of the temple you notice that the parts behind you seem to be fading away into the darkness. Almost as if the demiplane itself was crowding in behind you in anticipation of what might happen. Rounding the last pile of rubble you arrive at the edge of the audience chamber of the Grand Temple of Rao. It stretches 80 feet from side to side and while the real one is full of wooden benches this one is bare. In the back center sits a blue marble glowing throne. Sitting upon it is a devilish figure radiating pure power. Standing ten-feet tall with glistening black skin he has a single red rune in his forehead. Large horns curl back from the back of his head like the horns of a ram. His feet are cloven and sparks fly from the floor as he shifts his feet.*

*The room and reality itself seem to sag under his weight upon the throne. "Well well well. If it isn't the betrayer, my better half, and some friends. Thank you for bringing the key to my prison. I'll take it now and rejoin my father"*

Fez'zut moves to attack at this point. He invokes his swiftness of the damned ability in round one. With the extra standard action he throws his trident at Aaront killing him. The trident instantly returns to his hand. The following action goes along with this action.

*With a move faster than your eyes can follow a trident of blue stone appears in his hand and is*

*thrown right at Aaront. The boy is picked off the floor by the trident as it strikes straight through his chest into the wall. The tattoos on the boys arms flare to life and fly from his skin. Almost like moths to a flame they start attaching themselves to your skin in random places. Each one burning a little as it hits. A white glow rises from his body and seems to hover over the room near the ceiling.*

On round three Aaront reappears but no longer bear his tattoos except a single one on his forehead much like the others have that matches the one on Fez'zut's forehead. Fez'zut believes himself immortal so has no fear here. He attacks to the best of his ability to eliminate the party as fast as he can. If the party is down to a few members and not faring well he offers them a bargain. If one of them touches the stone and says "Undone Forever More" he'll let them live (and he will as once that is done all the devils here are shortly released).

If at anytime a character touches the throne and says 'Undone' the Flight of Fiends is reversed and the demiplane of Perdition starts to pull itself apart. This has no effect on the fight in any fashion at the current time and is for the mood of the battle. Fez'zut cannot touch it and say 'Undone' and have it work. If somebody else says it though he can then touch it and say "Forever More" and break the Flight of Fiends forever. So he always hangs near the stone hoping a hero will say it and he can swoop in and break it before another has a chance to say 'Make Whole'.

If at any time a character touches the throne and says "Undone Forever More" the Flight is reversed and cannot be repaired. All devils are released from Perdition forever in ten rounds (and Fez'zut does his best to do as much damage until that point – unless he made a deal with them.) As above the demiplane of Perdition starts to pull itself apart. Five rounds after the devils are gone, fifteen rounds from when the words were spoken, the demiplane ceases to exist and anyone still here is gone forever (only a true resurrection or wish spell in combination with another can bring them back). The party can return the way they came or can use their own abilities to flee.

If at any time after the Flight is reversed and somebody has not spoken "Undone Forever More" a character touches the throne and says "Make Whole" the white glow near the ceiling swirls around the throne and in ten rounds the Flight is redone upon the devils in Perdition and made whole and permanent. This drives Fez'zut into an uncontrollable rage as he goes hand to hand with the nearest character. After the ten rounds are over the party and Ra'ned are returned to Mitrik.

To complicate matters, odds are one person in the party has Bigby's notebook. It has an Int of 14 and a mission. If the party decides against undoing the ritual (it can listen in on their discussions) then it strikes during the battle with Fez'zut. On round two it shows its true purpose and casts *dominate person* (Will save DC 15+APL negates) on whoever is carrying it each round until they fail. If they fail they receive the same instruction each

round “Touch the stone and say Undone Forever More”. So each round the character must take a move action towards the stone until he is next to it at which point another move action has them touch and say that. They can use their standard action for whatever they want each round unless it is to do something to affect the *dominate person* spell. If dispelled it is cast again the next round and so on until the book is discarded or somehow repressed. This is Bigby’s final betrayal of the party and should firmly put them all in a foul mood towards him to say the least. Once the stone is touched and the words are spoken (to undo or re-do the Flight of Fiends) the book becomes inert.

**Creatures:** The main battle here is with Fez’zut. The throne acts as a spell turret (or a pair of spell turrets depending on the APL.) The spell turrets have an initiative modifier of +0. At APL 10+ the spell turrets are both located in the same location (the throne). Turning off one turns off both of them.

#### APL 6 (EL 9)

☛**Fez’zut:** medium outsider: hp 52; Appendix 1.

☛**Throne Spell Turret:** 5th-level wizard spells; Appendix 1.

#### APL 8 (EL 11)

☛**Fez’zut:** large outsider: hp 95; Appendix 1.

☛**Throne Spell Turret:** 7th-level cleric spells; Appendix 1.

#### APL 10 (EL 13)

☛**Fez’zut:** large outsider: hp 126; Appendix 1.

☛**Throne Spell Turret:** 6th-level cleric spells; Appendix 1.

☛**Throne Spell Turret:** 8th-level wizard spells; Appendix 1.

#### APL 12 (EL 15)

☛**Fez’zut:** large outsider: hp 158; see Appendix 1.

☛**Throne Spell Turret:** 8th-level cleric spells; Appendix 1.

☛**Throne Spell Turret:** 8th-level wizard spells; Appendix 1.

#### APL 14 (EL 18)

☛**Fez’zut:** large outsider: hp 172; Appendix 1.

☛**Throne Spell Turret:** 8th-level cleric spells; Appendix 1.

☛**Throne Spell Turret:** 8th-level wizard spells; Appendix 1.

#### APL 16 (EL 20)

☛**Fez’zut:** large outsider: hp 225; Appendix 1.

☛**Throne Spell Turret:** 9th-level cleric spells; Appendix 1.

☛**Throne Spell Turret:** 9th-level wizard spells; Appendix 1.

**Tactics:** The throne acts as a non-movable spell turret. It casts the spells listed at the appropriate caster level in order once per round. On the fifth round it cures itself for 4d8+20 points of healing. If reduced to 0 or less hit points it goes inactive but heals 4d8+20 points of healing on its initiative each round and goes active again when its hit points are a positive number. It rolls initiative normally but cannot move or be permanently harmed. A dispel magic cast on it that affects CL 20 suppress it for one round. The throne always attack the nearest creature even if its Fez’zut and he knows this. The party can use this to their advantage. At higher APL’s Fez’zut knows when the heal spells are coming and positions himself to take the benefit from them if he can.

When somebody touches the throne and says ‘Undone’ the throne is stunned for one round. If somebody touches the throne and says ‘Undone Forever More’ or ‘Make Whole’ the throne is stunned for one round and then crumbles to dust (if Undone Forever More) or just goes inert (if Make Whole).

Fez’zut opens up with everything he has to take out the party and secure the boy for himself.

**Treasure:** The treasure in this encounter comes from Fez’zut remains. This is detailed on the AR and has no set value.

**Development:** Perdition is either made whole again or unravels at the seams and ceases to exist. If Perdition is undone then the party has 15 rounds to get out. Once back out they are dropped back into the plaza area of the Grand Temple of Rao in Mitrik. Shortly after that, 303 humans of various ages join them (Aaront is one of them).

If Perdition is bolstered and continues to exist they are once again dropped back into the plaza area outside the Grand Temple of Rao in Mitrik. Nobody seems the wiser for their journeys of battles. The rifts stop happening but most never know why.

## CONCLUSION: DID WE WIN?

While the first round wrapped up the ‘To Serve the Greater Good’ series it also sets the stage for the second round which set in motion events that will drive Greyhawk to war. In this part the players should be either distrustful or outright hateful towards Bigby and possibly the entire Circle of Eight. It’s this distrust that will drive them forward into the next round of the adventure.

*With another swirl and pop you find yourself standing in the plaza of the Grand Temple in Mitrik. The sun is shining and the priests and pilgrims continue their travels oblivious to what has just happened.*

If the PCs undid the Flight of Fiends read the following. If they did not, move to the subsequent read aloud text.

*The air in front of you blurs once again and suddenly you are surrounded by hundreds of human men of various ages - the men from Perdition freed upon the world for good or ill. They are confused and bewildered. Some raise their hands to the light of the sun while others scurry to hide from the light. The Mitrik Temple Guard quickly surrounds the group and move them off to a shelter while the church figures out who they are and what to do with them*

The party is by all means welcome to help with this and fill the church in to what happened if they wish – the church take matters regarding the men from here though. Continue:

*A rumble from the south draws your attention as well as everybody else who can hear it.*

When the part run out to see what is going on, continue:

*The street ahead is filled with people stampeding towards the temple grounds. Even the guards are moving in the same direction with a panicked look on their faces. Letting the swarms pass around you like the breeze you finally see what they are running from. Three inky black spheres two feet in diameter are moving up the street. Everything that comes in contact with them vanishes without a sound*

A DC 20 Knowledge (arcana) check identifies these as spheres of annihilation (DMG 279). Intelligent characters can try to control them if they wish, but the willpower to control three of these at once is beyond their ability to overcome. Anyone who succeeds on a DC 30 control roll (d20 + level + Int modifier) can gain control of the sphere. However, control of sphere is opposed by some unseen powerful being (who can make control checks with a +30 modifier to the die roll). Eventually, the sphere will reach their target. Read:

*Without a sound the spheres descend upon Bigby's tower from above. With workman like precision*

*they start at the top and swirl in a fast dizzying pattern down the tower. As you watch the tower dissolves into nothingness before your eyes. Stone, wood, even the occasional desk comes into view to just as quickly be sucked into the nothingness of the spheres. They finally reach the street level and burn a bowl shaped depression into the ground 60 feet in diameter. They finally come to rest in the bottom slowly swirling in a tightening circle around each other.*

At this point pause for dramatic effect as the players lean in closer or run for their lives.

*With a final swirl the three globes come into contact with each other and cease to be. A multi-colored vortex opens for a second where they were just a second ago and the wind rips past your face as the air itself is sucked into it. The falling dust of what is left from the tower spirals quickly into it and with a thrum nose you feel more then hear it is gone. A few lone pieces of paper float down from the sky above to the ground at your feet. All that is left of the tower is a hole in the ground and the image in your mind.*

The party can collect the papers if they wish. Most are useless gibberish. While doing so they will notice a tall Flan woman in her early thirties doing the same. She discards each one until she seems to find one that satisfies her curiosity and then sits down and waits for the party to approach. This is Kendyra and she is the catalyst to launch the party into the second half of this adventure. She has only one thing to say before the break between rounds once the party approaches her and ask who she is.

*"I'm Kendyra. I used to work with the gentlemen whose tower no longer exists. I guess we both have a lot of questions about what's going on now don't we?"*



# Round Two: Whispers of the Obsidian Citadel

## ADVENTURE BACKGROUND

This round details the PCs' journey to the Obsidian Citadel and what they learn there and along the way. Everything they learn is planted information by Mordenkainen and a calculated move on his part to influence greater goings-on in the Flanaess. The PCs should leave this round with a feeling that the Circle of Eight and especially Mordenkainen might not be totally on their side. The forces of Iuz are being very bold and something is occurring on a grand scale. The adventure should leave the players thinking that something really big is going to happen soon and it's not going to be a good thing. They should also feel somewhat, if not totally, responsible for it.

Their journey takes place on the Path of Truth. Truth as with most things with Mordenkainen is more gray than white and always open to interpretation. Most things on this journey show that. The path winds in and out of various dark places and even into another plane or two and back. If you step off the path even for a second you are lost and must start over again. This fact makes some obstacles tougher than they normally would be (for example ignore the giants and fly around them but flying is leaving the path and thus not an option). Also, no magical or extraordinary modes of travel that move an object from one place to another work. No *dimension door*, *dimensional hop*, *teleport*, *shadowstep*, and so on work. Haste and such spells that make you physically move faster are okay as you are still walking on your own two feet just in a faster fashion. Flying is allowed but you cannot move more than 15-feet off the ground without being considered off the path and starting over again.

Once to the valley that holds the Obsidian Citadel the party should start noticing the damage dealt by the Iuz party that went before them. Some may comment on how it should not be this easy for them or the Iuz force to do what they are doing and that fact is a clue itself.

## ADVENTURE SUMMARY

**Introduction:** The party starts together sitting outside the ruins of Bigby's tower. Mitrik is in chaos around them as the city continues to shake from the after effects of the Flight of Fiends being cast down. Sitting across the street

from Bigby's tower leaning against her horse is Kendyra. She is an ally of Mordenkainen's from the Bright Lands and is here to plant the needed ideas and suspicions to get the party on its way to the Obsidian Citadel and what they believe is Bigby's current location.

**Encounter One – The Road to Nowhere:** Getting to the citadel is not as easy as following a pathway and making a few turns. The way to the Obsidian trail is known to few and the path has been layered with so many deceptive magical spells that even the mightiest of Iuz's servants has never found this place (until now). The party picks up the trails of another group that has gone before them. Kendyra feigns ignorance but she knows the group ahead is of Iuz and set on this trail by none other than herself. She mentions that only four people know the location to the Citadel: Mordenkainen, Bigby, Tenser, and herself.

**Encounter Two – Mirrored Mechanisms of Minutia:** The first trial on the path awaits: a mirrored puzzle to let the party enter the tunneled path through the mountain. Kendyra claims to know the way to pass, but is in actuality using this to remove herself from the party as she has other things to do. She puts in a combination that is wrong if tried by others but attuned to herself it teleports her to the citadel while leaving a charred corpse in her place.

**Encounter Three – Expendable Resource:** The valley the Obsidian Citadel rests within has many guardians. The cold and calculating Mordenkainen considers them all expendable in the greater balance he hopes to achieve. A group of giants that he befriended long ago confront the party. They are fiercely loyal to the Mordenkainen, even though he does not really return the favor, and will not let any past. It is possible for the party to talk to start with and gain information that another group has gone before and managed to slip by them. This fact does not change the outcome, though.

**Encounter Four – Valley of Silenced Fire:** The valley is the collapsed top of a long-extinct volcano. In the center is what is left of the lava tube plug that has resisted the elements over millions of years of erosion. Its surface has been polished to a brilliant shine and this structure is what is now known as the Obsidian Citadel. It reaches hundreds of feet into the air from the valley floor and is

surrounded by a large lake that does not quite take up the entire valley floor. They are set upon by some of the primal guardians of the valley on their way to the tower.

**Encounter Five – The Tower Door:** The players approach the tower and find a door at the base open and the guards dead. They also find two bodies from the party of Iuz that came through here as well as those they left behind to guard the door. If it has not been confirmed before it is now. They are not the first ones here.

**Encounter Six – Doors to Infinity:** The tower and its function are beyond this adventure and the skills of the party to discern. Mordenkainen is the master of the forces at work here and those forces are massive. The players get a glimpse though into the wonders that it holds. Doorways to a hundred worlds line the central hall while the library stretches beyond sight with more books than even a long-lived elf could read in his life. The party can take whatever path they wish through the tower but regardless they always end up where Mordenkainen wants them to be. As with everything else he leaves nothing to chance if he can help it. From a scrying room they can watch the Iuz group ransack a room and leave the tower. As they continue to watch the room magically resets itself down to the pages of information that were moments before stolen.

**Encounter Seven – The Truth?** The party enters the recently ransacked room and learns the same information that Iuz now knows. Once again the fact this seems to be information that was left on purpose is a clue in itself. Mordenkainen is up to something and whatever it is it includes Old Wicked himself.

**Encounter Eight – Caught Ya:** The party finally catches up with the Iuz force and has it out with them. At higher levels this group is led by a greater dragon. Iuz would not leave something this important to one of his lesser servants. While the party may slay the Iuzites the information they found has already been passed on.

**Conclusion:** The conclusion is about the trip home and whom they tell all this information to. People are going to have a lot of different answers and who knows this information can really affect the future. If somebody keeps the notes on troop movement they are approached by somebody wanting to buy them. They can earn some cash doing so but will also earn a very nasty disfavor that can put them on the gallows quickly in the wrong place.

**Prologue:** This takes place offstage and sets the tone for future parts of the series and Iuz's ambitions.?

## THE OBSIDIAN PATH

The path to the Obsidian Citadel and the Valley of Silenced Fire is a magical and confusing path. Mordenkainen is very protective of his interests and very few know the way there. He has allowed Kendyra to drop some hints and lead the path for two groups to find the valley and gain some information he wants leaked out from it.

The Path is known as "The Road to Nowhere" and is spoken of in arcane circles with much respect due to the immense magical work Mordenkainen put into

constructing it. The path must be followed exactly to find the valley and the citadel within it. The rules below must be followed. If not the person or persons violating the rule has to go back to the beginning and start over (which removes them from that encounter as they catch back up – they are fine for the following encounters).

- Unless otherwise noted the path is ten-foot wide with another ten-feet on either side of clear space (thirty-foot total). Sometimes the path may appear to be narrower than this but it physically remains the same and just appears to change.
- If you step outside this thirty-foot area (fifteen-foot from the centerline of the road) you feel a tingle on the start of your next turn. If you are not back in the area by the end of your turn you returned to the start. This thirty-foot rule applies to movement in all directions including up and down (thus no more than fifteen-feet up or down from the road's centerline). So fly off the path and you will get the same result.
- If you physically leave contact with the road you always come down in the same spot. So you can fly around for 20 minutes but you land in the same spot when done. Same for jumping. Tumbling is fine as you are still in contact with the road while you do it.
- Magical travel that crosses distances without physically moving through them does not work. So you can *expeditious retreat* and run down the path faster but you cannot *dimension door*, *shadow hop*, *plane shift*, or *teleport* down it.
- The road was created at 24th-level for purposes of dispelling. If dispelled, it is suppressed for 10 minutes and they must start again. If some kind of anti-magic area is brought into effect on the path it is also suppressed and they must start again.
- All creatures native to the path are aware of this and if they can do something to prevent somebody from staying on the path they will (as this effectively serves their job of protecting the path).
- There is no set time to complete the path. You can camp for three days and continue as long as you do not leave the road.

## INTRODUCTION

This round starts with the players standing next to what was once Bigby's tower in Mitrik. Kendyra has just picked up one of the papers that was floating down and is sitting waiting for the party to approach her.

*The woman who snagged the floating piece of paper is of Flan descent and in her early thirties. She wears well-traveled clothing of rather average quality. The bounce in her step and the weapons and their broken in well oiled leather straps hanging from her belt betray her average looks.*

Kendyra is here to start the party on the way to Mordenkainen's citadel in the Yatil Mountains. She plants more suspicious evidence against Bigby, shows that something is being planned against Tenser, and that Iuz is also interested in finding that valley.

Once asked who she is, why she is here, or what is going on she replies:

*I am Kendyra of the North. Free woman of Greyhawk and friend to many powerful individuals. I once called Bigby friend but now I'm not so sure what is going on. I was gathering information on a location he had sent me to investigate to the south in the Lortmils when I returned to find this (points to the hole where the tower used to be). I have a feeling those who most consider forces for good are not exactly bearing our best interests in mind.*

If asked what she found in the Lortmils – *I found a small complex. Just a couple of rooms and a defunct golem guardian. Inside was a clone of a man I've seen once or twice before in my dealings with the Circle of Eight. It was one of Tenser's clones. Why Bigby has an interest in where Tenser has his clones I do not know, but it probably does not bode well. This (hands party Player's Handout Two) does not reassure me of any good intentions.*

*Powerful forces are at work. Something has happened to the balance and I'm not sure what side the pendulum is going to swing to next. When I was tracking down this place for Bigby I came across a group of Old Wicked's troops doing the same. Lead by a dark skinned scaled man, they appeared to be following the same track I was and headed west into the Yatils. I'm afraid I know where they are attempting to go and I aim to follow.*

At this point the players should hopefully be chomping at the bit to go with her to find out more of what is going on or at least to stop whatever the forces of Iuz are up to. She continues:

*They are heading for the Valley of Silenced Fire and the Obsidian Citadel that lies within (DC 24 Knowledge [geography] check or a DC 20 Knowledge [arcana] checks confirms this as Mordenkainen's private sanctuary). Only four people know the way to the valley. Mordenkainen, Bigby, Tenser, and myself. So how Iuz found out I do not know, but we must keep him from gaining entry and hopefully find some answers as to what Bigby is up to.*

Once the players are up to date run encounter one. It is a two-day travel to the location where the road starts so they can rest and redo spells along the trail normally. If they have a way to travel there faster they are still behind the Iuz troops (because at that APL they travel faster as well naturally).

## 1: THE ROAD TO NOWHERE

*Kendyra leads you west straight out of Mitrik. The Yatils grow closer with each passing step until you are walking among the hills at their base. The sun itself is almost blocked out by their size. Kendyra follows a small stream into the hills for about an hour and stops where a small spring bubbles up and joins it. "This is the first trick to the path." She pulls out some corn and tosses it on some rocks for the birds and then pulls out a holy symbol of St. Cuthbert. "You won't find many agents of evil carrying those around". She tosses it into the spring and the water stops for a second and then begins to recede leaving a smooth tunnel that drops 10 feet down and turns into the darkness.*

The party can prepare at this point if they wish. Continue, when they head inside:

*Dropping down inside you see the tunnel goes 30 feet and ends in a simple wooden door. The door is normal size with brass hinges and doorknob. The door is not wet nor is the floor within 3 feet of it.*

Other than its protective wards the door is completely normal in every fashion. This is the starting point for The Road to Nowhere. Anytime something says to go back to the start this is where they arrive.

Before entering Kendyra goes over some rules of the road and trials they may face.

1. **Stay on the Path:** Leaving the path puts you back here at the start. You must remain within 15 feet of the center line of the path. This is in any direction. If you feel a tingle you are too far away.
2. **Boots for Walking:** You must walk the path on foot. You can fly around but you cannot move more than 15 feet from the center line of the path.
3. **Magic:** You can speed up the rate in which you walk but no other magical mode that moves from point A to point B works on the path.
4. **Guardians Ignore Rules:** The path has guardians which are not bound by these rules but know that you are. Take caution.

**Development:** When the PCs open the door, proceed to encounter two.

## 2: MIRRORED MECHANISMS OF MINUTIA

*The door opens without a sound and to your surprise a path through a lightly wooded valley stretches out before you. The sun is high in the sky and does not match up with where it was moments before.*

When the PCs get going, continue:

*You travel along the path for an hour until you come to a narrow ravine that heads down. Loose stones shift under foot as you carefully make your way down. Near the bottom the way is blocked by an ornate adamantine wall with a closed, circular portal. The wall is covered with five mirrors in a pentagonal pattern that reflect the ravine and yourself in a myriad of patterns. There are symbols etched into the center of each mirror; a square, a line, a triangle, a pentagon, and a circle. In the center is written a series of phrases in common, dwarf, elf, and Oeridian.*

*'In order you must go or your ashes the wind will blow*

*First comes the root of the sum of two squares*

*Then comes the difference of the root of those two squares*

*In middle is the number between the first two  
Rounding the river comes the box and its corners true*

*Now it is the end there is only one left. Push it and see if you made the right bet'*

*"This is the first test: a combination lock with a clue. Choosing wrong can be very painful. I was hoping to find the ones we're following stopped here but evidently they figured out how to pass beyond. Thankfully we'll waste no time here as I know the combination.*

The party can stop her and ask questions if they want but she does know the combination and is not lying. She says that each person must enter the combination to pass through. She tells them the combination (it's wrong of course) and goes first and gets zapped. Repeating what she did sets the trap off but does not teleport them (it's a onetime failsafe).

*She quickly pushes the top, bottom right, top left, bottom left, top right and steps back. "Wait they changed some" she is cutoff as two green rays shoot from the door and hit her. She glows briefly with a green outline before falling into a pile of dust on the ground. The door makes a few whirls and clicks then falls silent.*

This riddle is also detailed on Player Handout Four.

A DC 21 Spellcraft check identifies the spells as *disintegrate*. A DC 31 Spellcraft check notices that something was different with it and it was modified somehow but provides no more information.

Kendyra is, of course, just fine. The modified spell left remains behind and teleported her to the tower. As a failsafe in the path in case somebody was being forced to show the path to another. She was not being forced but at

the same time has done her job. She cannot be raised or restored in any fashion as she is not dead. The same applies to *speak with dead* and other spells. Divination spells can reveal that she is not dead but provide no more information. She is already in the tower working on her next assignment. She has set the wheels in motion as required by her employer.

**Trap:** The proper sequence to avoid the trap is 5 (root of 3 and 4 squared and added), 1 (difference between 3 and 4), 3 (middle point of previous two), 4 (corners on a square), and 2 (only one left). This corresponds to pentagon (5), circle (1), triangle (3), square (4), line (2).

The trap does not go off until the final symbol is pushed, a symbol is pushed for a second time in a sequence of five, a Disable Device check is failed, or if it's physically attacked. The symbols only work if pushed by a humanoid. You cannot push them with magic, an animal companion (unless it's a humanoid one), a stick and so on.

Each symbol lights up when pushed. If the trap goes off they all reset to unlit.

If the party is totally stumped they can start making Intelligence checks (DC APL +10) to get clues. Doing this reduces the XP gained for this trap by half.

If the trap goes off, the first person to be struck is the last one to touch the door combination. If more than one ray goes off, determine randomly who the others hit.

#### APL 6 (EL 6)

⚔️**Maximised Scorching Ray Trap:** CR 5; mechanical touch trigger; automatic reset; code bypasses; Atk +4 ranged and +4 ranged touch touch (*maximized scorching ray*, 9th-level wizard, 24 fire damage, DC 21 Fort save for 5d6); Search DC 30, Disable Device DC 30.

#### APL 8 (EL 8)

⚔️**Heightened Disintegrate Trap:** CR 8; mechanical touch trigger; automatic reset; code bypasses; Atk +6 ranged touch (*heightened disintegrate*, 13th-level wizard, 26d6, DC 20 Fort save for 5d6); Search DC 32, Disable Device DC 32.

#### APL 10 (EL 10)

⚔️**Heightened Disintegrate Trap:** CR 10; mechanical touch trigger; automatic reset; code bypasses; Atk +8 ranged touch (*heightened disintegrate*, 17th-level wizard, 34d6, DC 21 Fort save for 5d6); Search DC 34, Disable Device DC 34.

#### APL 12 (EL 12)

⚔️**Heightened Disintegrate Trap (2) :** CR 10; mechanical touch trigger; automatic reset; code bypasses; Atk +8 ranged touch (*heightened disintegrate*, 17th-level wizard, 34d6, DC 21 Fort save for 5d6); Search DC 34, Disable Device DC 34.

#### APL 14 (EL 14)

⚡ **Heightened Disintegrate Trap (2):** : CR 10; mechanical touch trigger; automatic reset; code bypasses; Atk +8 ranged touch (heightened *disintegrate*, 17th-level wizard, 34d6, DC 21 Fort save for 5d6); Search DC 34, Disable Device DC 34.

⚡ **Energy Drain Trap (2):** CR 10; magical device, touch trigger, automatic reset, spell effect (energy drain, 17th-level wizard, Atk +15 ranged touch, 2d4 negative levels); Search DC 34, Disable Device DC 34.

#### APL 16 (EL 16)

⚡ **Heightened Disintegrate Trap (4):** : CR 10; mechanical touch trigger; automatic reset; code bypasses; Atk +8 ranged touch (heightened *disintegrate*, 17th-level wizard, 34d6, DC 21 Fort save for 5d6); Search DC 34, Disable Device DC 34.

⚡ **Energy Drain Trap (3):** CR 10; magical device, touch trigger, automatic reset, spell effect (*energy drain*, 17th-level wizard, Atk +15 ranged touch, 2d4 negative levels); Search DC 34, Disable Device DC 34.

**Development:** It is a six-hour trip from here to the next encounter.

### 3: EXPENDABLE RESOURCE

*The path beyond the door continues to winds its way through valley and vale. It slowly begins to climb into the mountains and the temperature begins to drop. The trail flattens out into a wide plateau covered in snow. The path disappears beneath the snow and while you can see it again 300 feet ahead as it heads around a cliff between here and there is a blanket of snow. The wind is whipping snow around making it almost impossible to see at times and causing the snow ahead to shift, swirl, and bunch into drifts. Your footprints behind you are almost gone already.*

*Towards the cliff you can make out two (large/huge) humanoid shapes lying still in the snow. A light blanked of snow on top of them. The snow is stained red around them.*

The path indeed does not go straight across the expanse of snow. It does a zig to the right before coming back to the left and continuing. See the map in Appendix 3 for details.

Crossing the snow field is not difficult to start as long as the party is careful. Brushing the snow away with their feet does the trick to keep them on the path. It's during a battle that things might become difficult.

When they are about halfway across, the stone giants guarding this area come around the bend ahead and spot the party (even if invisible walking in the snow makes them pretty easy to spot). They yell from where they are standing and demand the party returns the way they came. While their attitude towards the party is neutral they do not allow them to pass. If the party asks about the

bodies they are told that a group of Iuzian troops passed through here this morning (though the sun never seems to move from the PCs' perspective) and they were unable to stop them. If somebody thinks to ask the giants give a description of the group (see encounter eight for their details – remember the dragon was in drow form during this fight). The giants are happy to sit and talk as long as nobody casts a spell, comes any closer, or takes a hostile action. Once that happens it's fighting time. They were saved and befriended by Mordenkainen years ago and beyond loyal to him.

**Creatures:** These stone giants are highly trained and geared for protecting this pass and the valley beyond. Make sure to note to the players at the higher APL's the armored nature of the giants. Some have some pretty impressive hit points and armor and it's very obvious.

#### APL 6 (EL 8)

🗨 **Stone Giant:** hp 119; MM 124

#### APL 8 (EL 10)

🗨 **Stone Giant (2):** hp 119; MM 124

#### APL 10 (EL 13)

🗨 **Stone Giant (2):** fighter 2; hp 139; Appendix 1.

🗨 **Stone Giant:** cleric 4; hp 155; Appendix 1.

#### APL 12 (EL 15)

🗨 **Stone Giant (2):** fighter 3; hp 200; Appendix 1

🗨 **Stone Giant:** cleric 10; hp 257; Appendix 1.

#### APL 14 (EL 17)

🗨 **Stone Giant (2):** fighter 5; hp 226; Appendix 1.

🗨 **Stone Giant:** cleric 14; hp 301; Appendix 1.

#### APL 16 (EL 19)

🗨 **Stone Giant (4):** fighter 5; hp 226; Appendix 1.

🗨 **Stone Giant (2):** cleric 14; hp 301; Appendix 1.

**Tactics:** Their goal is to stop the party from crossing the field. They know the party has to stay on the path and use that to their advantage. They have a pile of rocks near the cliffbase (underneath the snow) and can also throw massive balls of snow to obscure the path if needed. Treat these as a stone throw touch attack but instead of damage it covers a 20-foot square with snow obliterating any cleared path.

Anytime a character tries to walk on what he thinks is the path but cannot currently see the path (such as it was clear but now buried under snow again) he must make an Intelligence check DC10. If there is another person in front of him on the path he can choose to move in a straight line towards him without making this roll (which at times may automatically take him off the path if there is a curve). A character can also choose to move at half normal speed to push snow with his foot as he moves to stay on the path.

**Treasure:** Refer to the Treasure Summary to determine what the PCs find here.

**Development:** It is possible for the entire party to willingly or not so much step off the path here and start again. It's actually not a bad idea if the fight is going badly. If they do so it takes them hours to get back here and the giants are healed and ready for them.

The party may also try to rush past them in some fashion. The giants pursue and harass the party as best they can all the way up to the edge of the Valley of Silence Fire. They want nothing to do with the elemental guardians (but continue to harass the PCs during that fight as well if they can manage to do so without endangering themselves with the elementals.)

It is a two-hour trip from here to the next encounter.

## 4: VALLEY OF SILENCED FIRE

*The snow continues to blow as you approach what might be the top of another ridge. Beyond lies your destination. You have crested the rim of a large bowl depression that makes up the top of this mountain. It's two miles across and is dominated by a large lake that must be heated from beneath as the air here is very warm and humid. The warmth of the lake has held off the cold of the mountains and lush vegetation and trees have taken hold here in thick underbrush.*

*In the center of the bowl, and center of the lake, is a large black glass-like structure. It rises 300 feet at least from the surface of the lake and appears to be a natural structure that has been worked into a thing of dark beauty. The sun's light reflects off it but does not illuminate inside the glass structure. Its dark surface casts no reflection on the lake below.*

A path continues from here to the docks on the edge of the lake. This is not the magical path though. That ends once they step foot into the bowl. The party may not realize it until they try to push the distance thing and realize they are not getting a warning tingle.

*As you continue forward the ground begins to buckle and move almost like water. Sliding slowly from the ground is some kind of primeval elemental creature(s). A living pillar of black rock towers over the ground before you. Its angular body is covered with spikes and sharp ridges. It unfurls three long arms, each ending in a long, vicious point: Two extend slightly forward, while the third sprouts from the center of the back to loom over its head. Three short, powerful legs support it like a tripod.*

There is an earth creature at every APL (except APL 12). If joined by a fire elemental add the following text as well.

[Fire] *Climbing from the pit the earth creature moved from follows a tall, human-shaped creature composed of pure black flame. It wears a plain red*

*robe that seems to float and billow in the tremendous head, while the air shimmers around it. Its lower body is a stream of flame that coils behind it like a snake's tail.*

### APL 6 (EL 8)

🔥 **Black Rock Avatar:** Large earth elemental; hp 152; Appendix 1.

### APL 8 (EL 10)

🔥 **Black Rock Avatar:** Large earth elemental; hp 199; Appendix 1.

### APL 10 (EL 13)

🔥 **Black Rock Avatar:** Large earth elemental; hp 228; Appendix 1.

### APL 12 (EL 15)

🔥 **Black Flame Disciple:** Large fire elemental; hp 221; Appendix 1.

### APL 14 (EL 17)

🔥 **Black Rock Avatar:** Large earth elemental; hp 377; Appendix 1.

### APL 16 (EL 19)

🔥 **Black Rock Avatar:** Large earth elemental; hp 377; Appendix 1.

🔥 **Black Flame Disciple (2):** Large fire elemental; hp 221 each; Appendix 1.

**Tactics:** The guardian(s) of the valley is not aligned with anybody or really anything. It's a spirit of the mountain who resents any who tread on its ground. It smashes what it can reach and if it cannot reach anything it settles into the ground until it can.

If a disciple is present it orders the avatar around (it's much smarter).

**Development:** If the party does a lot of flying around during this battle they are spotted by the Iuzian forces that are currently inside the tower. They take reasonable precautions with spells and buffing going forward. It is a 20-minute trip down to the lake from this point.

## 5: THE TOWER DOOR

*Continuing on into the bowl a path has been hacked through the vegetation ahead in a direct line towards the tower. The road finally opens up to a small dock on the lake. A wood boat made of polished black wood rocks gently at the end. Steam and bubbles can be seen rising from the water around it and a sulfurous smell hangs in the air.*

Crossing the lake is not an encounter. It is uneventful and calm unless the party does something stupid. The water is 150 degrees and gets hotter as you sink. So

anybody that goes overboard starts taking damage quickly and if they sink they'll find the bottom almost 500 feet down, but will be nice and cooked by the time they get there. The trip across the lake takes 30 minutes.

*The trip across the lake is thankfully uneventful. A dock awaits you as you pull up to the islands shore. There is no path here leading to the tower. Just jumbled shards of black glass cast off from the tower.*

It's a 50 ft. sloped climb to the top of the rubble and the tower's base.

*The tower rises into the air above you: an immense mass of stone that seems to be stabbing down into the lake. Ahead is the first non-black object you've seen on the island. A metal door sits in a wall and is ajar. Scattered about it are dead elf guards in black chainmail. Next to them lie two half-orcs with the symbol of Iuz emblazoned proudly upon their chests.*

The elves are guards of the tower and not associated with the dead half-orcs. A quick check confirms this as they have no symbols of Iuz on them and are dressed differently.

The group that did this return in two rounds. While the main group went inside this group was sent on a patrol around the tower base to see what they could find. They were then to report back here to protect the door and their way out. At APL 6 and 8 the group is not being quiet and the party can get the jump on them rather easily. At APL 10+ the group is not being overly quiet but at the same time is not banging pots together as they go. Normal rules for Listen check apply here.

If the party does not set guards while they are looting the bodies of the dead and are heard by Garok and Telfain, they prepare for a few rounds before surprising the party.

#### APL 6 (EL 8)

☛**Garok the Warmonger:** ogre cleric 3 hp 66; Appendix 1.

☛**Telfain D'Paite:** elf warmage 5; hp 27; Appendix 1.

#### APL 8 (EL 10)

☛**Garok the Warmonger:** ogre cleric 4/ordained champion 1; hp 84; Appendix 1.

☛**Telfain D'Paite:** elf warmage 7; hp 37; Appendix 1.

#### APL 10 (EL 13)

☛**Garok the Warmonger:** ogre cleric 4/ordained champion 3; hp 102; Appendix 1.

☛**Telfain D'Paite:** elf warmage 9; hp 65; Appendix 1.

☛**Iuz Strongarm Fighter:** human fighter 10; hp 109; Appendix 1.

#### APL 12 (EL 15)

☛**Garok the Warmonger:** ogre cleric 4/ordained champion 5; hp 120; Appendix 1.

☛**Telfain D'Paite:** elf warmage 11; hp 79; Appendix 1.

☛**Iuz Strongarm Fighters (2):** human fighter 10; hp 109; Appendix 1.

#### APL 14 (EL 17)

☛**Garok the Warmonger:** ogre cleric 6/ordained champion 5; hp 138; Appendix 1.

☛**Telfain D'Paite:** elf warmage 13; hp 106; Appendix 1.

☛**Iuz Strongarm Fighters (4):** human fighter 10; hp 109; Appendix 1.

#### APL 16 (EL 19)

☛**Garok the Warmonger:** ogre cleric 8/ordained champion 5; hp 156; Appendix 1.

☛**Telfain D'Paite:** elf warmage 15; hp 122; Appendix 1.

☛**Iuz Strongarm Fighters (8):** human fighter 10; hp 109; Appendix 1.

**Tactics:** Telfain is insane to say the least. He loves blowing things into pieces and laughs manically while doing so. If he can get another character in one of his area of effects but has to catch one of the fighters to do so he does not hesitate to do so.

**Treasure:** Refer to the Treasure Summary to determine what the PCs find here.

**Development:** There is nothing left to do but enter the tower. There is nothing else outside on the island of interest and this is the only way into the tower for the party. They are free to fly around and inspect the tower but while there are balconies and such none have doors that enter the tower.

## 6: DOORS TO INFINITY

*Entering the door the insides of the tower are laid bare before you. Doors and halls stretch as far as the eye can see as well as into the air above you. Staircases sit at impossible angles but seem to be just fine as you get closer to them. Ahead a hall is lined by twenty doors on both sides. A grand staircase leads up just beyond that.*

Each of the doors is a portal to another world. While the party can look through them they do not possess the key needed to pass through. What they see on the other side is for your imagination as the DM to come up with.

Once the party is done with the doors they can head up the staircase. No matter what hall they take it leads back to here and a version of this staircase (vary the description each time a little). We want them to realize



the place is huge but at the same time we know where we want them to end up.

*Climbing the grand staircase ends in a round platform that is surrounded by seven identical staircases all leading down to the unknown. In the center sits a pool of water from which a glow emanates.*

The PCs can take whatever precautions they wish. Once somebody decides to take a look, continue:

*The water in the pool swirls slight at your approach and slowly an image coalesces in it. You see a dark skinned and scaled man in black armor pointing to others as if giving orders. You also see two more half-orcs dressed the same as the dead ones outside. They appear to be ripping a room to pieces as if looking for something. Finally they find something in a large stack of loose papers and leave the room (and your sight). As soon as the door closes the entire room blinks for a second and is back to the way it was before they entered. Right down to the same stack of papers on the table. Oddly though sitting next to it is a folded and sealed envelope that was not there before.*

Give observant PCs a hint that down one of the staircases is a door that matches the one from the image. When they investigate, proceed to encounter seven.

## 7: THE TRUTH?

*The door swings open to a room all too familiar. An ornate study lies before you. Desk filled with papers, pens, books, and other study tools are neatly in order. Another door lies on the other side of the room and looks remarkably like the door you entered from. Sitting on a desk to the left is the stack of papers that were taken in the image.*

This room is magically in nature. One round after the last person leaves it resets itself to how it is right now. So the party could walk away with stacks of notes if they want to just keep going in and out again. It should be obvious that Mordenkainen wants this information to get out (and to more than one person.)

Other than the stack of papers on the desk to the left the rest of the rooms papers are gibberish. Most are written in some kind of shorthand and even if deciphered are things like recipes for chicken soup and a proposed method for how the bulette was created.

The papers on the desk are written very neatly in Common. They represent the current location of troops in all of the countries bordering Iuz's territories as well as their projected strengths and future movements. This includes the Domain of Greyhawk and all of the countries that took part in the Great Northern Crusade (Furyondy and Veluna). This is powerful information

indeed - especially to the forces of evil. See Player Handout Three for the contents of the envelope.

**Treasure:** The only treasure here is the papers. They could be sold for a considerable sum of cash on the black market if a PC so wanted to. This is an individual choice and comes with a bit of disfavor.

**Development:** The party can play around with the room all they want. When it's time to go though they find that the tower wants them to leave. All paths eventually lead back to the scrying pool or the door out. In order to go further up in the tower takes magical keys they do not possess. They should also want to stop the forces of Iuz from escaping with the plans that could lead to war.

We don't want to railroad the party out the door but there is nothing else here to find. Some barracks for guards that are currently elsewhere, kitchens, dining halls, and so on.

## 8: CAUGHT YA

*Arriving back outside is a breath of fresh air. The skies are dark now, though, and a storm is moving in. Exposed out in the middle of a boiling lake is probably not the best place to be right now. Across the lake you see some humanoid shapes heading into the woods along the path you entered.*

The Iuzian forces have some trouble with one of the areas local guardians on the way out, which thins their group down somewhat. The PCs face the survivors who have been slowed down so the PCs catch them before they get leave the bowl.

Depending on the party's mode of travel is how the fight is initiated. They catch up to the Iuz forces as they exit the woods and head up a barren slope to the rim of the bowl. Due to Twilight's keen senses they are unlikely to be able to sneak up on him unless they are very, very careful (refer to his stat block). He is currently in human form but changes into his dragon form the second he knows the party is there (which should be before the party knows he is there due to his massive perception skills). He uses his shadow blend ability to hide, has the appropriate minion mount him (see tactics), and waits to see what happens.

**Creatures:** Twilight the shadow dragon is the main combatant during this fight (and at lower APL's the only combatant). The rest are trying to hassle and delay the party members until he can turn his full attention to them. He is ancient and full of wrath and confidence and it takes much to drive him off.

There are four half-orcs at each APL that are not listed nor fight. Their job, which is detailed in the tactics below, is to get to the edge of the bowl with the notes and escape. They are fighters with hit points equal to the APL played times 2 and their AC equals the APL +8. Saves are APL -2. They are spread out and move in different paths to reach the edge of the bowl.

The coming storm is blocking most of the sun's light giving the shadow dragon an almost perfect environment for this fight.

#### APL 6 (EL 8)

☞**Twilight**: Medium shadow dragon; hp 110; Appendix 1.

#### APL 8 (EL 10)

☞**Twilight**: Medium shadow dragon; hp 110; Appendix 1.

☞**Antonia Spiter**: human wizard 8; hp 41; Appendix 1.

#### APL 10 (EL 13)

☞**Twilight**: Medium shadow dragon; hp 136; Appendix 1.

☞**Antonia Spiter**: human wizard 10; hp 61; Appendix 1.

☞**Axltey Chasei**: human cleric 8; hp 59; Appendix 1.

#### APL 12 (EL 15)

☞**Twilight**: Large shadow dragon; hp 180; Appendix 1.

☞**Antonia Spiter**: human wizard 12; hp 73; Appendix 1.

☞**Axltey Chasei**: human cleric 10; hp 73; Appendix 1.

#### APL 14 (EL 17)

☞**Twilight**: Large shadow dragon; hp 231; Appendix 1.

☞**Axltey Chasei**: human cleric 14; hp 101; Appendix 1.

#### APL 16 (EL 20)

☞**Twilight**: Large shadow dragon; hp 322; Appendix 1.

☞**Antonia Spiter**: human wizard 16; hp 113; Appendix 1.

☞**Axltey Chasei**: human cleric 14; hp 101; Appendix 1.

**Tactics**: In round one all four half-orcs bolt for the edge of the bowl (100 feet away). One has the notes and amulet and the other three are decoys. If the one with the notes reaches the edge he breaks an amulet around his neck and instantly returned to his home. If the one with the notes falls, another picks up the notes and amulet (standard action) and does his best to escape.

The rest, listed above, try to delay the party from stopping the half-orcs while Twilight does his best to just flat out destroy them. At APL 8 and 10 Antonia is flying. At APL 10 and up Axltey is riding Twilight (and healing/buffing the dragon) while Antonia is flying.

**Treasure**: Refer to the Treasure Summary to determine what the PCs find here.

**Development**: If the party stops the half-orc from getting out of the bowl they stop the notes from getting back to Dorakaa. They now have one or two sets of those notes as well as a lot of other information and they need to figure out who they want to tell it to if anybody.

Once out of the bowl since you are no longer using the path to get here you can travel in any fashion they want for your return home.

Once the party starts back head to the conclusion (and adjust as necessary based on their mode of travel).

## CONCLUSION

*As you leave the Obsidian Citadel and its environs behind they quickly fade into the snow as if just a passing dream. You don't know if you'll ever be able to find your way back again.*

*You have a lot of information about wheels in motion that could spell harsh times for the forces of good. (adjust based on outcome – mostly like outcome listed here). Flight of Fiends thrown down, Bigby's tower gone and he appears to be gathering information on a former member of the Circle of Eight, troop movement charts found in Mordenkainen's tower and taken by the enemy, but recovered before they could do any damage you hope.*

*Powerful forces have awoken and are on the move. The fragile peace of the Greyhawk Pact could soon be a pleasant afterthought in the troubled times ahead. With whom do you entrust this information you have worked so hard to uncover? The answer to that question could very well spell who wins and who loses in the coming days.*

The PCs are free to tell whom they wish what they have learned. As a group they need to pick one person or group to bestow this information upon. As individuals they can go and tell their local meta-orgs and such and that is fine for regional role-playing flavor. We need to know who the big player is they let know (if anybody).

If they tell Tenser or at least try to get the information to him they gain his favor. If they gained his disfavor earlier in the adventure these two cancel each other out.

Find out what they are doing with the paperwork found in Mordenkainen's Tower on troop locations and movements. Most will destroy them or turn them over to their government. If a player decides to keep them (and only one player can keep them unless they have multiple copies) he is visited by a person wishing to purchase them. He is offered 250 gp x the APL played at for them. If he takes the offer though he'll regret it in the near future and gains the Betrayal of the Honest disfavor.

If the players decide to create forgeries and sell them they must succeed on a DC 20 + APL Forgery check to

pass them off, but if they can one person earns the cash without the disfavor.

## PROLOGUE: WAR DRUMS

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Once the party is back and the conclusion is done, but before you start paperwork read the prologue below.

*The wind howls across the plains as the green cloaked ranger makes his way north across the fields of bone. Finding a vantage point he pulls out his spying glass and takes a look at what he has come so far to see.*

*In the distance, pillars of smoke rise into the air. Drums can be heard beating a rhythm for those stoking the fires. The war machine has awakened and its hunger for blood is ravenous indeed.*

*The son has come home and Dorakaa prepares for war. All the Oerth shall soon tremble at the coming armies.*

*Swiftly the ranger puts his spyglass away and turns and sprints south. He must cross back into Furyondy and soon. The word must be spread. Old Wicked is content to sit on his throne no more.*

*The End*

## EXPERIENCE POINT SUMMARY

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

### Round One

#### 1: Reap What is Not Sown

Defeat the devils

APL 6	240 XP
APL 8	300 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

#### 4: Hidden Refuge

Defeat or neutralize guardians

APL 6	210 XP
APL 8	300 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

#### 7: The Decision

Defeat Fez'zut

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	540 XP
APL 16	600 XP

### Round Two

#### 2: Mirrored Mechanisms of Minutia

Defeat or neutralize trap

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

#### 3: Expendable Resource

Defeat or bypass the giants

APL 6	240 XP
APL 8	300 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

#### 4: Valley of Silenced Fire

Defeat valley guardians

APL 6	240 XP
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APL 8	300 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

#### 5: The Tower Door

Defeat Iuz Forces

APL 6	240 XP
APL 8	300 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

#### 8: Caught Ya

Defeat Twilight and friends

APL 6	240 XP
APL 8	300 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	600 XP

#### Story Award

Flight of Friends redone and strengthened:

APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP
APL 14	240 XP
APL 16	270 XP

#### Story Award

Troop movement plans recovered from Iuz forces:

APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP
APL 14	240 XP
APL 16	270 XP

#### Surviving the Obsidian Tower

APL 6	780 XP
APL 8	930 XP
APL 10	930 XP
APL 12	1,110 XP
APL 14	1,260 XP
APL 16	1,410 XP

#### Discretionary Roleplaying Award

APL 6	720 XP
APL 8	900 XP
APL 10	1,080 XP
APL 12	1,260 XP
APL 14	1,440 XP
APL 16	1,620 XP

## Total Possible Experience

APL 6	3,600 XP
APL 8	4,500 XP
APL 10	5,400 XP
APL 12	6,300 XP
APL 14	7,200 XP
APL 16	8,100 XP

## TREASURE SUMMARY

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

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

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

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

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

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

### 4: Hidden Refuge

**APL 6:** Coin – 1,000 gp, Magic -- +2 Headband of Intellect (333 gp), scroll of teleport (94 gp).

**APL 8:** Coin – 1,500 gp, Magic – +4 Headband of Intellect (1,333 gp), scroll of teleport (94 gp), bracers of armor +3 (750 gp).

**APL 10:** Coin – 2,500 gp, Magic – +4 Headband of Intellect (1,333 gp), scroll of teleport (94 gp), bracers of armor +3 (750 gp).

**APL 12:** Coin – 2,500 gp, Magic – +6 Headband of Intellect (3,000 gp), scroll of teleport (94 gp), bracers of armor +6 (3,000 gp).

**APL 14:** Coin – 2,500 gp, Magic – +6 Headband of Intellect (3,000 gp), scroll of teleport (94 gp), bracers of armor +6 (3,000 gp).

**APL 16:** Coin – 2,500 gp, Magic – +6 Headband of Intellect (3,000 gp), scroll of teleport (94 gp), bracers of armor +6 (3,000 gp).

## ROUND TWO

### 3: Expendable Resources

**APL 6:** Loot – 0 gp

**APL 8:** Loot – 0 gp

**APL 10:** Magic -- +2 frost bastard sword (1,525 gp x2), +2 chainmail (355 gp x3), +1 shocking warhammer (692 gp).

**APL 12:** Magic – +2 frost bastard sword (1,525 gp x2), +2 mithral full plate (1,230 gp x2), +2 full plate (480 gp), +4 amulet of health (1,333 gp x2), +2 shocking warhammer (942 gp), +4 periapt of wisdom (1,333 gp), +2 amulet of health (333).

**APL 14:** Magic -- +2 frost bastard sword (1,525 gp x2), +4 mithral full plate (2,230 gp x2), +4 amulet of health (1,333 gp x2), +4 belt of strength (1,333 gp x2), +2 shocking warhammer (942 gp), +4 heavy fortified heavy plate (6,896 gp), +4 periapt of wisdom (1,333 gp), +2 amulet of health (333 gp), ring of protection +2 (667 gp).

**APL 16:** Magic -- +2 frost bastard sword (1,525 gp x4), +4 mithral full plate (2,230 gp x4), +4 amulet of health (1,333 gp x4), +4 belt of strength (1,333 gp x4), +2 shocking warhammer (942 gp x2), +4 heavy fortified heavy plate (6,896 gp x2), +4 periapt of wisdom (1,333 gp x2), +2 amulet of health (333 gp x2), ring of protection +2 (667 gp x2).

### 5: The Tower Door

**APL 6:** Loot – 142 gp, Magic -- +1 full plate (230 gp), periapt of wisdom +2 (333 gp), vest of resistance +1 (83 gp x2), gloves of dexterity +2 (333 gp), +1 chain shirt (104 gp), +1 light steel shield (98 gp), ring of protection +1 (167 gp), headband of intellect +2 (333 gp).

**APL 8:** Loot – 252 gp, Magic – +1 large flail (192 gp), +1 full plate (230 gp), periapt of wisdom +2 (333 gp), vest of resistance +2 (333 gp x2), gauntlets of war (333 gp), ring of counterspells (333 gp), deep red ioun stone (667 gp), +1 chain shirt (104 gp), +1 light steel shield (98 gp), +1 short sword (192 gp), .ring of protection +2 (667 gp), headband of intellect +2 (333 gp), gloves of dexterity +2 (333 gp), anklet of translocation (117 gp)

**APL 10:** Loot – 458 gp, Magic -- +1 aziomatic heavy flail (1,512 gp), +2 full plate (480 gp), +2 animated heavy steel shield (1,345 gp), periapt of wisdom +4 (1,333 gp), vest of resistance +2 (333 gp), gauntlets of war (333 gp), ring of counterspells (333 gp), deep red ioun stone sphere (667 gp), +1 mithral full plate (980 gp), +1 light steel shield (98 gp), +1 short sword (192 gp), vest of resistance +3 (750 gp), ring of protection +2 (667 gp), headband of intellect +2 (333 gp), anklet of translocation (117 gp), gloves of dexterity +2 (333 gp), amulet of health +4 (1,333 gp), cape of the mounteback (840 gp), +1

mithral full plate (980 gp), +1 heavy steel shield (100 gp), +1 cloak of resistance (84 gp), amulet of health +2 (333 gp)

**APL 12:** Loot – 592 gp, Magic – +1 aziomatic heavy flail (1,512 gp), +2 full plate (480 gp), +2 animated heavy steel shield (1,345 gp), periapt of wisdom +6 (3,000 gp), cloak of charisma +4 (1,333 gp), belt of giant strength +4 (1,333 gp), vest of resistance +2 (333 gp), gauntlets of war (333 gp), boots of speed (1,000 gp), ring of counterspells (333 gp), deep red ioun stone sphere (667 gp), +2 glamered mithral full plate (1,646 gp), +1 light steel shield of light fortification (347 gp), +1 short sword (192 gp), vest of resistance +3 (750 gp), ring of protection +3 (1,500 gp), headband of intellect +4 (1,333 gp), anklet of translocation (117 gp), gloves of dexterity +4 (1,333 gp), amulet of health +4 (1,333 gp), cape of the mounteback (840 gp), +1 mithral full plate (980 gp x2), +1 heavy steel shield (100 gp x2), +1 cloak of resistance (84 gp x2), amulet of health +2 (333 gp x2)

**APL 14:** Loot – 745 gp, Magic -- +1 aziomatic heavy flail (1,512 gp), +2 full plate (480 gp), +2 animated heavy steel shield (1,345 gp), periapt of wisdom +6 (3,000 gp), cloak of charisma +4 (1,333 gp), belt of giant strength +4 (1,333 gp), vest of resistance +2 (333 gp), gauntlets of war (333 gp), boots of speed (1,000 gp), ring of counterspells (333 gp), deep red ioun stone sphere (667 gp), +2 glamered mithral full plate (1,646 gp), +1 light steel shield of light fortification (347 gp), +1 short sword (192 gp), vest of resistance +4 (1,333 gp), ring of protection +3 (1,500 gp), headband of intellect +4 (1,333 gp), anklet of translocation (117 gp), gloves of dexterity +4 (1,333 gp), amulet of health +6 (3,000 gp), cape of the mounteback (840 gp), pink and green ioun stone (667 gp), +1 mithral full plate (980 gp x4), +1 heavy steel shield (100 gp x4), +1 cloak of resistance (84 gp x4), amulet of health +2 (333 gp x4)

**APL 16:** Loot – 1,215 gp, Magic – +1 aziomatic heavy flail (1,512 gp), +2 full plate (480 gp), +2 animated heavy steel shield (1,345 gp), periapt of wisdom +6 (3,000 gp), cloak of charisma +4 (1,333 gp), belt of giant strength +4 (1,333 gp), vest of resistance +2 (333 gp), gauntlets of war (333 gp), boots of speed (1,000 gp), ring of counterspells (333 gp), deep red ioun stone sphere (667 gp), +2 glamered mithral full plate (1,646 gp), +1 light steel shield of light fortification (347 gp), +1 short sword (192 gp), vest of resistance +4 (1,333 gp), ring of protection +4 (2,667 gp), headband of intellect +4 (1,333 gp), anklet of translocation (117 gp), gloves of dexterity +4 (1,333 gp), amulet of health +6 (3,000 gp), cape of the mounteback (840 gp), pink and green ioun stone (667 gp), +1 mithral full plate (980 gp x8), +1 heavy steel shield (100 gp x8), +1 cloak of resistance (84 gp x8), amulet of health +2 (333 gp x8)

## 8: Caught Ya

**APL 6:** Loot – 1,425 gp

**APL 8:** Magic – vest of resistance +1 (83 gp), ring of protection +1 (167 gp), bracers of arcane freedom (192 gp), headband of intellect +2 (333 gp)

**APL 10:** Magic -- +1 dagger (192 gp), vest of resistance +2 (333 gp), bracers of arcane freedom (192 gp), amulet of health +2 (333 gp), ring of protection +2 (667 gp), hellcat gloves (267 gp), headband of intellect +2 (333 gp), wand of magic missile (5<sup>th</sup> lvl – 12 gp per remaining charge), bead of force (250 gp), +1 morningstar (192 gp), +1 half-plate (146 gp), +1 heavy steel shield (100 gp), amulet of natural armor +1 (167 gp).

**APL 12:** Magic – +1 dagger (192 gp), vest of resistance +2 (333 gp), bracers of arcane freedom (192 gp), amulet of health +2

(333 gp), ring of protection +2 (667 gp), slippers of spider climbing (400 gp), minor cloak of displacement (2,000 gp), mask of the skull (1,833 gp), hellcat gloves (267 gp), headband of intellect +4 (1,333 gp), +1 morningstar (192 gp), +1 half-plate (146 gp), +1 heavy steel shield (100 gp), cloak of charisma +2 (333 gp), periapt of wisdom +2 (333 gp), vest of resistance +2 (333 gp), amulet of natural armor +1 (167 gp)

**APL 14:** Magic -- +2 morningstar (692 gp), +1 half-plate (146 gp), +2 heavy steel shield (350 gp), cloak of charisma +2 (333 gp), periapt of wisdom +2 (333 gp), vest of resistance +3 (750 gp), amulet of natural armor +2 (667 gp)

**APL 16:** Magic – +1 dagger (192 gp), vest of resistance +4 (1,333 gp), bracers of arcane freedom (192 gp), amulet of health +4 (1,333 gp), ring of protection +3 (1,500 gp), slippers of spider climbing (400 gp), ring of freedom of movement (3,333 gp), minor cloak of displacement (2,000 gp), mask of the skull (1,833 gp), hellcat gloves (267 gp), headband of intellect +6 (3,000 gp), rod of absorption (4,167 gp), +2 morningstar (692 gp), +1 half-plate (146 gp), +2 heavy steel shield (350 gp), cloak of charisma +2 (333 gp), periapt of wisdom +2 (333 gp), vest of resistance +3 (750 gp), amulet of natural armor +2 (667 gp)

## Total Possible Treasure

**APL 6:** Loot: 1,567 gp; Coin: 1,000 gp; Magic: 2,191 gp; Total: 4,758 gp (Max: 3,600 gp).

**APL 8:** Loot: 252 gp; Coin: 1,500 gp; Magic: 7,550 gp; Total: 9,302 gp. (Max: 5,200 gp)

**APL 10:** Loot: 458 gp; Coin: 2,500 gp; Magic: 24,232 gp; Total: 27,190 gp. (Max: 9,200 gp)

**APL 12:** Loot: 592 gp; Coin: 2,500 gp; Magic: 50,516 gp; Total: 53,608 gp. (Max: 13,200 gp)

**APL 14:** Loot: 745 gp; Coin: 2,500 gp; Magic: 62,343 gp; Total: 65,588 gp. (Max: 26,400 gp)

**APL 16:** Loot: 1,215 gp; Coin: 2,500 gp; Magic: 115,060 gp; Total: 115,775 gp. (Max: 59,400 gp)

## ADVENTURE RECORD ITEMS

☛ **Disfavor of Tenser:** You've poked around where you should not have and taken a rather powerful individual's property. He will remember this for a long time.

☛ **Favor of Tenser:** A powerful friend you have made this day.

☛ **Luck of Old Wicked:** The horn from the defeated son of evil, Fez'zut, brings luck in the most inopportune times. Once, when a 1 is rolled on a saving throw, you may spend this item to count the roll as a natural 20. Cross this off once used.

☛ **Betrayal of the Honest:** You have chosen to betray the good people of the Flanaess for mere gold. You are now wanted for treason in the Domain of Greyhawk, Dyvers, Furyondy, Highfolk, Perrenland, Shield Lands, and Veluna. Anytime you adventure in one of these lands you have a 50% (minus the sum of your skill ranks in Bluff and Disguise) chance of being caught and executed. Roll this at the end of any adventure that takes place in or partially in one of the regions listed above.

☛ **Scale of Twilight:** You have defeated one of Iuz's most trusted allies. Taking one of his scales allows you to add (APL 6-10) *shadow* (APL 12-16) *improved shadow* to any standard armor. Cross this off once used.

☛ **Reversed Flight of Fiends:** You have cast down the Flight of Fiends and freed many innocent souls from their eternal damnation and earned their favour. Fez'zut has been released in some form and his father will not be happy about that.

☛ **Reaffirmed Flight of Fiends:** You choose to redo the Flight of Fiends. Eternal torment is your reward to the men of Perdition. The cork is back in the bottle but to which side did you shift the balance of power?

☛ **Obsidian Initiate:** You have traveled the trail few have walked and survived. Not only survived but dealt a telling blow to evil at the same time. The powers above have deemed you to be the heroes of legend in this coming time of trouble. As those heroes you gain a luck benefit to re-roll any d20 roll once per adventure in any part of the "Ascension" series. You can take the new or old roll. You must choose to re-roll before the results are announced.

- +4 *mithral full plate* (Adventure; 26,650 gp; DMG)
- +4 *heavy fortified full plate* (Adventure; 82,650 gp; DMG)
- *Pink & green ioun stone* (Adventure; DMG)

**APL 16** (all of APLs 8-14 plus the following):

- *Ring of freedom of movement* (Adventure; DMG)
- *Rod of absorption* (Adventure; DMG)

## ITEM ACCESS

**APL 6:**

- *No Access Granted*

**APL 8:**

- *Gauntlets of war* (Adventure; CC)
- *Ring of counterspells* (Adventure; DMG)
- *Deep red ioun stone* (Adventure; DMG)
- *Anklet of translocation* (Adventure; MIC)
- *Bracers of arcane freedom* (Adventure; MIC)

**APL 10** (all of APL 8 plus the following):

- +2 *frost bastard sword* (Adventure; 18,335 gp; DMG)
- +1 *shock warhammer* (Adventure; 8,312 gp; DMG)
- +1 *axiomatic heavy flail* (Adventure; 18,312 gp; DMG)
- +2 *animated heavy steel shield* (Adventure; 17,170 gp; DMG)
- +1 *mithral full plate* (Adventure; 11,650 gp; DMG)
- *Cape of the mountebank* (Adventure; DMG)
- *Hellcat gauntlets* (Adventure; MIC)

**APL 12** (all of APL 8-10 plus the following):

- *Slippers of spider climbing* (Adventure; DMG)
- +2 *mithral full plate* (Adventure; 14,650 gp; DMG)
- *Boots of speed* (Adventure; DMG)
- *Minor cloak of displacement* (Adventure; DMG)
- *Mask of the skull* (Adventure; DMG)

**APL 14** (all of APLs 8-12 plus the following):



3: THE BOY

**RA'NED FILLISP**

**CR 14**

Male human cleric 14

LG Medium humanoid (human)

**Init** +0; **Senses** Listen +5, Spot +5

**Languages** Common, Elf

**AC** 10, touch 10, flat-footed 10

**hp** 87 (14 HD)

**Fort** +10, **Ref** +4, **Will** +14

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

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

**Special Actions** spontaneous casting (*cure spells*), turn undead 12/day (+7, 2d6+19, 14th)

**Combat Gear** *staff of healing*

**Cleric Spells Prepared** (CL 14th, divination spells CL 15th):

3rd—*clairaudience/clairvoyance*<sup>D</sup>, *continual flame*, *daylight*, *dispel magic*, *prayer*, *remove curse*

2nd—*calm emotions*, *detect thoughts*<sup>D</sup>, *enthrall*, *lesser restoration*, *make whole*, *silence*, *zone of truth*

1st—*bless*, *bless water*, *command*<sup>D</sup>, *comprehend languages*, *detect evil*, *endure elements*, *sanctuary*, *shield of faith*,

0—*detect magic*, *read magic*, *resistance*, *mending*, *virtue*

**D:** Domain spell. Deity: Rao. Domains: Knowledge, Pact.

**Abilities** Str 8, Dex 10, Con 13, Int 12, Wis 20, Cha 20.

**Feats** Combat Casting, Empower Spell, Extra Turning, Negotiator, Skill Focus (Sense Motive), Still Spell

**Skills** Bluff +6, Concentration +11 (+15 when casting defensively), Diplomacy +10, Heal +7, Knowledge (arcana) +3, Knowledge (history) +3, Knowledge (religion) +10, Sense Motive +27, Spellcraft +9

**Possessions** combat gear plus *ring of mind shielding*, *ring of sustenance*, *periapt of wisdom* +4, *cloak of charisma* +4, bundle for supplies.

7: THE DECISION

**FEZ'ZUT**

**CR 8**

God-blooded\* outsider

\*MM V 64

LE Medium outsider (baatezu, evil, extraplanar, fire, lawful)

Int +6; **Senses** darkvision 60 ft., *true seeing*; Listen +0, Spot +0

**Aura** burn, fear

**Languages** Abyssal, Common, Draconic, Dwarf, Elf, Infernal, Orc

**AC** 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

**hp** 52 (8HD); regeneration 5; **DR** 5/ good or silver

**Resist** acid 10, cold 10; **SR** 18

**Immune** fire, poison

**Fort** +8, **Ref** +8, **Will** +6

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

**Melee** +2 *flaming trident* +13/+8 (1d8+5/19-20 plus 1d6 fire)

**Base Atk** +8; **Grp** +10

**Atk Options** Cleave, Power Attack, luz's wrath

**Special Actions** death throes, divine endurance, swiftiness of the damned

**Spell-Like Abilities** (CL 6th)

3/day—*fireball* (DC 16), *invisibility*

**Abilities** Str 15, Dex 15, Con 15, Int 12, Wis 10, Cha 12

**Feats** Cleave, Improved Critical (trident), Improved Initiative, Power Attack

**Skills** Balance +6, Bluff +13, Climb +10, Disguise +9, Hide +13, Intimidate +12, Jump +10, Listen +10, Move Silently +13, Search +11, Spellcraft +11, Spot +10, Survival +8, Tumble +11

**Burn (Su)** The fire that cloaks Fez'zut's body lashes out to harm those that would dare attack him. Any creature that hits him with a melee attack takes 3 points of fire damage.

**Fear Aura (Su)** Fez'zut's can create a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 14 Will save or be affected as though by a *fear* spell (CL 9). A creature that successfully saves cannot be affected again by the same aura for 24 hours.

**Regeneration (Ex)** Fez'zut takes normal damage from good-aligned or silvered weapons, and from spells with the good descriptor.

**Death Throes (Su)** When killed, Fez'zut explodes in a 30-foot radius burst that deals 3d6 points of fire damage (DC 16 Reflex save halves)

**Divine Endurance (Su)** Fez'zut can take a free action to gain damage reduction 10/- from. He can suppress this ability as a free action. Once the damage reduction has prevented 30 points of damage he loses this benefit as well as his luz's wrath and burn abilities. This does stack with his normal DR if they are not using a magical or silver weapon.

**luz's Wrath (Su)** Fez'zut is wreathed in flames that don't harm his equipment. Once per day, as a swift action, he can cause fire to flow from his body over his weapons. All of his attacks deal an extra 5 points of fire damage for the next 5 rounds. If he casts a spell with the fire descriptor it deals an extra 10 points of damage.

**Swiftiness of the Damned (Su)** As a swift action, once per day, Fez'zut can take another standard action after his current turn is done.

**THRONE SPELL TURRET**

CR 6; Medium magic device; visual trigger (*true seeing*); automatic reset; four different spell effects cast once per round in set order, no spell cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 30; Disable Device DC 30; AC 7; hardness 10; hp 200.

**Spells (5th level wizard spells):** *baleful polymorph* (DC 17), *hold monster* (DC 17), *Bigby's interposing hand*, *telekinesis* (DC 17).

ROUND TWO

4: VALLEY OF SILENCED FIRE

**BLACK ROCK AVATAR\***

**CR 8**

\*MM IV 8

NE Large elemental (earth, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +13, Spot +13

**Languages** Terran

**AC** 20, touch 8, flat-footed 20 (-1 Dex, -1 size, +12 natural)

**hp** 152 (16 HD); fast healing 5; **DR** 5/adamantine or magic

**Immune** poison, sleep, paralysis, stunning, critical hits, flanking

**Resist** endure pain, stability (+8 against bull rush or trip); **SR** 13

**Fort** +16, **Ref** +4, **Will** +6

**Weakness** vulnerability to sonic

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

**Melee** 3 piercing arms +19 each (2d6+11/x4)

**Ranged** 6 spikes +9 each (1d8+11/x3)

**Atk Options** Cleave, Great Cleave, Power Attack, magic strike, metal strike

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

**Base Attack** +12; **Grp** +23

**Abilities** Str 33, Dex 8, Con 31, Int 5, Wis 12, Cha 8

**SQ** elemental traits

**Feats** Alertness, Cleave, Great Cleave, Great Fortitude, Lightning Reflexes, Power Attack, Weapon Focus (piercing arm)

**Skills** Climb +20, Listen +13, Spot +13

**Endure Pain (Ex)** whenever a black rock avatar fails a Reflex or Will saving throw against an effect that deals damage, it takes half damage if it succeeds on a Fortitude saving throw against the same DC. This additional saving throw affects only damage, not any other conditions that might apply from failing the original save.

**Metal Strike (Ex)** A black rock avatar's natural attacks are treated as adamantine, cold iron, magic, and silver for the purpose of overcoming damage reduction.

## 5: THE TOWER DOOR

### GAROK THE WARMONGER CR 6

Male ogre cleric 3  
LE Large humanoid (giant)  
Init +0; **Senses** darkvision 60 ft.; Listen +4, Spot +7  
**Languages** Common, Giant

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**AC** 23, touch 9, flat-footed 23)  
(-1 size, +9 armor, +5 natural)

**hp** 66 (7 HD)

**Fort** +12, **Ref** +3, **Will** +7

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**Speed** 20 ft. (4 squares); base speed 40 ft.

**Melee** mwk heavy flail +13 (2d8+10/19-20)

**Ranged** javelin +5 (1d8+7)

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

**Base Atk** +5; **Grp** +16

**Atk Options** Power Attack, smite 1/day (+4 on attack, +3 on damage)

**Special Actions** rebuke undead 5/day (+0, 2d6+1, 3rd), spontaneous casting (*inflict* spells)

**Combat Gear** *potion of cure moderate wounds*

**Cleric Spells Prepared** (CL 3rd):

2nd — *bull's strength*, *resist energy*, *spiritual weapon*<sup>D</sup>

1st—*divine favor*, *entropic shield*, *magic weapon*<sup>D</sup>, *shield of faith*,

0— *detect magic*, *mending*, *read magic*, *resistance*

**D:** Domain spell. Deity: Gruumsh. Domains: War, Destruction

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**Abilities** Str 25, Dex 10, Con 18, Int 10, Wis 14, Cha 7

**Feats** Combat Casting, Extra Turning, Power Attack, Weapon Focus<sup>B</sup> (heavy flail)

**Skills** Concentration +4 (+8 when casting defensively), Knowledge (religion) +6, Listen +4, Spot +7

**Possessions** combat gear plus masterwork large heavy flail, 2 Large javelins, +1 *Large full-plate*, *periap of wisdom* +2, *vest of resistance* +1, *gloves of dexterity* +2, bundle for supplies.

### TELFAIN D'PAITER CR 6

Male drow warmage 5  
LE Medium humanoid (elf)  
Init +1; **Senses** darkvision 120 ft.; Listen -1, Spot +2  
**Languages** Abyssal, Common, Drow Sign Language, Draconic, Elven, Undercommon

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**AC** 19, touch 12, flat-footed 18  
(+1 Dex, +1 deflection, +5 armor, +2 shield)

**hp** 27 (5 HD)

**SR** 16

**Fort** +3, **Ref** +3, **Will** +4; +2 against spell-like abilities and spells

**Weakness** light blindness

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

**Melee** short sword +2 (1d6/x2)

**Ranged** light crossbow +3 (1d8/19-20/x2) or

**Ranged** ray spell +4

**Base Atk** +2; **Grp** +2

**Special Actions** warmage edge +4

**Combat Gear** *potion of cure light wounds*, *potion of invisibility*

**Warmage Spells Known** (CL 5th):

2nd (5/day)—*blades of fire*, *continual flame*, *fire trap*, *fireburst*, *flaming sphere*, *ice knife*, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*

1st (7/day)—*accuracy*, *burning hands* (DC 15), *chill touch* (+2 touch), *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp* (+2 touch), *Tenser's floating disk*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *flare* (DC 14), *light*, *ray of frost*

**Spell-Like Abilities** (CL 5th):

1/day—*faerie fire*, *dancing lights*, *darkness*

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**Abilities** Str 10, Dex 13, Con 12, Int 18, Wis 8, Cha 18

**SQ** advanced learning

**Feats** Combat Casting, Weapon Focus (ranged spell)

**Skills** Concentration +9 (+13 when casting defensively), Intimidate +9, Knowledge (arcana) +12, Spellcraft +12, Spot +2

**Possessions** combat gear plus +1 *chain shirt*, +1 *light steel shield*, light crossbow with 40 bolts, short sword, *vest of resistance* +1, *ring of protection* +1, *headband of intellect* +2

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**Armored Mage (Ex)** Telfain's specialized training allows him to avoid arcane spell failure as long as he sticks to light armor and light shields.

**Warmage Edge (Ex)** Whenever Telfain casts a spell that deals hit point damage, he adds +4 to the amount of damage dealt. A single spell can never gain this extra damage more than once per casting. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

## 8: CAUGHT YA

### TWILIGHT CR 8

CE Medium juvenile shadow dragon\*

\**Draconomicon* 191

**Init** +4; **Senses** blindsense 60 ft., keen senses; Listen +22, Spot +22

**Languages** Abyssal, Common, Draconic, Drow, Elven, Infernal, Orc

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**AC** 26, touch 10, flat-footed 26  
(+16 natural)

**hp** 110 (13 HD)

**Immune** *sleep*, paralysis

**SR** 17

**Fort** +10, **Ref** +8, **Will** +12

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**Speed** 80 ft.; fly 150 ft (poor)

**Melee** bite +15 (1d8+2) and  
claw +13/+13 (1d6+1) and  
wing +13/+13 (1d4+1)

**Atk Options** Cleave, Power Attack

**Special Actions** Clinging Breath, breath weapon, shadow blend

**Base Atk +13; Grp +15**

**Sorcerer Spells Prepared** (CL 1st)

1st (4/day)—*mage armor*, *true strike*

o (5/day)—*daze*, *detect magic*, *detect poison*,  
*ghost sound*, *message*,

**Spell-Like Abilities** (CL 4th)

3/day—*mirror image*

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**Abilities** Str 15, Dex 10, Con 15, Int 18, Wis 18, Cha 19

**Feats** Alertness, Cleave, Clinging Breath, Improved Initiative, Power Attack

**Skills** Intimidate +20, Knowledge (arcana) +20, Knowledge (religion) +20, Knowledge (history) +20, Knowledge (the planes) +20, Listen +22, Search +20, Sense Motive +20, Spot +22, Use Magic Device +20

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**Breath Weapon (Su)** Twilight's breath weapon is a 60 ft. cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain two negative levels (DC 20 Reflex save halves). The saving throw to remove the negative level is DC 20.

**Shadow Blend (Su)** In any condition of illumination other than full daylight, Twilight can disappear into the shadows giving him total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

1: REAP WHAT IS NOT SOWN

**THASKOR\***

**CR 9**

\**Miniature's Handbook* 70

LE Large outsider (extraplanar)

**Init** +0; **Senses** darkvision 60 ft.; Listen +17, Spot +17

**Languages** none

**AC** 28, touch 9, flat-footed 28

(-1 size, +19 natural)

**hp** 133 (13 HD); **DR** 5/-

**Immune** poison

**Resist** acid, cold, electricity, fire 10; **SR** 18

**Fort** +13, **Ref** +10, **Will** +11

**Speed** 40 ft. (8 squares)

**Melee** slam +22 (2d8+15/x2)

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

**Base Atk** +13; **Grp** +27

**Atk Options** Improved Sunder, Power Attack, Powerful Charge

**Special Actions** trumpeting blast,

**Abilities** Str 31, Dex 10, Con 21, Int 12, Wis 13, Cha 16

**Feats** Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Powerful Charge

**Skills** Bluff +19, Concentration +21, Diplomacy +23, Disguise +3 (+5 acting), Intimidate +21, Listen +17, Sense Motive +17, Spot +17, Survival +17 (+19 following tracks)

**Trumpeting Blast (Su)** Once every 1d4 rounds as a free action a thaskor can blow a trumpeting blast with its trunk. The blast fills a 10-foot cone; any creature within that area must make a DC 21 Fortitude save or be stunned for 1 round. This is a sonic attack. The save DC is Constitution based.

7: THE DECISION

**FEZ'ZUT**

**CR 10**

God-blooded\* outsider

\**MM* V 64

LE Large outsider (Baatezu, evil, extraplanar, fire, lawful)

**Int** +9; **Senses** see in darkness, *true seeing*

**Aura** burn, fear

**Languages** Abyssal, Common, Draconic, Dwarf, Elf, Infernal, Orc

**AC** 25, touch 14, flat-footed 20

(-1 size, +5 Dex, +11 natural)

**hp** 95 (10 HD); regeneration 5; **DR** 10/good

**Immunity** fire, poison

**Resist** acid 10, cold 10; **SR** 21

**Fort** +12, **Ref** +12, **Will** +11

**Speed** 40 ft. (8 squares)

**Melee** +3 *flaming burst trident* +19/+13 (2d6+9 plus 1d6 fire/19-20)

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

**Base Atk** +10; **Grp** +19

**Atk Options** Cleave, Power Attack, luz's wrath

**Special Actions** death throes, divine endurance, swiftness of the damned

**Spell-Like Abilities** (CL 9th)

3/day—*fireball* (DC 17), *invisibility*, *fly*, *wall of fire*

**Abilities** Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14

**Feats** Cleave, Improved Critical (trident), Improved Initiative, Power Attack

**Skills** Balance +6, Bluff +13, Climb +10, Disguise +9, Hide +13, Intimidate +12, Jump +10, Listen +10, Move Silently +13, Search +11, Spellcraft +11, Spot +10, Survival +8, Tumble +11

**Burn (Su)** The fire that cloaks Fez'zut's body lashes out to harm those that would dare attack him. Any creature that hits him with a melee attack takes 5 points of fire damage.

**Fear Aura (Su)** Fez'zut's can create a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 16 Will save or be affected as though by a *fear* spell (CL 11). A creature that successfully saves cannot be affected gain by the same aura for 24 hours.

**Regeneration (Ex)** Fez'zut takes normal damage from good-aligned weapons, and from spells with the good descriptor.

**luz's Wrath (Su)** Fez'zut is wreathed in flames that don't harm his equipment. Once per day, as a swift action, he can cause fire to flow from his body over his weapons. All of his attacks deal an extra 5 points of fire damage for the next 5 rounds. If he casts a spell with the fire descriptor it deals an extra 10 points of damage.

**Death Throes (Su)** When killed, Fez'zut explodes in a 30-foot radius burst that deals 5d6 points of fire damage (Ref DC 17 halves).

**Divine Endurance (Su)** Fez'zut can take a free action to gain damage reduction 10/-. He can suppress this ability as a free action. Once the damage reduction has prevents 40 points of damage the creature loses this benefit as well as luz's wrath and burn. This does stack with his normal DR if they are not using a magical weapon.

**Swiftness of the Damned (Su)** As a swift action, once per day, Fez'zut can take another standard action after his current turn is done.

**THRONE SPELL TURRET**

CR 8; Medium magic device; visual trigger (*true seeing*); automatic reset; four different spell effects case once per round in set order, no spell cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 32; Disable Device DC 32; AC 7; hardness 10; hp 200.

**Spells** (7th-level cleric spells): *regenerate*, *repulsion* (DC 20), *resurrection*, *mass inflict serious wounds* (3 targets - DC 20)

## ROUND TWO

### 4: VALLEY OF SILENCED FIRE

#### BLACK ROCK AVATAR\* CR 10

\*MM IV 8

NE Large elemental (earth, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Listen +13, Spot +13

**Languages** Terran

**AC** 23, touch 8, flat-footed 23

(-1 Dex, -1 size, +15 natural)

**hp** 199 (20 HD); fast healing 5; **DR** 5/adamantine and magic

**Immune** poison, sleep, paralysis, stunning, critical hits, flanking

**Resist** endure pain, stability (+8 against bull rush or trip); **SR** 16

**Fort** +17, **Ref** +5, **Will** +7

**Weakness** vulnerability to sonic

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

**Melee** 3 piercing arms +23 each (2d6+11/x4)

**Ranged** 6 spikes +11 each (1d8+11/x3)

**Atk Options** Cleave, Great Cleave, Power Attack, magic strike, metal strike

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

**Base Attack** +13; **Grp** +25

**Abilities** Str 33, Dex 8, Con 31, Int 5, Wis 12, Cha 8

**SQ** elemental traits

**Feats** Alertness, Cleave, Great Cleave, Great Fortitude, Lightning Reflexes, Power Attack, Weapon Focus (piercing arm)

**Skills** Climb +20, Listen +13, Spot +13

**Endure Pain (Ex)** whenever a black rock avatar fails a Reflex or Will saving throw against an effect that deals damage, it takes half damage if it succeeds on a Fortitude saving throw against the same DC. This additional saving throw affects only damage, not any other conditions that might apply from failing the original save.

**Metal Strike (Ex)** A black rock avatar's natural attacks are treated as adamantine, cold iron, magic, and silver for the purpose of overcoming damage reduction.

### 5: THE TOWER DOOR

#### GAROK THE WARMONGER CR 8

Male ogre cleric 4/ordained champion 1

LE Large humanoid (giant)

**Init** +0; **Senses** darkvision 60 ft.; Listen +4, Spot +7

**Languages** Common, Giant

**AC** 23, touch 9, flat-footed 23)

(-1 size, +9 armor, +5 natural)

**hp** 84 (9 HD)

**Fort** +16, **Ref** +4, **Will** +11

**Speed** 20 ft. (4 squares); base speed 40 ft.

**Melee** +1 heavy flail +16/+11 (2d8+16/19-20)

**Ranged** javelin +8 (1d8+8)

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

**Base Atk** +7; **Grp** +19

**Atk Options** Brutal Strike, Combat Reflexes, Power Attack

**Special Actions** rebuke undead 5/day (+0, 2d6+3, 5th), modified spontaneous casting (war spells)

**Combat Gear** gauntlets of war, potion of cure moderate wounds, ring of counterspells (scorching ray)

**Cleric Spells Prepared** (CL 4th):

2nd—*bull's strength*, *bear's endurance*, *resist energy*, *spiritual weapon*<sup>D</sup>

1st—*bless*, *divine favor*, *entropic shield*, *magic weapon*<sup>D</sup>, *shield of faith*,

0—*detect magic*, *detect poison*, *read magic*, *resistance*, *mending*

**D:** Domain spell. Deity: Gruumsh. Domains: War, Destruction, Law.

**Abilities** Str 26, Dex 10, Con 18, Int 10, Wis 14, Cha 7.

**Feats** Brutal Strike, Combat Casting, Combat Reflexes, Extra Turning, Power Attack, War Devotion, Weapon Focus<sup>D</sup> (heavy flail)

**Skills** Concentration +7 (+11 casting defensively), Knowledge (religion) +7, Listen +4, Spot +7

**SQ** combat feats

**Possessions** +1 Large heavy flail, 2 Large javelins, +1 Large full-plate, periapt of wisdom +2, vest of resistance +2, deep red ioun stone, bundle for supplies.

#### TELFAIN D'PAITER

CR 8

Male drow warmage 7

LE Medium humanoid (elf)

**Init** +2; **Senses** darkvision 120 ft.; Listen -1, Spot +3

**Languages** Abyssal, Common, Draconic, Drow Sign Language, Elven, Undercommon

**AC** 21, touch 14, flat-footed 19

(+2 Dex, +2 deflection, +5 armor, +2 shield)

**hp** 37 (7 HD)

**SR** 18

**Fort** +5, **Ref** +6, **Will** +6; +2 against spells and spell-like abilities

**Weakness** light blindness

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

**Melee** +1 short sword +4 (1d6+1/x2)

**Ranged** light crossbow +5 (1d8/19-20/x2) or

**Ranged** ray spell +6

**Base Atk** +3; **Grp** +3

**Special Actions** Sudden Empower, warmage edge (+4)

**Combat Gear** anklet of translocation, potion of cure moderate wounds, potion of invisibility

**Warmage Spells Known** (CL 7th):

3rd (5/day)—*fire shield*, *fireball* (DC 17), *gust of wind*, *ice storm* (DC 17), *lightning bolt* (DC 17), *poison* (DC 17), *ring of blades*, *sleet storm*, *stinking cloud* (DC 17)

2nd (7/day)—*blades of fire*, *continual flame*, *fire trap*, *fireburst*, *flaming sphere*, *ice knife*, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*

1st (7/day)—*accuracy*, *burning hands* (DC 15), *chill touch* (+3 touch), *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of*

*sound, shocking grasp* (+3 touch), *Tenser's floating disk, true strike*  
0 (6/day)—*acid splash, disrupt undead, flare* (DC 14),  
*light, ray of frost*

**Spell-Like Abilities** (CL 7th):

1/day—*faerie fire, dancing lights, darkness*

**Abilities** Str 10, Dex 15, Con 12, Int 18, Wis 8, Cha 18  
**SQ** advanced learning

**Feats** Combat Casting, Extra Edge, Sudden Empower,  
Weapon Focus (ranged spell)

**Skills** Concentration +11 (+15 when casting  
defensively), Intimidate +11, Knowledge (arcana)  
+14, Spellcraft +14, Spot +3

**Possessions** combat gear plus +1 *chain shirt*, +1 *light steel shield*, light crossbow plus 40 bolts, +1 *short sword*, *vest of resistance* +2, *ring of protection* +2,  
*headband of intellect* +2, *gloves of dexterity* +2

**Armored Mage (Ex)** Telfain's specialized training allows him to avoid arcane spell failure as long as he sticks to light armor and light shields.

**Warmage Edge (Ex)** Whenever Telfain casts a spell that deals hit point damage, he adds +6 to the amount of damage dealt. A single spell can never gain this extra damage more than once per casting. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

## 8: CAUGHT YA

### TWILIGHT

CR 8

CE Medium juvenile shadow dragon\*

\**Draconomicon* 191

**Init** +4; **Senses** blindsense 60 ft., keen senses; Listen  
+22, Spot +22

**Languages** Common, Elven, Draconic, Abyssal, Drow,  
Infernal, Orc

**AC** 26, touch 10, flat-footed 26  
(+16 natural)

**Immune** sleep, paralysis

**hp** 110 (13 HD)

**SR** 17

**Fort** +10, **Ref** +8, **Will** +12

**Speed** 80 ft.; fly 150 ft. (poor)

**Melee** bite +15 (1d8+2) and  
claw +13/+13 (1d6+1) and  
wing +13/+13 (1d4+1)

**Base Atk** +13; **Grp** +15

**Atk Options** Cleave, Power Attack

**Special Actions** Clinging Breath, breath weapon,  
shadow blend

**Sorcerer Spells Prepared** (CL 1st)

1st (4/day)—*mage armor, true strike*

0 (5/day)—*daze, detect magic, detect poison, ghost sound, message*,

**Spell-Like Abilities** (CL 4th)

3/day—*mirror image*

**Abilities** Str 15, Dex 10, Con 15, Int 18, Wis 18, Cha 19

**Feats** Alertness, Cleave, Clinging Breath, Improved  
Initiative, Power Attack,

**Skills** Intimidate +20, Knowledge (arcana) +20,  
Knowledge (religion) +20, Knowledge (history) +20,

Knowledge (the planes) +20, Listen +22, Search +20,  
Sense Motive +20, Spot +22, Use Magic Device +20

**Breath Weapon (Su)** Twilight's breath weapon is a 60 ft. cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain two negative levels (DC 20 Reflex save halves). The saving throw to remove the negative level is DC 20.

**Shadow Blend (Su)** In any condition of illumination other than full daylight, Twilight can disappear into the shadows giving him total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

### ANTONIA SPITER

CR 8

Female human wizard 8

CE Medium humanoid (human)

**Init** +5; **Senses** Listen +2, Spot +6

**Languages** Abyssal, Common, Draconic, Infernal

**AC** 20, touch 11, flat-footed 19

(+1 Dex, +4 armor [*mage armor*], +4 shield [*shield*],  
+1 deflection)

**hp** 41 (8 HD)

**Fort** +5, **Ref** +4, **Will** +8

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

**Melee** mwk dagger +4 (1d4-1/19-20)

**Ranged** ray +6

**Base Atk** +4; **Grp** +3

**Special Actions** Sudden Silent

**Combat Gear** *bracers of arcane freedom, potion of cat's grace, potion of cure moderate wounds, wand of mirror image* (5 charges), *wand of magic missile* (CL 5th; 50 charges)

**Wizard Spells Prepared** (CL 8th):

4th—*fear* (DC 18), *greater invisibility, enervation*

3rd—*dispel magic, haste, fireball* (acid) (DC 17), *fly*

2nd—*glitterdust* (DC 16), *Melf's acid arrow*,

*scorching ray* (acid), *see invisibility*

1st—*feather fall, mage armor*<sup>1</sup>, *lesser orb of acid, magic missile, shield*<sup>1</sup>

0—*acid splash, detect magic, mending, read magic*

† Already cast

**Abilities** Str 8, Dex 13, Con 14, Int 19, Wis 12, Cha 10.

**Feats** Combat Casting, Energy Substitution (Acid)\*, Improved Initiative, Scribe Scroll<sup>B</sup>, Sudden Silent\*,  
Weapon Focus (ray)

**Skills** Concentration +13 (+17 casting defensively),  
Knowledge (arcana) +15, Knowledge  
(dungeoneering) +8, Knowledge (history) +8,  
Knowledge (religion) +8, Knowledge (the planes) +9,  
Listen +2, Spellcraft +15, Spot +6, Tumble +3

**SA** summon familiar

**Possessions** combat gear plus mwk dagger, *vest of resistance* +1, *ring of protection* +1, *headband of intellect* +2, bundle for supplies.



## 1: REAP WHAT IS NOT SOWN

## THASKOR\*

CR 11

*\*Miniature's Handbook 70*

LE Large outsider (extraplanar)

Init +0; **Senses** darkvision 60 ft.; Listen +20, Spot +20**Languages** None**AC** 28, touch 9, flat-footed 28

(-1 size, +19 natural)

**hp** 190 (17 HD); **DR** 5/-**Immune** poison**Resist** acid, cold, electricity, fire 10; **SR** 18**Fort** +16, **Ref** +12, **Will** +13**Speed** 40 ft. (8 squares)**Melee** slam +26 (2d8+15/x2)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +17; **Grp** +31**Atk Options** Cleave, Improved Sunder, Power Attack, Powerful Charge**Special Actions** trumpeting blast**Abilities** Str 31, Dex 10, Con 22, Int 12, Wis 13, Cha 16**Feats** Cleave, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Powerful Charge,**Skills** Bluff +20, Concentration +25, Diplomacy +23, Disguise +3 (+5 acting), Intimidate +21, Listen +20, Sense Motive +20, Spot +20, Spellcraft +11, Survival +20 (+22 following tracks)**Trumpeting Blast (Su)** Once every 1d4 rounds as a free action a thaskor can blow a trumpeting blast with its trunk. The blast fills a 10-foot cone; any creature within that area must make a DC 22 Fortitude save or be stunned for 1 round. This is a sonic attack. The save DC is Constitution based.

allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hasted whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified as a nightwalker or other undead, or if the golem is standing near undead. If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed for 1 point of damage per level of the spell.

**Negative Pulse Wave (Su)** The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 Fortitude save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

**Shadow Blend (Su)** In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

## 4: HIDDEN REFUGE

## SHADESTEEL GOLEM\*

CR 11

*\*Monster Manual III 72*

N Medium construct (extraplanar)

Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** none**AC** 33, touch 13, flat-footed 30

(+3 Dex, +20 natural)

**hp** 119 (18 HD); **DR** 10/adamantine and magic**Immune** magic, mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, any effect requiring a Fortitude save (unless it affects objects), death from massive damage**Fort** +6, **Ref** +9, **Will** +6**Speed** 30 ft. (6 squares), fly 30 ft. (perfect)**Melee** slam +20 (2d6+7/x2) or**Melee** 2 slams +20 (2d6+7/x2)**Base Atk** +13; **Grp** +20**Special Actions** negative pulse wave, shadow blend**Abilities** Str 24, Dex 16, Con -, Int -, Wis 11, Cha 7**Skills** Hide +15, Move Silently +19**Magic Immunity (Ex)** A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that

## 7: THE DECISION

## FEZ'ZUT

CR 12

God-blooded\* outsider

*\*MM V 64*

LE Large outsider (baatezu, evil, extraplanar, fire, lawful)

Int +10; **Senses** see in darkness, *true seeing***Aura** burn, fear**Languages** Abyssal, Common, Draconic, Dwarf, Elf, Infernal, Orc,**AC** 29, touch 16, flat-footed 23

(-1 size, +6 Dex, +14 natural)

**hp** 126 (12 HD); regeneration 5; **DR** 10/good**Immune** fire, poison**Resist** acid, cold 10**SR** 23**Fort** +14, **Ref** +14, **Will** +12**Speed** 40 ft. (8 squares)**Melee** +3 *unholy flaming trident* +23/+18/+13 (2d6+12/19-20 plus 1d6 fire plus 2d6 unholy)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +12; **Grp** +26**Atk Options** Cleave, Power Attack, luz's wrath**Special Actions** death throes, divine endurance, swiftness of the damned

**Spell-Like Abilities** (CL 12th)

3/day *fireball* (DC 17), *invisibility*, *fly*, *scorching ray* (2 rays), *wall of fire*

1/day—*order's wrath* (DC 18)

**Abilities** Str 23, Dex 23, Con 23, Int 14, Wis 14, Cha 18

**Feats** Cleave, Improved Critical (trident), Improved Initiative, Iron Will, Power Attack

**Skills** Balance +19, Bluff +19, Climb +14, Disguise +19, Hide +19, Intimidate +17, Jump +15, Listen +21, Move Silently +19, Search +17, Spellcraft +17, Spot +21, Survival +18, Tumble +17

**Burn (Su)** The fire that cloaks Fez'zut's body lashes out to harm those that would dare attack him. Any creature that hits him with a melee attack takes 5 points of fire damage.

**Fear Aura (Su)** Fez'zut's can create a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 18 Will save or be affected as though by a *fear* spell (CL 13th). A creature that successfully saves cannot be affected again by the same aura for 24 hours.

**Regeneration (Ex)** Fez'zut takes normal damage from good-aligned weapons, and from spells with the good descriptor.

**luz's Wrath (Su)** Fez'zut is wreathed in flames that don't harm its equipment. Once per day, as a swift action, he can cause fire to flow from its body over its weapons. All of his attacks deal an extra 6 points of fire damage for the next 5 rounds. If he casts a spell with the fire descriptor it deals an extra 15 points of damage.

**Death Throes (Su)** When killed, Fez'zut explodes in a 30-foot radius burst that deals 6d6 points of fire damage (DC 17 Reflex save halves).

**Divine Endurance (Su)** Fez'zut can take a free action to gain damage reduction 10/- from the mingling of divine blood with its material form. He can suppress this ability as a free action. Once the damage reduction has prevented 50 points of damage the creature loses this benefit as well as luz's wrath and burn. This does stack with his normal DR if they are not using a magical weapon.

**Swiftness of the Damned (Su)** As a swift action, once per day, Fez'zut can take another standard action after his current turn is done.

**THRONE SPELL TURRET**

CR 7; Medium magic device; visual trigger (*true seeing*); automatic reset; four different spell effects cast once per round in set order, no spell cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 31; Disable Device DC 31; AC 7; hardness 10; hp 200.

**Spells (6th-level cleric spells)** *undead to death* (DC 19), *greater dispel magic*, *heal* (DC 19), *harm* (DC 19).

**THRONE SPELL TURRET**

CR 9; Medium magic device; visual trigger (*true seeing*); automatic reset; four different spell effects cast once per round in set order, no spell cast every fifth round

but spell turret self-repairs 4d8+20 hp; Search DC 33; Disable Device DC 33; AC 7; hardness 10; hp 200.

**Spells (8th-level wizard spells):** *polar ray* (DC 22), *power word stun*, *forcecage* (one creature), *Otto's irresistible dance* (DC 22).

**ROUND TWO****3: EXPENDABLE RESOURCES****STONE GIANT****CR 10**

Stone giant fighter 2

N Large giant (earth)

**Init** +6; **Sense** low-light vision, darkvision 60 ft.; Listen +1, Spot +14

**Languages** Common Elven, Giant

**AC** 29, touch 11, flat-footed 27; rock catching

(-1 size, +2 dex, +11 natural, +7 armor)

**Hp** 139 (16 HD)

**Fort** +16, **Ref** +6, **Will** +7

**Speed** 30 ft. (6 squares); base speed 40 ft.

**Melee** +2 *frost bastard sword* +22/+17/+12 (2d8+16/17-20 plus 1d6 cold) or slam +20/+20 (1d4+8)

**Ranged** +13 rock (2d8+12)

**Atk Options** Cleave, Combat Reflexes, Large and in Charge, Power Attack

**Combat Gear:** *potion of cure serious wounds*, *potion of blur*

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

**Base Atk** +12; **Grp** +24

**Abilities** Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11

**Feats** Cleave, Combat Reflexes, Improved Critical (bastard sword), Improved Initiative, Iron Will, Large and in Charge, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Climb +13, Hide +8 (+16 in rocky terrain), Jump +11, Spot +14

**Possessions** +2 *frost bastard sword*, +2 *chainmail*

**Rock Throwing (Ex)** The range increment is 180 feet for a stone giant's throw rocks. It uses both hands when throwing a rock.

**Rock Catching (Ex)** A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

**STONE GIANT****CR 10**

Stone giant cleric 4

N Large giant (earth)

**Init** +2; **Sense** low-light vision, darkvision 60 ft.; Listen +3, Spot +14

**Languages** Common Elven, Giant,

**AC** 29, touch 11, flat-footed 27; rock catching

(-1 size, +2 dex, +11 natural, +7 armor)

**hp** 155 (18 HD)

**Fort** +17, **Ref** +7, **Will** +13

**Speed** 30 ft. (6 squares); base speed 40 ft.

**Melee** +1 *shocking warhammer* +22/+17/+12 (1d8+8/x3 plus 1d6 electricity)

**Ranged** +14 rock (2d8+12)

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

**Base Atk** +13; **Grp** +25

**Atk Options** Power Attack

**Special Actions** protective ward +4, turn undead and air creatures 4/day (+3, 2d6+5, 4th)

**Cleric Spells Prepared** (CL 4th)

2nd—*bear's endurance, bull strength, shield other, silence*

1st—*bless, command, shield of faith* (2), *sanctuary*

0—*detect magic* (2), *light, read magic, resistance*

**D:** Domain spell. Deity: Skoraeus Stonebones.

**Domains:** Earth, Protection:

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**Abilities** Str 27, Dex 15, Con 19, Int 14, Wis 16, Cha 12

**Feats** Combat Casting, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (warhammer)

**Skills** Climb +11, Concentration +12, Hide +6 (+14 in rocky terrain), Jump +11, Knowledge (religion) +9, Spot +14

**Possessions** +1 *shocking warhammer*, +2 *chainmail*

**Rock Throwing (Ex)** The range increment is 180 feet for a stone giant's throw rocks. It uses both hands when throwing a rock.

**Rock Catching (Ex)** a stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

#### 4: VALLEY OF SILENCED FIRE

**BLACK ROCK AVATAR\*** **CR 13**

\*MM IV 8

NE Large elemental (earth, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Listen +13, Spot +13

**Languages** Terran

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**AC** 26, touch 8, flat-footed 26

(-1 Dex, -1 size, +18 natural)

**hp** 228 (22 HD); fast healing 5; **DR** 10/adamantine and magic

**Immune** poison, *sleep*, paralysis, stunning, critical hits, flanking

**Resist** endure pain, stability (+8 against bull rush or trip); **SR** 19

**Fort** +21, **Ref** +6, **Will** +8

**Weakness** vulnerability to sonic

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

**Melee** 3 piercing arms +26 each (2d6+11/19-20/x4)

**Ranged** 6 spikes +14 each (1d8+11/x3)

**Atk Options** Cleave, Great Cleave, Power Attack, magic strike, metal strike

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

**Base Attack** +16; **Grp** +30

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**Abilities** Str 33, Dex 8, Con 31, Int 5, Wis 12, Cha 8

**SQ** elemental traits

**Feats** Alertness, Cleave, Great Cleave, Great Fortitude, Improved Critical (piercing arm), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (piercing arm)

**Skills** Climb +20, Listen +13, Spot +13

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**Endure Pain (Ex)** whenever a black rock avatar fails a Reflex or Will saving throw against an effect that deals damage, it takes half damage if it succeeds on

a Fortitude saving throw against the same DC. This additional saving throw affects only damage, not any other conditions that might apply from failing the original save.

**Metal Strike (Ex)** A black rock avatar's natural attacks are treated as adamantine, cold iron, magic, and silver for the purpose of overcoming damage reduction.

#### 5: THE TOWER DOOR

**GAROK THE WARMONGER** **CR 10**

Male ogre cleric 4/ordained champion 3

LE Large humanoid (giant)

**Init** +0; **Senses** darkvision 60 ft.; Listen +4, Spot +8

**Languages** Common, Giant

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**AC** 28, touch 9, flat-footed 28)

(-1 size, +10 armor, +5 natural, +4 shield)

**hp** 102 (11 HD); Diehard

**Fort** +17, **Ref** +5, **Will** +13

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**Speed** 20 ft. (4 squares); base speed 40 ft.

**Melee** +1 *axiomatic heavy flail* +18/+13 (2d8+16 + 2d6 to chaos aligned/17-20)

**Ranged** javelin +8 (1d8+8)

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

**Base Atk** +9; **Grp** +21

**Atk Options** Brutal Strike, Combat Reflexes, Power Attack, channel spell, smite (+0 attack, +7 damage)

**Special Actions** modified spontaneous casting (war spells), rebuke undead 5/day (+0, 2d6+5, 7th)

**Combat Gear** *gauntlets of war, potion of cure serious wounds, ring of counterspells (scorching ray)*

**Cleric Spells Prepared** (CL 6th):

3rd—*inflict serious wounds* (DC 16), *invisibility purge, magic circle against chaos*<sup>D</sup>, *searing light*,

2nd—*bear's endurance, bull's strength, infernal wound, resist energy, spiritual weapon*<sup>D</sup>

1st—*bless, divine favor, entropic shield, magic weapon*<sup>D</sup>, *shield of faith*

0—*detect magic, detect poison, mending, read magic, resistance*

**D:** Domain spell. Deity: Gruumsh. **Domains:** Destruction, Law, War

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**Abilities** Str 26, Dex 10, Con 18, Int 10, Wis 16, Cha 7.

**Feats** Brutal Strike, Combat Casting, Combat Reflexes, Diehard, Extra Turning, Improved Critical (heavy flail), Power Attack, War Devotion, Weapon Focus (heavy flail)

**Skills** Concentration +11 (+15 casting defensively), Listen +4, Knowledge (religion) +7, Spot +8

**SA** combat feats

**Possessions** +1 *axiomatic large heavy flail*, 2 Large javelins, +2 *Large full-plate*, +2 *animated heavy steel shield, periapt of wisdom* +4, *vest of resistance* +2, *deep red ioun stone sphere (dexterity* +2), bundle for supplies.

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**Divine Bulwark (Sp)** Garok sacrifice a prepared spell or spell slot as a swift action to gain damage reduction. The value of the damage reduction equals 1 + spell level sacrificed, and it can be overcome by a chaotic-aligned strike. The damage reduction gained from

multiple uses of this ability does not stack. This protection lasts for 3 rounds.

**Channel Spell (Sp)** Garok can channel any spell he has available into his melee weapon. Doing so requires a move action and uses up a prepared spell or spell slot just as if he had cast the spell. The channeled spell affects the next target he successfully attacks with that weapon, though saving throws and spell resistance still apply normally. Even if the spell normally affects an area or is a ray, it still affects only the target in this case. On a successful hit, the spell is discharged from the weapon, which can then hold another spell. He can channel your spells into one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

## TELFAIN D'PAITER

CR 10

Male drow warmage 9

LE Medium humanoid (elf)

**Init** +7; **Senses** darkvision 120 ft.; Listen -1, Spot +4

**Languages** Abyssal, Common, Draconic, Drow Sign Language, Elven, Undercommon

**AC** 26, touch 15, flat-footed 23

(+3 Dex, +2 deflection, +9 armor, +2 shield)

**hp** 65 (9 HD)

**SR** 20

**Fort** +9, **Ref** +9, **Will** +8; +2 against spells and spell-like abilities

**Weakness** light blindness

**Speed** 20 ft. in +1 *mithril full plate* (4 squares); base speed 30 ft.

**Melee** +1 *short sword* +5 (1d6+1/x2)

**Ranged** light crossbow +7 (1d8/19-20/x2) or

**Ranged** ray +8 (spell)

**Base Atk** +4; **Grp** +4

**Special Actions** Sudden Empower warmage edge (+4)

**Combat Gear** *potion of cure moderate wounds*, *potion of resist fire*, *potion of invisibility*, *anklet of translocation*, *cape of the mountebank*

**Warmage Spells Known** (CL 9th; +4 melee touch):

4th (5/day)—*blast of flame* (DC 18), *Evard's black tentacles*, *orb of acid*, *orb of cold*, *orb of electricity*, *orb of fire*, *orb of force*, *orb of sound*, *phantasmal killer* (DC 18), *shout* (DC 18), *wall of fire* (DC 18).

3rd (7/day)—*fire shield*, *fireball* (DC 17), *gust of wind*, *ice storm* (DC 17), *lightning bolt* (DC 17), *poison* (DC 17), *ring of blades*, *sleet storm*, *stinking cloud* (DC 17)

2nd (7/day)—*blades of fire*, *continual flame*, *fire trap*, *fireburst*, *flaming sphere*, *ice knife*, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*

1st (7/day)—*accuracy*, *burning hands* (DC 15), *chill touch*, *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp*, *Tenser's floating disk*, *true strike*  
0 (6/day) — *acid splash*, *disrupt undead*, *flare* (DC 14), *light*, *ray of frost*

**Spell-Like Abilities** (CL 9th):

1/day—*faerie fire*, *dancing lights*, *darkness*

**Abilities** Str 10, Dex 16, Con 16, Int 18, Wis 8, Cha 18  
**SQ** advanced learning, armored mage (medium)

**Feats** Combat Casting, Extra Edge, Improved Initiative, Sudden Empower, Weapon Focus (ranged spell)

**Skills** Concentration +15 (+19 casting defensively), Intimidate +13, Knowledge (arcana) +16, Spellcraft +18, Spot +4

**Possessions** combat gear plus +1 *mithril full plate*, +1 *light steel shield*, light crossbow with 40 bolts, +1 *short sword*, *vest of resistance* +3, *ring of protection* +2, *headband of intellect* +2, *gloves of dexterity* +2, *amulet of health* +4

**Armored Mage (Ex)** Telfain's specialized training allows him to avoid arcane spell failure as long as he sticks to light armor and light shields.

**Warmage Edge (Ex)** Whenever Telfain casts a spell that deals hit point damage, he adds +7 to the amount of damage dealt. A single spell can never gain this extra damage more than once per casting. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

## IUZ STRONGARM FIGHTERS

CR 10

Male human (Oeridian) fighter 10

CE Medium humanoid (human)

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 24, touch 12, flat-footed 22; Dodge, Elusive Target, Mobility

(+2 Dex, +3 shield, +9 armor)

**hp** 109 (10 HD)

**Fort** +11, **Ref** +6, **Will** +6

**Speed** 20 ft. (4 squares); base speed 30 ft.

**Melee** mwk bastard sword +17/+12 (1d10+7/17-20)

**Ranged** light crossbow +12 (1d8/19-20)

**Base Atk** +10; **Grp** +13

**Atk Options** Blind-Fighting, Combat Reflexes

**Abilities** Str 17, Dex 14, Con 18, Int 8, Wis 10, Cha 8

**Feats** Blind-Fighting, Combat Reflexes, Dodge, Elusive Target, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (bastard sword), Iron Will, Melee Weapon Mastery (slashing), Mobility, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword)

**Skills** Jump +11

**Possessions** combat gear plus +1 *mithral full plate*, +1 *heavy steel shield*, *cloak of resistance* +1, *amulet of health* +2, masterwork bastard sword, light crossbow with 20 bolts, backpack, daggers (4).

## 8: CAUGHT YA

### TWILIGHT

CR 11

CE Medium young adult shadow dragon\*

\**Draconomicon* 191

**Init** +4; **Senses** blindsense 60 ft., keen senses; Listen +25, Spot +25

**Aura** frightful presence (DC 22; 150-ft. radius)

**Languages** Abyssal, Common, Draconic, Drow, Elven, Infernal, Orc

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**AC** 29, touch 10, flat-footed 29 (+16 natural)

**hp** 136 (16 HD); **DR** 5/magic

**Immune** sleep, paralysis

**SR** 20

**Fort** +12, **Ref** +10, **Will** +14

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**Speed** 80 ft.; fly 150 ft. (poor)

**Melee** bite +19 (1d8+3 and

claw +18/+18 (1d6+1)

and wing +17/+17 (1d4+1)

**Atk Options** Cleave, Power Attack

**Special Actions** Clinging Breath, breath weapon, breath weapon, shadow blend

**Base Atk** +16; **Grp** +19

**Sorcerer Spells Prepared** (CL 3rd)

1st (6/day)—*mage armor*, *magic missile*, *true strike*

0 (6/day)—*daze*, *detect magic*, *detect poison*, *ghost sound*, *message*

**Spell-Like Abilities** (CL 5th)

3/day—*mirror image*

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**Abilities** Str 17, Dex 10, Con 15, Int 18, Wis 18, Cha 19

**Feats** Alertness, Cleave, Clinging Breath, Improved Initiative, Power Attack, Weapon Focus (claw)

**Skills** Intimidate +23, Knowledge (arcana) +23,

Knowledge (history) +23, Knowledge (religion) +23,

Knowledge (the planes) +23, Listen +25, Search +23,

Sense Motive +23, Spot +25, Use Magic Device +23

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**Breath Weapon (Su)** Twilight's breath weapon is a 60 ft. cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain two negative levels (DC 22 Reflex save halves). The saving throw to remove the negative level is DC 22.

**Shadow Blend (Su):** In any condition of illumination other than full daylight, Twilight can disappear into the shadows giving him total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

### ANTONIA SPITER

CR 10

Female human wizard 10

CE Medium humanoid (human)

**Init** +5; **Senses** Listen +2, Spot +6

**Languages** Abyssal, Common, Draconic, Infernal

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**AC** 21, touch 12, flat-footed 20

(+1 Dex, +4 armor [*mage armor*], +4 shield [*shield*], +2 deflection)

**hp** 61 (75 with *false life*) (10 HD)

**Fort** +8, **Ref** +6, **Will** +10

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

**Melee** +1 *dagger* +5 (1d4/19-20)

**Ranged** ray +7 (spell)

**Base Atk** +5; **Grp** +4

**Special Actions** Sudden Silent

**Combat Gear** *bracers of arcane freedom*, *potion of cure moderate wounds*, *wand of mirror image* (5 charges), *wand of magic missile* (CL 5th level, 50 charges), *bead of force*, *potion of cat's grace*, *hellcat gloves*,

**Wizard Spells Prepared** (CL 10th):

5th—*cone of cold* (acid) (DC 19), *wall of stone*

4th—*dimension door*, *fear* (DC 18), *greater invisibility*, *orb of acid*, *empowered scorching ray* (acid)

3rd—*dispel magic*, *haste*, *fireball* (acid) (DC 17), *fly*

2nd—*glitterdust* (DC 16), *scorching ray* (acid), *see invisibility*, *false life*<sup>1</sup>, *Melf's acid arrow*

1st—*feather fall*, *lesser orb of acid*, *mage armor*<sup>1</sup>, *magic missile*, *shield*<sup>1</sup>

0—*acid splash*, *detect magic*, *mending*, *read magic*

‡ Already cast

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**Abilities** Str 8, Dex 13, Con 16, Int 19, Wis 12, Cha 10.

**Feats** Combat Casting, Empower Spell, Energy

Substitution (Acid), Extra Spell, Improved Initiative, Scribe Scroll<sup>B</sup>, Sudden Silent, Weapon Focus (ray),

**Skills** Concentration +16 (+20 casting defensively),

Knowledge (arcana) +15, Knowledge

(dungeoneering) +8, Knowledge (history) +9,

Knowledge (religion) +9, Knowledge (the planes) +9,

Listen +2, Spellcraft +17, Spot +6, Tumble +3

**SQ** summon familiar

**Possessions** combat gear plus +1 *dagger*, *vest of resistance* +2, *amulet of health* +2, *ring of protection* +2, *headband of intellect* +2, bundle for supplies.

### AXLTEY CHASEI

CR 8

Male human cleric 8

CE Medium humanoid (human)

**Init** +0; **Senses** Listen +4, Spot +4

**Languages** Common

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**AC** 23, touch 10, flat-footed 23)

(+8 armor, +4 shield, +1 natural)

**hp** 59 (8 HD)

**Fort** +8, **Ref** +2, **Will** +10; Divine Fortune

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**Speed** 20 ft. (4 squares); base speed 30 ft.

**Melee** +1 *morningstar* +9/+4 (1d8+3)

**Ranged** touch spell +8 (spell)

**Base Atk** +6; **Grp** +8

**Atk Options**

**Special Actions** rebuke undead 7/day (+2, 2d6+8, 8th) spontaneous casting (*inflict* spells)

**Combat Gear** *potion of cure moderate wounds*, *potion of owl's wisdom*

**Cleric Spells Prepared** (CL 8th, evil spells CL 9th):

4th—*air walk*, *death ward*, *fear*<sup>D</sup> (DC 19), *freedom of movement*

3rd—*hamatula barbs*, *magic circle against good*<sup>D</sup>, *protection from energy*, *searing light*, *vigor*

2nd—*desecrate*<sup>D</sup>, *living undeath*, *remove paralysis*, *sound burst* (DC 16), *spiritual weapon*

1st—*shield of faith*, *divine favor*, *entropic shield*, *command*<sup>D</sup> (DC 16), *cure light wounds*, *sanctuary*

0— *create water, detect magic, read magic, light, mending, resistance*

**D:** Domain spell. Deity: luz. Domains: Tyranny, Evil:

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**Abilities** Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10.

**Feats** Combat Casting, Divine Fortune, Extra Turning, Shield Specialization (heavy)

**Skills** Concentration +13 (+17 casting defensively), Heal +9, Knowledge (religion) +5, Knowledge (the planes) +6, Spellcraft +6

**Possessions** combat gear plus +1 *morningstar*, +1 *half-plate*, +1 *heavy steel shield*, *amulet of natural armor* +1, bundle for supplies, 30 gp.

**1: REAP WHAT IS NOT SOWN****THASKOR\*****CR 13***\*Miniature's Handbook 70*

LE Huge Outsider (Extraplanar)

**Init** -1; **Senses** darkvision 60 ft.; Listen +25, Spot +25**Languages** none**AC** 29, touch 7, flat-footed 29

(-2 size, -1 Dex, +22 natural)

**hp** 242 (21 HD); **DR** 5/-**Immune** poison**Resist** acid, cold, electricity, fire 10; **SR** 18**Fort** +19, **Ref** +12, **Will** +14**Speed** 40 ft. (8 squares)**Melee** slam +34 (4d8+22/x2)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +21; **Grp** +40**Atk Options** Cleave, Improved Sunder, Power Attack, Powerful Charge**Special Actions** trumpeting blast**Abilities** Str 40, Dex 8, Con 26, Int 12, Wis 13, Cha 16**Feats** Ability Focus (trumpeting blast), Cleave, Improved Natural Attack, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Powerful Charge,**Skills** Bluff +27, Concentration +32, Diplomacy +24, Disguise +3 (+5 acting), Intimidate +21, Listen +25, Sense Motive +25, Spot +25, Spellcraft +13, Survival +24(+26 following tracks)**Trumpeting Blast (Su)** Once every 1d4 rounds as a free action a thaskor can blow a trumpeting blast with its trunk. The blast fills a 10-foot cone; any creature within that area must make a DC 26 Fortitude save or be stunned for 1 round. This is a sonic attack. The save DC is Constitution based.**4: HIDDEN REFUGE****SHADESTEEL GOLEM\*****CR 11***\*Monster Manual III 72*

N Medium construct (extraplanar)

**Init** +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** none**AC** 33, touch 13, flat-footed 30

(+3 Dex, +20 natural)

**hp** 119 (18 HD); **DR** 10/adamantine and magic**Immune** magic, mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, any effect requiring a Fortitude save (unless it affects objects), death from massive damage**Fort** +6, **Ref** +9, **Will** +6**Speed** 30 ft. (6 squares), fly 30 ft. (perfect)**Melee** slam +20 (2d6+7/x2) or**Melee** 2 slams +20 (2d6+7/x2)**Base Atk** +13; **Grp** +20**Special Actions** negative pulse wave, shadow blend**Abilities** Str 24, Dex 16, Con -, Int -, Wis 11, Cha 7**Skills** Hide +15, Move Silently +19**Magic Immunity (Ex)** A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hastened whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified as a nightwalker or other undead, or if the golem is standing near undead. If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed for 1 point of damage per level of the spell.**Negative Pulse Wave (Su)** The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 Fortitude save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.**Shadow Blend (Su)** In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.**GREATER SHADESTEEL GOLEM\* CR 14***\*Monster Manual III 72*

N Large Construct (Extraplanar)

**Init** +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** none**AC** 33, touch 11, flat-footed 31

(-1 size, +2 Dex, +22 natural)

**hp** 178 (27 HD); **DR** 15/adamantine and magic**Immune** magic, mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, any effect requiring a Fortitude save (unless it affects objects), death from massive damage**Fort** +9, **Ref** +11, **Will** +9**Speed** 30 ft. (6 squares), fly 30 ft. (perfect)**Melee** slam +31 (2d10+12/x2) or**Melee** 2 slams +31 each (2d10+12/x2)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +20; **Grp** +36**Special Actions** negative pulse wave, shadow blend**Abilities** Str 34, Dex 14, Con -, Int -, Wis 11, Cha 7**Skills** Hide +10, Move Silently +18

**Immunity to Magic (Ex)** A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hasted whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified as a nightwalker or other undead, or if the golem is standing near undead. If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed for 1 point of damage per level of the spell.

**Negative Pulse Wave (Su)** A shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 23 Fortitude save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

**Shadow Blend (Su)** In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

## 7: THE DECISION

### FEZ'ZUT

CR 14

LE God-Blooded\* outsider

\*MM V 64

Large outsider (Baatezu, evil, extraplanar, fire, lawful)

**Int** +10; **Senses** see in darkness, *true seeing*; **Listen** +25, **Spot** +25

**Aura** burn, fear

**Languages** Abyssal, Common, Draconic, Dwarf, Elf, Infernal, Orc

**AC** 34, touch 15, flat-footed 28  
(-1 size, +6 Dex, +19 natural)

**Immune** fire, poison

**Resist** acid and cold 10

**hp** 158 (14 HD); **regeneration** 5; **DR** 10/good

**SR** 25

**Fort** +15, **Ref** +15, **Will** +15

**Speed** 40 ft.

**Melee** +3 *soul rending trident* +26/+21/+16/+11  
(3d6+14/19-20)

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

**Base Atk** +16; **Grp** +28

**Atk Options** Cleave, Combat Reflexes, Power Attack, luz's wrath

**Special Actions** death throes, divine endurance, swiftness of the damned

### Spell-Like Abilities (CL 13)

3/day—*fireball* (DC 19), *invisibility*, *fly*, *scorching ray* (3 rays), *wall of fire*

1/day—*order's wrath* (DC 18)

**Abilities** Str 23, Dex 23, Con 23, Int 22, Wis 22, Cha 20

**Feats** Cleave, Combat Reflexes, Improved Critical (trident), Improved Initiative, Iron Will, Power Attack, Weapon Focus (trident), Weapon Specialization (trident)

**Skills** Balance +22, Bluff +23, Climb +19, Disguise +21, Hide +23, Intimidate +22, Jump +21, Listen +25, Move Silently +23, Search +21, Spellcraft +21, Spot +25, Survival +18, Tumble +21

**Burn (Su)** The fire that cloaks Fez'zut's body lashes out to harm those that would dare attack him. Any creature that hits him with a melee attack takes 8 points of fire damage.

**Fear Aura (Su)** Fez'zut's can create a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 20 Will save or be affected as though by a *fear* spell (CL 15). A creature that successfully saves cannot be affected again by the same aura for 24 hours.

**Regeneration (Ex)** Fez'zut takes normal damage from good-aligned weapons, and from spells with the good descriptor.

**Death Throes (Su)** When killed, Fez'zut explodes in a 30-foot radius burst that deals 8d6 points of fire damage (DC 19 Reflex save halves).

**Divine Endurance (Su)** Fez'zut can take a free action to gain damage reduction 10/- from the mingling of divine blood with its material form. He can suppress this ability as a free action. Once the damage reduction has prevented 60 points of damage the creature loses this benefit as well as luz's Wrath and Burn. This does stack with his normal DR if they are not using a magical weapon.

**luz's Wrath (Su)** Fez'zut is wreathed in flames that don't harm its equipment. Once per day, as a swift action, he can cause fire to flow from its body over its weapons. All of his attacks deal an extra 8 points of fire damage for the next 5 rounds. If he casts a spell with the fire descriptor it deals an extra 15 points of damage.

**Swiftness of the Damned (Su)** As a swift action, once per day, Fez'zut can take another standard action after his current turn is done.

### THRONE SPELL TURRET

CR 9; Medium magic device; visual trigger (*true seeing*); automatic reset; four different spell effects case once per round in set order, no spell cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 33; Disable Device DC 33; AC 7; hardness 10; hp 200.

**Spells (8th-level cleric spells):** *mass inflict critical wounds* (3 targets - DC 22), *symbol of insanity* (DC 22), *mass cure critical wounds* (3 targets - DC 22), *symbol of death* (DC 22).



## THRONE SPELL TURRET

CR 9; Medium magic device; visual trigger (*true seeing*); automatic reset; four different spell effects case once per round in set order, no spell cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 33; Disable Device DC 33; AC 7; hardness 10; hp 200.

**Spells (8th-level wizard spells):** *polar ray* (DC 22), *power word stun*, *forcecage* (one creature), *Otto's irresistible dance* (DC 22).

## ROUND TWO

### 3: EXPENDABLE RESOURCES

#### STONE GIANT

CR 11

Stone giant fighter 3

N Large giant (earth)

**Init** +6; **Sense** darkvision 60 ft., low-light vision; Listen +1, Spot +14

**Languages** Common Elven, Giant

**AC** 32, touch 11, flat-footed 30; rock catching (-1 size, +2 dex, +11 natural, +10 armor)

**hp** 200 (17 HD)

**Fort** +16, **Ref** +7, **Will** +8

**Speed** 30 ft. (base 40 ft.)

**Melee** +2 *frost bastard sword* +24/+19/+14 (2d8+17+1d6/17-20) or slam +22/+22 (1d4+9)

**Ranged** +14 rock (2d8+13)

**Atk Options** Cleave, Combat Reflexes, Improved Disarm, Large and in Charge, Power Attack

**Combat Gear** *potion of cure serious wounds* (3), *potion of blur*

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

**Base Atk** +13; **Grp** +26

**Abilities** Str 28, Dex 15, Con 24, Int 10, Wis 12, Cha 11

**Feats** Cleave, Combat Reflexes, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Iron Will, Large and in Charge, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Climb +14, Hide +9 (+17 in rocky terrain), Jump +11, Spot +14

**Possessions** +2 *frost bastard sword*, +2 *mithral full plate*, *amulet of health* +4

**Rock Throwing (Ex)** The range increment is 180 feet for a stone giant's throw rocks. It uses both hands when throwing a rock.

**Rock Catching (Ex)** a stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

#### STONE GIANT

CR 13

Stone giant cleric 10

N Large giant (earth)

**Init** +2; **Sense** darkvision 60 ft., low-light vision; Listen +5, Spot +14

**Languages** Common, Elven, Giant

**AC** 32, touch 11, flat-footed 30; rock catching (-1 size, +2 dex, +11 natural, +10 armor)

**hp** 257 (24 HD)

**Fort** +22, **Ref** +9, **Will** +18, Divine Fortune

**Speed** 30 ft. (base 40 ft.)

**Melee** +2 *shocking warhammer* +26/+21/+16/+12 (1d8+8/x3 plus 1d6 electricity)

**Ranged** +17 rock (2d8+12)

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

**Base Atk** +17; **Grp** +29

**Atk Options** Large and in Charge, Power Attack

**Special Actions** protective ward 1/day (+10), spontaneous casting (*cure* spells), turn undead or air creatures 4/day (+3, 2d6+15, 10th),

**Cleric Spells Prepared** (CL 10th)

5th—*flame strike* (DC20), *slay living* (DC20), *spell resistance*<sup>D</sup>, *true seeing*

4th—*air walk*, *death ward*, *divine power*, *freedom of movement*, *spike stones*<sup>D</sup>

3rd—*dispel magic* (2), *invisibility purge*, *prayer*, *protection from energy*<sup>D</sup>

2nd—*bear's endurance*, *bull strength* (2), *shield other*<sup>D</sup>, *silence* (DC 17), *sound burst*

1st—*bane*, *bless*, *command* (DC16), *shield of faith* (2), *sanctuary*<sup>D</sup>

0—*detect magic* (2), *light*, *read magic*, *resistance* (2)

**D:** Domain spell. Deity: Skoraeus Stonebones.

**Domains:** Earth, Protection

**Abilities** Str 27, Dex 15, Con 22, Int 14, Wis 20, Cha 12

**Feats** Combat Casting, Divine Fortune, Iron Will, Large and in Charge, Lightning Reflexes, Power Attack, Weapon Focus (warhammer)

**Skills** Climb +11, Concentration +12 (+16 casting defensively), Hide +6 (+14 in rocky terrain), Jump +11, Knowledge (religion) +9, Spot +14

**Possessions** +2 *shocking warhammer*, +2 *full plate*, *periapt of wisdom* +4, *amulet of health* +2

**Rock Throwing (Ex)** The range increment is 180 feet for a stone giant's throw rocks. It uses both hands when throwing a rock.

**Rock Catching (Ex)** a stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

### 4: VALLEY OF SILENCED FIRE

#### BLACK FLAME DISCIPLE\*

CR 15

\*MM IV 11

NE Large elemental (extraplanar, fire)

**Init** +9; **Senses** darkvision 60 ft.; Listen +23, Spot +23

**Aura** heat (15 ft., DC 27)

**Languages** Common, Draconic, Ignan, Terran

**AC** 21, touch 14, flat-footed 16

(-1 size, +5 Dex, +7 natural)

**hp** 221 (26 HD); fast healing 5; **DR** 10/magic

**Immune** fire, poison, *sleep*, paralysis, stunning, critical hits, flanking

**SR** 23

**Fort** +20, **Ref** +28, **Will** +21

**Weakness** vulnerability to cold

**Speed** 30 ft. (6 squares), fly 40 ft. (perfect)

**Melee Touch** fire bolt +24 (8d6 fire/19-20)

**Ranged Touch** fire bolt +24 (8d6 fire/19-20)

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

**Base Atk** +19; **Grp** +28

**Atk Options** black flame wielder, fire bolt, magic strike  
**Special Actions** flame wave  
**Spell-Like Abilities** (CL 18th)  
At will—*fireball* (DC 19), *fire shield* (warm only, DC 20)  
3/day—*wall of fire*  
1/day—*meteor swarm* (DC 25)

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**Abilities** Str 21, Dex 21, Con 19, Int 14, Wis 20, Cha 22  
**SQ** elemental grace, elemental traits  
**Feats** Ability Focus (flame wave), Alertness, Combat Casting, Great Fortitude, Improved Critical (fire bolt), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (fire bolt)  
**Skills** Climb +21, Concentration +24, Knowledge (arcane) +18, Knowledge (the planes) +18, Listen +23, Spellcraft +20, Spot +23, Survival +5 (+7 on other planes)

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**Heat Aura (Su)** At the end of each of their turns, creatures within 15 feet of a black flame disciple must succeed on DC 27 Fortitude saves or be fatigued. A successful save negates the effect. A fatigued creature that fails its save become exhausted. A creature must attempt this saving throw each round it is within range, whether or not it has succeeded on an earlier save. A creature that has resistance or immunity to fire or negative energy gains a +5 bonus on his saving throw. Those with a resistance or immunity to fire and negative energy are immune. The fatigued and exhausted condition end 1 minute after leaving the aura's area of effect. The save is Constitution-based.

**Black Flame Wielder (Su)** Any damage that is fire damage dealt by a black flame wielder is a mixture of negative energy and fire. Targets take full damage unless they are immune to both and then apply the lower of the two resistance types to the damage.

**Fire Bolt (Su)** A black flame disciple can aim a bolt of fire at a single target as a melee or ranged touch attack. The ranged touch attack has a maximum range of 200 feet with no range increment.

**Flame Wave (Su)** Once per round as a standard action, a black flame disciple can generate a wave of black flame that rolls out from its body. Any creature within 60 feet of the black flame disciple must succeed on a DC 29 reflex save or take 13d6 points of fire damage. A successful save results in half damage. The save DC is Constitution-based.

## 5: THE TOWER DOOR

### GAROK THE WARMONGER CR 12

Male ogre cleric 4/ordained champion 5  
LE Large humanoid (giant)  
**Init** +0; **Senses** darkvision 60 ft.; Listen +4, Spot +9  
**Languages** Common, Giant

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**AC** 28, touch 9, flat-footed 28)  
(-1 size, +10 armor, +5 natural, +4 shield)  
**hp** 120 (13 HD); Diehard  
**Fort** +18, **Ref** +5, **Will** +15

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**Speed** 20 ft. (4 squares)  
**Melee** +1 *axiomatic heavy flail* +22/+17/+12  
(2d8+23/17-20 plus 2d6 to chaos aligned)  
**Ranged** javelin +10 (1d8+8)

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

**Base Atk** +11; **Grp** +25

**Atk Options** Brutal Strike, Combat Reflexes, Holy Warrior, Power Attack, smite (+1 attack, +9 damage), channel spell, fist of the gods, holy warrior

**Special Actions** *divine bulwark*, rapid spontaneous casting (war spells) rebuke undead 8/day (+3, 2d6+7, 9th),

**Combat Gear** *potion of cure serious wounds*, *gauntlets of war*, *boots of speed*, *ring of counterspells* (*scorching ray*)

**Cleric Spells Prepared** (CL 7th, war spells CL 9th):

4th—*death ward*, *freedom of movement*, *inflict critical wounds*<sup>D</sup> (DC 18)

3rd—*inflict serious wounds* (DC 17), *invisibility purge*, *magic circle against chaos*<sup>D</sup>, *searing light*,

2nd—*bear's endurance*, *bull's strength*, *infernal wound*, *resist energy*, *spiritual weapon*<sup>D</sup>

1st—*bless*, *detect chaos*, *divine favor*, *entropic shield*, *magic weapon*<sup>D</sup> *shield of faith*

0—*detect magic*, *detect poison*, *mending*, *purify food and drink*, *read magic*, *resistance*

**D:** Domain spell. Deity: Gruumsh. Domains: War, Destruction, Law.

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**Abilities** Str 30, Dex 10, Con 18, Int 10, Wis 18, Cha 12

**Feats** Brutal Strike, Combat Casting, Combat Reflexes, Diehard, Extra Turning, Holy Warrior, Improved Critical (heavy flail), Power Attack, War Devotion, Weapon Focus (heavy flail)

**Skills** Concentration +15 (+19 casting defensively), Listen +4, Knowledge (religion) +7, Spot +9

**SQ** combat feats

**Possessions** +1 *axiomatic large heavy flail*, 2 Large javelins, +2 *Large full-plate*, +2 *animated heavy steel shield*, *periapt of wisdom* +6, *cloak of charisma* +4, *belt of giant strength* +4, *vest of resistance* +2, *deep red ioun stone sphere* (dexterity +2), bundle for supplies

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**Divine Bulwark (Sp)** Garok sacrifice a prepared spell or spell slot as a swift action to gain damage reduction. The value of the damage reduction equals 1 + spell level sacrificed, and it can be overcome by a chaotic-aligned strike. The damage reduction gained from multiple uses of this ability does not stack. This protection lasts for 5 rounds.

**Channel Spell (Sp)** Garok can channel any spell he has available into his melee weapon. Doing so requires a move action and uses up a prepared spell or spell slot just as if he had cast the spell. The channeled spell affects the next target he successfully attacks with that weapon, though saving throws and spell resistance still apply normally. Even if the spell normally affects an area or is a ray, it still affects only the target in this case. On a successful hit, the spell is discharged from the weapon, which can then hold another spell. He can channel your spells into one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

**Fist of the Gods (Sp)** Garok can sacrifice a prepared spell or spell slot as a swift action to deal extra damage. Doing so grants him a bonus equal to 1 +

spell level sacrificed on his damage rolls for melee attacks. This benefit lasts for 5 rounds.

**Holy Warrior (Sp):** Garok can spend one daily use of his turn/rebuke undead ability as a swift action to bring his Wisdom into play in combat. For 5 rounds after he activate this ability, he use his Wisdom modifier in place of his Strength modifier on attack rolls and damage rolls.

**Rapid Spontaneous Casting (Ex)** Garok can cast any spell from the War domain spontaneously as a swift action if its normal casting time is no more than 1 standard action, or a standard action if its normal casting time is 1 full-round action.

## TELFAIN D'PAITER

CR 12

Male drow warmage 11

LE Medium humanoid (elf)

**Init** +8; **Senses** darkvision 120 ft.; Listen -1, Spot +5

**Languages** Abyssal, Common, Draconic, Drow Sign Language, Elven, Undercommon

**AC** 28, touch 16, flat-footed 25

(+3 Dex, +3 deflection, +10 armor, +2 shield)

**hp** 79 (11 HD)

**SR** 22

**Fort** +9, **Ref** +9, **Will** +9; +2 against spells and spell-like abilities

**Weakness** light blindness

**Speed** 20 ft. in +2 *glamered mithril full plate* (4 squares)

**Melee** +1 *short sword* +6 (1d6+1/x2)

**Ranged** light crossbow +9 (1d8/19-20/x2) or

**Ranged** ray spell +10

**Base Atk** +5; **Grp** +5

**Special Actions** Sudden Empower, Sudden Enlarge, warmage edge (+5)

**Combat Gear** *potion of cure serious wounds, potion of resist fire, potion of invisibility, anklet of translocation, cape of the mounteback*

**Warmage Spells Known** (CL 11th):

5th (4/day)—*arc of lightning* (DC 19), *cloudkill* (DC 19), *cone of cold* (DC 19), *greater fireburst* (DC 19), *flame strike* (DC 19), *mass fire shield*, *prismatic ray*, *wall of force*

4th (7/day)—*blast of flame* (DC 18), *Evard's black tentacles*, *orb of acid*, *orb of cold*, *orb of electricity*, *orb of fire*, *orb of force*, *orb of sound*, *phantasmal killer* (DC 18), *shout* (DC 18), *wall of fire* (DC 18).

3rd (7/day)—*fire shield*, *fireball* (DC 17), *flame arrow*, *gust of wind*, *ice storm* (DC 17), *lightning bolt* (DC 17), *poison* (DC 17), *ring of blades*, *sleet storm*, *stinking cloud* (DC 17)

2nd (7/day)—*blades of fire*, *continual flame*, *fire trap*, *fireburst*, *flaming sphere*, *ice knife*, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*

1st (7/day)—*accuracy*, *burning hands* (DC 15), *chill touch* (+5 melee touch), *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp* (+5 melee touch), *Tenser's floating disk*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *flare* (DC 14), *light*, *ray of frost*

**Spell-Like Abilities** (CL 11th):

1/day – *faerie fire*, *dancing lights*, *darkness*

**Abilities** Str 10, Dex 18, Con 16, Int 20, Wis 8, Cha 18  
**SQ** advanced learning, armored mage (medium)

**Feats** Combat Casting, Extra Edge, Improved Initiative, Sudden Empower, Sudden Enlarge, Weapon Focus (ranged spell)

**Skills** Concentration +17 (+21 casting defensively), Intimidate +15, Knowledge (arcana) +19, Spellcraft +21, Spot +5

**Possessions** combat gear plus +2 *glamered mithril full plate*, +1 *light steel shield of light fortification*, light crossbow with 40 bolts, +1 *short sword*, *vest of resistance* +3, *ring of protection* +3, *headband of intellect* +4, *gloves of dexterity* +4, *amulet of health* +4

**Armored Mage (Ex)** Telfain's specialized training allows him to avoid arcane spell failure as long as he sticks to light armor and light shields.

**Warmage Edge (Ex)** Whenever Telfain casts a spell that deals hit point damage, he adds +8 to the amount of damage dealt. A single spell can never gain this extra damage more than once per casting. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

## IUZ STRONGARM FIGHTERS

CR 10

Male human (Oeridian) fighter 10

CE Medium humanoid (human)

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 24, touch 12, flat-footed 22; Dodge, Elusive Target, Mobility

(+2 Dex, +3 shield, +9 armor)

**hp** 109 (10 HD)

**Fort** +11, **Ref** +6, **Will** +6

**Speed** 20 ft. (4 squares); base speed 30 ft.

**Melee** mwk bastard sword +17/+12 (1d10+7/17-20)

**Ranged** light crossbow +12 (1d8/19-20)

**Base Atk** +10; **Grp** +13

**Atk Options** Blind-Fighting, Combat Reflexes

**Abilities** Str 17, Dex 14, Con 18, Int 8, Wis 10, Cha 8

**Feats** Blind-Fighting, Combat Reflexes, Dodge, Elusive Target, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Iron Will, Melee Weapon Mastery (slashing), Mobility, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Jump +11

**Possessions** combat gear plus +1 *mithral full plate*, +1 *heavy steel shield*, *cloak of resistance* +1, *amulet of health* +2, masterwork bastard sword, light crossbow with 20 bolts, backpack, daggers (4).

## 8: CAUGHT YA

### TWILIGHT

CR 13

CE Large adult shadow dragon\* (dragon)

\**Draconomicon* 191

**Init** +4; **Senses** blindsense 60 ft., keen senses; Listen +29, Spot +29

**Aura** frightful presence (DC 24; 180-ft. radius)

**Languages** Abyssal, Common, Draconic, Drow, Elven, Infernal, Orc

**AC** 31, touch 9, flat-footed 31  
(-1 size, +22 natural)

**hp** 180 (19 HD); **DR** 5/magic

**Immune** sleep, paralysis

**SR** 22

**Fort** +14, **Ref** +11, **Will** +16

**Speed** 80 ft.; fly 150 ft (poor)

**Melee** bite +22 (2d6+4) and  
claw +21/+21 (1d8+2/x4) and  
wing +20/+20 (1d6+2) and  
tail slap +20 (1d8+6)

**Special Actions** breath weapon

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Base Atk** +19; **Grp** +27

**Atk Options** Cleave, Power Attack

**Special Actions** Clinging Breath, Lingering Breath,  
breath weapon, breath weapon, shadow blend

**Combat Gear** *claws of the ripper*

**Class Spells Prepared** (CL 5th)

2nd (5/day)—*bear's endurance*, *web*

1st (7/day)—*expeditious retreat*, *mage armor*, *magic missile*, *true strike*

0 (6/day)—*daze*, *detect magic*, *detect poison*, *ghost sound*, *message*

**Spell-Like Abilities** (CL 6th)

3/day—*mirror image*

2/day—*dimension door*

**Abilities** Str 19, Dex 10, Con 17, Int 20, Wis 20, Cha 21

**Feats** Alertness, Cleave, Clinging Breath, Improved Initiative, Lingering Breath, Power Attack, Weapon Focus (claw)

**Skills** Intimidate +27, Listen +29, Knowledge (Arcane) +27, Knowledge (Religion) +27, Knowledge (History) +27, Knowledge (Planes) +27, Search +27, Sense Motive +27, Spot +29, Use Magic Device +27

**Breath Weapon (Su)** Twilight's breath weapon is a 60 ft. cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain three negative levels (DC 24 Reflex save halves). The saving throw to remove the negative level is DC 24.

**Shadow Blend (Su)** In any condition of illumination other than full daylight, Twilight can disappear into the shadows giving him total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

### ANTONIA SPITER

CR 12

Female human wizard 12

CE Medium humanoid (human)

**Init** +5; **Senses** Listen +2, Spot +7

**Languages** Abyssal, Common, Draconic, Infernal

**AC** 21, touch 12, flat-footed 20)

(+1 Dex, +4 armor [mage armor], +4 shield [shield], +2 deflection)

**hp** 73 (87 with false life) (12 HD)

**Fort** +9, **Ref** +7, **Will** +11

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

**Melee** +1 *dagger* +6/+1 (1d4/19-20)

**Ranged** ray +8

**Base Atk** +6; **Grp** +5

**Atk Options**

**Special Actions**

**Combat Gear** *potion of cure moderate wounds*, *wand of mirror image* (5 charges), *wand of magic missile* (CL 7) (50 charges), *bead of force*, *potion of cat's grace*, *bracers of arcane freedom*, *slippers of spider climbing*, *minor cloak of displacement*, *mask of the skull*, *hellcat gloves*

**Wizard Spells Prepared** (CL 12th):

6th—*chain lightning* (acid) (DC 22), *disintegrate*, *ray of entropy*

5th—*cone of cold* (acid) (DC 21), *empowered fireball* (acid) (DC 19), *prismatic ray*, *wall of force*

4th—*dimension door*, *fear* (DC 20), *greater invisibility*, *orb of acid*, *empowered scorching ray* (acid)

3rd—*dispel magic*, *fireball* (acid) (DC 19), *fly*, *haste*, *ray of exhaustion*

2nd—*false life*<sup>†</sup>, *glitterdust* (DC 18), *Melf's acid arrow*, *scorching ray* (acid), *scorching ray*, *see invisibility*

1st—*feather fall*, *lesser orb of acid*, *mage armor*<sup>†</sup>, *magic missile*, *ray of enfeeblement*, *shield*<sup>†</sup>

0—*detect magic*, *acid splash*, *read magic*, *mending*

<sup>†</sup> Already cast

**Abilities** Str 8, Dex 13, Con 16, Int 22, Wis 12, Cha 10.

**Feats** Combat Casting, Empower Spell, Energy Substitution (acid), Extra Spell, Improved Initiative, Scribe Scroll<sup>B</sup>, Sudden Maximize, Sudden Silent, Weapon Focus (ray)

**Skills** Concentration +18 (+22 casting defensively), Listen +2, Knowledge (arcana) +17, Knowledge (dungeoneering) +10, Knowledge (history) +11, Knowledge (religion) +11, Knowledge (the planes) +11, Spellcraft +21, Spot +7, Tumble +3

**SA** summon familiar

**Possessions** combat gear plus +1 *dagger*, *vest of resistance* +2, *amulet of health* +2, *ring of protection* +2, *headband of intellect* +4, bundle for supplies.

### AXLTEY CHASEI

CR 10

Male human cleric 10

CE Medium humanoid (human)

**Init** +0; **Senses** Listen +5, Spot +5

**Languages** Common

**AC** 23, touch 10, flat-footed 23)

(+8 armor, +4 shield, +1 natural)

**hp** 73 (10 HD)

**Fort** +11, **Ref** +5, **Will** +14; Divine Fortune

**Speed** 20 ft. (4 squares); base speed 30 ft.

**Melee** +1 *morningstar* +10/+5 (1d8+3)

**Ranged** touch spell +10

**Base Atk +7; Grp +9**

**Atk Options**

**Special Actions** rebuke undead 8/day (+7, 2d6+11, 10th), spontaneous casting (*inflict* spells),

**Combat Gear** *potion of cure moderate wounds*, *potion of owl's wisdom*

**Cleric Spells Prepared** (CL 10th, evil spells CL 11th):

5th—*earth reaver*, *greater command*<sup>D</sup> (DC 21), *flame strike* (DC 20), *slay living* (DC 20)

4th—*air walk*, *death ward*, *dismissal*, *fear*<sup>D</sup> (DC 20), *freedom of movement*

3rd—*hamatula barbs*, *magic circle against good*<sup>D</sup>, *magic vestment*, *vigor*, *protection from energy*

2nd—*desecrate*<sup>D</sup>, *lesser restoration*, *living undeath*, *remove paralysis*, *sound burst* (DC 17), *spiritual weapon*

1st—*divine favor*, *entropic shield*, *command*<sup>D</sup> (DC 17), *cure light wounds* (2), *sanctuary*, *shield of faith*

0—*create water*, *detect magic*, *light*, *mending*, *read magic*, *resistance*

**D:** Domain spell. Deity: Iuz. Domains: Tyranny, Evil.

**Abilities** Str 14, Dex 10, Con 14, Int 10, Wis 20, Cha 12.

**Feats** Combat Casting, Divine Fortune, Extra Turning, Shield Specialization (heavy), Weapon Focus (touch)

**Skills** Concentration +15 (+19 casting defensively), Heal +10, Knowledge (religion) +5, Knowledge (planes) +6, Spellcraft +10

**Possessions** combat gear plus +1 *morningstar*, +1 *half-plate*, +1 *heavy steel shield*, *cloak of charisma* +2, *periapt of wisdom* +2, *vest of resistance* +2, *amulet of natural armor* +1, bundle for supplies, 30 gp.

## 1: REAP WHAT IS NOT SOWN

**THASKOR\*****CR 15***\*Miniature's Handbook 70*

LE Huge outsider (extraplanar)

**Init** -1; **Senses** darkvision 60 ft.; Listen +29, Spot +29**Languages** none**AC** 29, touch 7, flat-footed 29

(-2 size, -1 Dex, +22 natural)

**hp** 294 (25 HD); **DR** 5/-**Immune** poison**Resist** acid, cold, electricity, fire 10; **SR** 18**Fort** +21, **Ref** +14, **Will** +16**Speed** 40 ft. (8 squares)**Melee** slam +38 (4d8+22/19-20x2)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +25; **Grp** +44**Atk Options** Cleave, Improved Sunder, Power Attack, Powerful Charge**Special Actions** trumpeting blast**Abilities** Str 40, Dex 8, Con 27, Int 12, Wis 13, Cha 16**Feats** Ability Focus (trumpeting blast), Cleave, Improved Critical, Improved Natural Attack, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Powerful Charge**Skills** Bluff +31, Concentration +36, Diplomacy +24, Disguise +3 (+5 acting), Intimidate +31, Listen +29, Sense Motive +29, Spot +29, Spellcraft +15, Survival +22(+27 following tracks)**Trumpeting Blast (Su)** Once every 1d4 rounds as a free action a thaskor can blow a trumpeting blast with its trunk. The blast fills a 10-foot cone; any creature within that area must make a DC 26 Fortitude save or be stunned for 1 round. This is a sonic attack. The save DC is Constitution based.

## 4: HIDDEN REFUGE

**GREATER SHADESTEEL GOLEM\* CR 14***\*Monster Manual III 72*

N Large Construct (Extraplanar)

**Init** +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** none**AC** 33, touch 11, flat-footed 31

(-1 size, +2 Dex, +22 natural)

**hp** 178 (27 HD); **DR** 15/adamantine and magic**Immune** magic, mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, any effect requiring a Fortitude save (unless it affects objects), death from massive damage**Fort** +9, **Ref** +11, **Will** +9**Speed** 30 ft. (6 squares), fly 30 ft. (perfect)**Melee** slam +31 (2d10+12/x2) or**Melee** 2 slams +31 each (2d10+12/x2)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +20; **Grp** +36**Special Actions** negative pulse wave, shadow blend**Abilities** Str 34, Dex 14, Con -, Int -, Wis 11, Cha 7**Skills** Hide +10, Move Silently +18**Immunity to Magic (Ex)** A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hastened whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified as a nightwalker or other undead, or if the golem is standing near undead. If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed for 1 point of damage per level of the spell.**Negative Pulse Wave (Su)** A shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 23 Fortitude save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.**Shadow Blend (Su)** In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

## 7: THE DECISION

**FEZ'ZUT****CR 17**

God-blooded\* outsider

*\*MM V 64*

LE Large Outsider (Baatezu, Evil, Extraplanar, Fire, Lawful)

**Int** +11; **Senses** see in darkness, *true seeing*; Listen +X, Spot +X**Aura** burn, fear**Languages** Abyssal, Common, Draconic, Dwarf, Elf, Infernal, Orc**AC** 36, touch 16, flat-footed 29

(-1 size, +7 Dex, +20 natural)

**hp** 172 (15 HD); regeneration 5**DR** 10/good and silver**Immune** fire, poison**Resist** acid 10, cold 10, **SR** 28**Fort** +17, **Ref** +17, **Will** +18**Speed** 30 ft. (6 squares); fly 50 ft. (average)**Melee** +5 *soul rending trident* +31/+26/+21/+16 (3d6+18/19-20)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +17; **Grp** +30

**Atk Options** Cleave, Combat Reflexes, Improved Sunder, Power Attack, luz's wrath

**Special Actions** death throes, divine endurance, swiftness of the damned

**Spell-Like Abilities (CL 15th):**

3/day—*fireball* (DC 19), *invisibility*, *fly*, *scorching ray* (3 rays), *wall of fire*

1/day—*order's wrath* (DC 22)

1/week—*meteor swarm* (DC 25)

**Abilities** Str 31, Dex 25, Con 25, Int 22, Wis 22, Cha 22

**Feats** Cleave, Combat Reflexes, Improved Critical (trident), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (trident), Weapon Specialization (trident)

**Skills** Balance +22, Bluff +23, Climb +19, Disguise +21, Hide +23, Intimidate +22, Jump +21, Listen +25, Move Silently +23, Search +21, Spellcraft +21, Spot +25, Survival +18, Tumble +21

**Burn (Su)** The fire that cloaks Fez'zut's body lashes out to harm those that would dare attack him. Any creature that hits him with a melee attack takes 10 points of fire damage.

**Fear Aura (Su)** Fez'zut's can create a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 20 Will save or be affected as though by a *fear* spell (CL 15). A creature that successfully saves cannot be affected again by the same aura for 24 hours.

**Regeneration (Ex)** Fez'zut takes normal damage from good-aligned silvered weapons, and from spells with the good descriptor.

**Death Throes (Su)** When killed, Fez'zut explodes in a 30-foot radius burst that deals 8d6 points of fire damage (DC 19 Reflex save halves).

**Divine Endurance (Su)** Fez'zut can take a free action to gain damage reduction 10/- from the mingling of divine blood with its material form. He can suppress this ability as a free action. Once the damage reduction has prevented 60 points of damage the creature loses this benefit as well as luz's Wrath and Burn. This does stack with his normal DR if they are not using a magical weapon.

**luz's Wrath (Su)** Fez'zut is wreathed in flames that don't harm its equipment. Once per day, as a swift action, he can cause fire to flow from its body over its weapons. All of his attacks deal an extra 8 points of fire damage for the next 5 rounds. If he casts a spell with the fire descriptor it deals an extra 15 points of damage.

**Swiftness of the Damned (Su):** As a swift action, once per day, Fez'zut can take another standard action after his current turn is done.

### THRONE SPELL TURRET

CR 9; Medium magic device; visual trigger (*true seeing*); four different spell effects case once per round in set order, no spell cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 33; Disable Device DC 33; AC 7; hardness 10; hp 200.

**Spells (8th-level cleric spells):** *mass inflict critical wounds* (3 targets - DC 22), *symbol of insanity*

(DC 22), *mass cure critical wounds* (3 targets - DC 22), *symbol of death* (DC 22).

### THRONE SPELL TURRET

CR 9; Medium magic device; visual trigger (*true seeing*); four different spell effects case once per round in set order, no spell cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 33; Disable Device DC 33; AC 7; hardness 10; hp 200.

**Spells (8th-level wizard spells):** *polar ray* (DC 22), *power word stun*, *forcecage* (one creature), *Otto's irresistible dance* (DC 22).

## ROUND TWO

### 3: EXPENDABLE RESOURCES

#### STONE GIANT

CR 13

Stone giant fighter 5

N Large giant (earth)

**Init** +6; **Sense** darkvision 60 ft., low-light vision; Listen +1, Spot +14

**Languages** Common Elven, Giant

**AC** 34, touch 11, flat-footed 32; rock catching (-1 size, +2 Dex, +11 natural, +12 armor)

**hp** 226 (19HD)

**Fort** +18, **Ref** +7, **Will** +8

**Speed** 30 ft. (6 squares); base speed 40 ft.

**Melee** +2 *frost bastard sword* +28/+23/+18 (2d8+19/17-20 plus 1d6 cold) or slam +26/+26 (1d4+11)

**Ranged** +16 rock (2d8+16)

**Atk Options** Cleave, Combat Reflexes, Improved Disarm, Improved Trip, Large and in Charge, Power Attack, rock throwing

**Combat Gear:** *potion of cure serious wounds* (3), *potion of blur*

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

**Base Atk** +15; **Grp** +28

**Abilities** Str 32, Dex 15, Con 24, Int 10, Wis 12, Cha 11

**Feats** Cleave, Combat Reflexes, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Large and in Charge, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Climb +14, Hide +9 (+17 in rocky terrain), Jump +11, Spot +14

**Possessions** +2 *frost bastard sword*, +4 *mithral full plate*, *amulet of health* +4, *belt of strength* +4

**Rock Throwing (Ex)** The range increment is 180 feet for a stone giant's throw rocks. It uses both hands when throwing a rock.

**Rock Catching (Ex)** A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

#### STONE GIANT

CR 15

Stone giant cleric 14

N Large giant (earth)

**Init** +2; **Sense** low-light vision, darkvision 60 ft.; Listen +6, Spot +14

**Languages** Common, Elven, Giant

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**AC** 36, touch 13, flat-footed 34; rock catching (-1 size, +2 Dex, +11 natural, +12 armor, +2 deflection)  
**hp** 301 (24 HD)  
**Fort** +24, **Ref** +10, **Will** +21; Divine Fortune

---

**Speed** 30 ft. (base 40 ft.)

**Melee** +2 *shocking warhammer* +29/+24/+19/+14 (1d8+8/x3 plus 1d6 electricity)

**Ranged** +20 rock (2d8+12)

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

**Base Atk** +20; **Grp** +32

**Atk Options** Brutal Strike, Large and in Charge, Power Attack

**Special Actions** Sudden Maximise, Sudden Silent, protective ward 1/day (+14), spontaneous casting (*cure* spells), turn air or undead 5/day (+4, 2d6+20, 14th)

**Cleric Spells Prepared** (CL 14th)

7th—brilliant blade, mass cure serious wounds, repulsion<sup>D</sup>

6th—*greater dispel magic*, *harm* (DC 22), *heal* (2), *stoneskin*<sup>D</sup>

5th—*flame strike* (2) (DC 21), *slay living* (DC 21), *spell resistance*<sup>D</sup>, *true seeing*

4th—*air walk*, *death ward* (2), *divine power*, *freedom of movement*, *spike stones*<sup>D</sup>

3rd—*dispel magic* (2), *invisibility purge*, *prayer*, *protection from energy*<sup>D</sup>, *vigor*

2nd—*bear's endurance*, *bull strength* (2), *shield other*<sup>D</sup>, *silence* (DC 18), *sound burst* (2)

1st—*bane*, *bless*, *command* (2) (DC 17), *shield of faith* (2), *sanctuary*<sup>D</sup>

0—*detect magic* (2), *light*, *read magic*, *resistance* (2)

**D:** Domain spell. Deity: Skoraesus Stonebones.

Domains: Earth, Protection.

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**Abilities** Str 27, Dex 15, Con 22, Int 14, Wis 22, Cha 14

**Feats** Brutal Strike, Combat Casting, Divine Fortune, Iron Will, Large and in Charge, Lightning Reflexes, Power Attack, Sudden Maximize, Sudden Silent, Weapon Focus (warhammer)

**Skills** Climb +11, Concentration +12 (+16 casting defensively), Hide +6 (+14 in rocky terrain), Jump +11, Knowledge (religion) +9, Spot +14

**Possessions** +2 *shocking warhammer*, +4 *heavy fortified full plate*, *periapt of wisdom* +4, *amulet of health* +2, *ring of protection* +2

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**Rock Throwing (Ex)** The range increment is 180 feet for a stone giant's throw rocks. It uses both hands when throwing a rock.

**Rock Catching (Ex)** A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

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#### 4: VALLEY OF SILENCED FIRE

**BLACK ROCK AVATAR\*** **CR 18**

\*MM IV 8

NE Large elemental (earth, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +13, Spot +13

**Languages** Terran

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**AC** 30, touch 8, flat-footed 30  
(-1 Dex, -1 size, +22 natural)

**hp** 377 (26 HD); fast healing 5; **DR** 10/adamantine and magic

**Immune** poison, *sleep*, paralysis, stunning, critical hits, flanking

**Resist** endure pain, +8 against bull rush or trip

**SR** 23

**Fort** +27, **Ref** +9, **Will** +11

**Weakness** vulnerability to sonic

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

**Melee** 3 piercing arms +30 each (2d6+11/19-20/4)

**Ranged** 6 spikes +17 each (1d8+11/x3)

**Atk Options** Cleave, Great Cleave, Power Attack, magic strike, metal strike

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

**Base Attack** +19; **Grp** +34

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**Abilities** Str 33, Dex 8, Con 31, Int 5, Wis 12, Cha 8

**SQ** elemental traits

**Feats** Alertness, Cleave, Great Cleave, Great Fortitude, Improved Critical (piercing arm), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (piercing arm)

**Skills** Climb +20, Listen +13, Spot +13

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**Endure Pain (Ex)** whenever a black rock avatar fails a Reflex or Will saving throw against an effect that deals damage, it takes half damage if it succeeds on a Fortitude saving throw against the same DC. This additional saving throw affects only damage, not any other conditions that might apply from failing the original save.

**Metal Strike (Ex)** A black rock avatar's natural attacks are treated as adamantine, cold iron, magic, and silver for the purpose of overcoming damage reduction.

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#### 5: THE TOWER DOOR

**GAROK THE WARMONGER** **CR 14**

Male ogre cleric 6/ordained champion 5

LE Large humanoid (giant)

**Init** +0; **Senses** darkvision 60 ft.; Listen +4, Spot +9

**Languages** Common, Giant

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**AC** 28, touch 9, flat-footed 28)

(-1 size, +10 armor, +5 natural, +4 shield)

**hp** 138 (15 HD); Diehard

**Fort** +19, **Ref** +8, **Will** +16

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

**Melee** +1 *axiomatic heavy flail* +23/+18/+13 (2d8+24/17-20 plus 2d6 to chaos aligned)

**Ranged** javelin +11 (1d8+8)

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

**Base Atk** +12; **Grp** +26

**Atk Options** Brutal Strike, Combat Reflexes, Holy Warrior, Power Attack, smite (+1 attack, +11 damage), channel spell, fist of the gods, holy warrior

**Special Actions** divine bulwark, rebuke undead 8/day (+3, 2d6+12, 11th), spontaneous casting (war spells)

**Combat Gear** *potion of cure serious wounds*, *gauntlets of war*, *boots of speed*, *ring of counterspells* (*scorching ray*)

**Cleric Spells Prepared** (CL 9th, war spells CL 11th):

5th—*slay living* (DC 19), *mass inflict critical wounds*<sup>D</sup> (DC 20)

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4th—*freedom of movement*, spell immunity, death ward, inflict critical wounds<sup>D</sup> (DC 18)  
 3rd—*dispel magic*, inflict serious wounds, invisibility purge, magic circle against chaos<sup>D</sup> searing light,  
 2nd—*bull's strength*, bear's endurance, infernal wound, living undeath, resist energy, spiritual weapon<sup>D</sup>  
 1st—*bless*, detect chaos, divine favor, entropic shield, magic weapon<sup>D</sup>, shield of faith  
 0—*detect magic*, detect poison, purify food and drink mending, read magic, resistance

**D:** Domain spell. Deity: Gruumsh. Domains: War, Destruction, Law.

**Abilities** Str 30, Dex 10, Con 18, Int 10, Wis 18, Cha 12  
**Feats** Brutal Strike, Combat Casting, Combat Reflexes, Diehard, Extra Turning, Holy Warrior, Improved Critical (heavy flail), Lightning Reflexes, Power Attack, War Devotion, Weapon Focus<sup>D</sup> (heavy flail)  
**Skills** Concentration +19 (+23 casting defensively), Listen +4, Knowledge (religion) +7, Spot +9

**SA** combat feats

**Possessions** +1 *axiomatic large heavy flail*, 2 Large javelins, +2 *Large full-plate*, +2 *animated heavy steel shield*, *periapt of wisdom* +6, *cloak of charisma* +4, *belt of giant strength* +4, *vest of resistance* +2, *deep red ioun stone sphere (dexterity +2)*, bundle for supplies.

**Divine Bulwark (Sp)** Garok sacrifice a prepared spell or spell slot as a swift action to gain damage reduction. The value of the damage reduction equals 1 + spell level sacrificed, and it can be overcome by a chaotic-aligned strike. The damage reduction gained from multiple uses of this ability does not stack. This protection lasts for 5 rounds.

**Channel Spell (Sp)** Garok can channel any spell he has available into his melee weapon. Doing so requires a move action and uses up a prepared spell or spell slot just as if he had cast the spell. The channeled spell affects the next target he successfully attacks with that weapon, though saving throws and spell resistance still apply normally. Even if the spell normally affects an area or is a ray, it still affects only the target in this case. On a successful hit, the spell is discharged from the weapon, which can then hold another spell. He can channel your spells into one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

**Fist of the Gods (Sp)** Garok can sacrifice a prepared spell or spell slot as a swift action to deal extra damage. Doing so grants him a bonus equal to 1 + spell level sacrificed on his damage rolls for melee attacks. This benefit lasts for 5 rounds.

**Holy Warrior (Sp):** Garok can spend one daily use of his turn/rebuke undead ability as a swift action to bring his Wisdom into play in combat. For 5 rounds after he activate this ability, he use his Wisdom modifier in place of his Strength modifier on attack rolls and damage rolls.

**Rapid Spontaneous Casting (Ex)** Garok can cast any spell from the War domain spontaneously as a swift action if its normal casting time is no more than 1

standard action, or a standard action if its normal casting time is 1 full-round action.

## TELFAIN D'PAITER

**CR 14**

Male drow warmage 13

LE Medium humanoid (elf)

**Init** +8; **Senses** darkvision 120 ft.; Listen -1, Spot +6

**Languages** Abyssal, Common, Draconic, Drow Sign Language, Elven, Undercommon

**AC** 28, touch 16, flat-footed 25

(+3 Dex, +3 deflection, +10 armor, +2 shield)

**hp** 106 (13 HD)

**SR** 24

**Fort** +12, **Ref** +11, **Will** +11; +2 against spells and spell-like abilities

**Weakness** light blindness

**Speed** 20 ft. in +2 *glamered mithril full plate* (4 squares); base speed 30 ft.

**Melee** +1 *short sword* +7 (1d6+1/x2)

**Ranged** light crossbow +10 (1d8/19-20/x2) or

**Ranged** ray spell +11 spell)

**Base Atk** +6; **Grp** +6

**Special Actions** Ranged Spell Specialization, Sudden Empower, Sudden Enlarge, warmage edge (+9)

**Combat Gear** *potion of cure critical wounds*, *potion of resist fire*, *potion of invisibility*, *anklet of translocation*, *cape of the mountebank*

**Warmage Spells Known** (CL 13th):

6th (4/day)—*acid fog* (DC 21), *blade barrier* (DC 21), *chain lightning* (DC 21), *circle of death* (DC 21), *disintegrate*, *fire seeds*, *Otiluke's freezing sphere*, *Tenser's transformation*

5th (7/day)—*arc of lightning* (DC 20), *cloudkill* (DC 20), *cone of cold* (DC 20), *greater fireburst* (DC 20), *flame strike* (DC 20), *mass fire shield*, *prismatic ray*, *wall of force*

4th (7/day)—*blast of flame* (DC 19), *Evard's black tentacles*, *orb of acid*, *orb of cold*, *orb of electricity*, *orb of fire*, *orb of force*, *orb of sound*, *phantasmal killer* (DC 19), *shout* (DC 19), *wall of fire* (DC 19).

3rd (7/day)—*fire shield*, *fireball* (DC 18), *flame arrow*, *gust of wind*, *ice storm* (DC 18), *lightning bolt* (DC 18), *poison* (DC 18), *ring of blades*, *sleet storm*, *stinking cloud* (DC 18),

2nd (7/day)—*blades of fire*, *continual flame*, *fire trap*, *fireburst*, *flaming sphere*, *ice knife*, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*

1st (8/day)—*accuracy*, *burning hands* (DC 16), *chill touch* (+6 melee touch), *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp* (+6 melee touch), *Tenser's floating disk*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *flare* (DC 15), *light*, *ray of frost*

**Spell-Like Abilities** (CL 13th):

1/day—*faerie fire*, *dancing lights*, *darkness*

**Abilities** Str 10, Dex 18, Con 18, Int 20, Wis 8, Cha 21

**SQ** advanced learning, armored mage (medium)

**Feats** Combat Casting, Extra Edge, Improved Initiative, Sudden Empower, Sudden Enlarge, Ranged Spell Specialization, Weapon Focus (ranged spell)

**Skills** Concentration +20 (+24 casting defensively), Intimidate +17, Knowledge (arcana) +21, Spellcraft +23, Spot +6

**Possessions** combat gear plus +2 *glamered mithril full plate*, +1 *light steel shield of light fortification*, light crossbow with 40 bolts, +1 *short sword*, vest of resistance +4, *ring of protection* +3, *headband of intellect* +4, *gloves of dexterity* +4, *amulet of health* +6, *pink and green ioun stone* (+2 charisma)

**Armored Mage (Ex)** Telfain's specialized training allows him to avoid arcane spell failure as long as he sticks to light armor and light shields.

**Warmage Edge (Ex)** Whenever Telfain casts a spell that deals hit point damage, he adds +9 to the amount of damage dealt. A single spell can never gain this extra damage more than once per casting. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

## IUZ STRONGARM FIGHTERS CR 10

Male human (Oeridian) fighter 10

CE Medium humanoid (human)

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 24, touch 12, flat-footed 22; Dodge, Elusive Target, Mobility

(+2 Dex, +3 shield, +9 armor)

**hp** 109 (10 HD)

**Fort** +11, **Ref** +6, **Will** +6

**Speed** 20 ft. (4 squares); base speed 30 ft.

**Melee** mwk bastard sword +17/+12 (1d10+7/17-20)

**Ranged** light crossbow +12 (1d8/19-20)

**Base Atk** +10; **Grp** +13

**Atk Options** Blind-Fighting, Combat Reflexes

**Abilities** Str 17, Dex 14, Con 18, Int 8, Wis 10, Cha 8

**Feats** Blind-Fighting, Combat Reflexes, Dodge, Elusive Target, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Iron Will, Melee Weapon Mastery (slashing), Mobility, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Jump +11

**Possessions** combat gear plus +1 *mithral full plate*, +1 *heavy steel shield*, *cloak of resistance* +1, *amulet of health* +2, masterwork bastard sword, light crossbow with 20 bolts, backpack, daggers (4).

## 8: CAUGHT YA

### TWILIGHT CR 16

CE Large mature adult shadow dragon\*

\**Draconomicon* 191

**Init** +4; **Senses** blindsense 60 ft., keen senses; Listen +32, Spot +32

**Aura** frightful presence (DC 26, 210-ft. radius)

**Languages** Abyssal, Common, Draconic, Drow, Elven, Infernal, Orc

**AC** 34, touch 9, flat-footed 34

(-1 size, +25 natural)

**hp** 231 (22 HD); **DR** 10/magic

**Immune** sleep, paralysis

**SR** 25

**Fort** +17, **Ref** +13, **Will** +18

**Speed** 80 ft. (16 squares); fly 150 ft (poor)

**Melee** bite +27 (2d6+6) and

claw +26/+26 (1d8+3/19-20/x4) and

wing +25/+25 (1d6+3) and

tail slap +25 (1d8+9)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Base Atk** +22; **Grp** +32

**Atk Options** Cleave, Power Attack

**Special Action** Clinging Breath, Lingering Breath, breath weapon, shadow blend

**Combat Gear** *claws of the ripper*

**Sorcerer Spells Prepared** (CL 7th)

3rd (5/day)—*dispel magic*, *wind wall*

2nd (7/day)—*bear's endurance*, *bull's strength*, *web*

1st (7/day)—*charm person*, *expeditious retreat*, *mage armor*, *magic missile*, *true strike*

0 (6/day)—*daze*, *detect magic*, *detect poison*, *ghost sound*, *message*

**Spell-Like Abilities** (CL 7th)

3/day—*mirror image*

2/day—*dimension door*

**Abilities** Str 23, Dex 10, Con 19, Int 20, Wis 20, Cha 21

**Feats** Alertness, Cleave, Clinging Breath, Improved Critical (claw), Improved Initiative, Lingering Breath, Power Attack, Weapon Focus (claw)

**Skills** Intimidate +30, Listen +32, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (religion) +30, Knowledge (the planes) +30, Search +30, Sense Motive +30, Spot +32, Use Magic Device +30

**Breath Weapon (Su)** Twilight's breath weapon is a 60 ft. cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain four negative levels (DC 26 Reflex save halves). The saving throw to remove the negative level is DC26.

**Shadow Blend (Su)** In any condition of illumination other than full daylight, Twilight can disappear into the shadows giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

## AXLTEY CHASEI CR 14

Male human cleric 14

CE Medium humanoid (human)

**Init** +0; **Senses** Listen +5, Spot +5

**Languages** Common

**AC** 25, touch 10, flat-footed 25)

(+8 armor, +5 shield, +2 natural)

**hp** 101 (14 HD)

**Fort** +16, **Ref** +7, **Will** +17; Divine Fortune

**Speed** 20 ft. (4 squares); base speed 30 ft.

**Melee** +2 *morningstar* +14/+9 (1d8+4)

**Ranged** touch spell +13

**Base Atk** +10; **Grp** +12

**Special Actions** rebuke undead 8/day (+7, 2d6+19, 14th), spontaneous casting (*inflict* spells)

**Combat Gear** *potion of cure moderate wounds, potion of owl's wisdom*

**Cleric Spells Prepared** (CL 14th; evil spells CL 15th):

7th—*Bigby's grasping hand*<sup>D</sup>, *blood to water* (DC 21), *brilliant blade*

6th—*banishment*, *geas*<sup>D</sup>, *harm* (DC 21), *heal*,

5th—*earth reaver*, *flame strike* (DC 20), *greater command*<sup>D</sup> (DC 21), *slay living* (DC 20), *spell resistance*

4th—*air walk*, *death ward*, *dismissal*, *fear*<sup>D</sup> (DC 20), *freedom of movement*, *poison* (DC 19)

3rd—*dispel magic*, *hamatula barbs*, *magic circle against good*<sup>D</sup>, *protection from energy*, *magic vestment*, *vigor*,

2nd—*desecrate*<sup>D</sup>, *lesser restoration*, *living undeath*, *remove paralysis*, *shatter*, *sound burst* (DC 17), *spiritual weapon*

1st—*command*<sup>D</sup> (DC 17), *cure light wounds* (2), *divine favor*, *entropic shield*, *remove fear*, *sanctuary*, *shield of faith*

0—*create water*, *detect magic*, *read magic*, *light mending*, *resistance*

**D:** Domain spell. Deity: luz. Domains: Tyranny, Evil.

**Abilities** Str 14, Dex 10, Con 15, Int 10, Wis 20, Cha 12.

**Feats** Combat Casting, Divine Fortune, Extra Turning, Great Fortitude, Shield Specialization (heavy), Weapon Focus (touch)

**Skills** Concentration +19 (+23 casting defensively), Heal +12, Knowledge (religion) +6, Knowledge (planes) +7, Spellcraft +14

**Possessions** combat gear plus +2 *morningstar*, +1 *half-plate*, +2 *heavy steel shield*, *cloak of charisma* +2, *periapt of wisdom* +2, *vest of resistance* +3, *amulet of natural armor* +2, bundle for supplies, 30 gp.

## 1: REAP WHAT IS NOT SOWN

**THASKOR\*****CR 17***\*Miniature's Handbook 70*

LE Huge outsider (extraplanar)

**Init** +3; **Senses** darkvision 60 ft.; Listen +29, Spot +29**Languages** none**AC** 29, touch 7, flat-footed 29

(-2 size, -1 Dex, +22 natural)

**hp** 409 (29 HD); **DR** 5/-**Immune** poison**Resist** acid, cold, electricity, fire 10; **SR** 18**Fort** +24, **Ref** +16, **Will** +18**Speed** 40 ft. (8 squares)**Melee** slam +42 (4d8+22/19-20x2)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +29; **Grp** +48**Atk Options** Cleave, Improved Sunder, Power Attack, Powerful Charge**Special Actions** trumpeting blast**Abilities** Str 40, Dex 8, Con 28, Int 12, Wis 13, Cha 16**Feats** Ability Focus (trumpeting blast), Cleave, Improved Critical, Improved Initiative, Improved Natural Attack, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Powerful Charge**Skills** Bluff +31, Concentration +41, Diplomacy +34, Disguise +3 (+5 acting), Intimidate +35, Listen +33, Sense Motive +33, Spot +33, Spellcraft +17, Survival +24(+29 following tracks)**Trumpeting Blast (Su)** Once every 1d4 rounds as a free action a thaskor can blow a trumpeting blast with its trunk. The blast fills a 10-foot cone; any creature within that area must make a DC 27 Fortitude save or be stunned for 1 round. This is a sonic attack. The save DC is Constitution based.

## 4: HIDDEN REFUGE

**GREATER SHADESTEEL GOLEM\* CR 14***\*Monster Manual III 72*

N Large construct (extraplanar)

**Init** +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** none**AC** 33, touch 11, flat-footed 31

(-1 size, +2 Dex, +22 natural)

**hp** 178 (27 HD); **DR** 15/adamantine and magic**Immune** magic, mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, any effect requiring a Fortitude save (unless it affects objects), death from massive damage**Fort** +9, **Ref** +11, **Will** +9**Speed** 30 ft. (6 squares), fly 30 ft. (perfect)**Melee** slam +31 (2d10+12/x2) or**Melee** 2 slams +31 each (2d10+12/x2)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +20; **Grp** +36**Special Actions** negative pulse wave, shadow blend**Abilities** Str 34, Dex 14, Con -, Int -, Wis 11, Cha 7**Skills** Hide +10, Move Silently +18**Immunity to Magic (Ex)** A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also hastened whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified as a nightwalker or other undead, or if the golem is standing near undead. If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed for 1 point of damage per level of the spell.**Negative Pulse Wave (Su)** A shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 23 Fortitude save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.**Shadow Blend (Su)** In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

## 7: THE DECISION

**FEZ'ZUT****CR 19**

God-blooded\* outsider

*\*MM V 64*

LE Large outsider (Baatezu, evil, extraplanar, fire, lawful)

**Int** +12; **Senses** see in Darkness, *true seeing*; Listen +29, Spot +29**Aura** burn, fear**Languages** Abyssal, Common, Draconic, Dwarf, Elf, Infernal, Orc**AC** 40, touch 17, flat-footed 32

(-1 size, +8 Dex, +23 natural)

**hp** 225 (18 HD); regeneration 5; **DR** 10/good and silver**Immune** fire, poison**Resist** acid, cold 10**SR** 30**Fort** +19, **Ref** +19, **Will** +21**Speed** 40 ft. (8 squares); fly 60 ft. (average)**Melee** +5 *soulrender trident* +36/+31/+26/+21 (2d6+18/19-20 plus special on natural 20)**Melee** 2 claws + 30 each (2d8+13) and

+28 tail slap (2d8+6)  
**Space** 10ft.; **Reach** 10 ft.  
**Base Atk** +18; **Grp** +35  
**Atk Options** Cleave, Great Cleave, Power Attack, luz's wrath  
**Special Actions** death throes, divine endurance, swiftness of the damned  
**Spell-Like Abilities (CL 18):**  
 At will—*blasphemy* (DC 25), *fireball* (DC 21), *invisibility*, *power word stun*, *unholy aura* (DC 26)  
 1/day—*meteor swarm* (DC 27)

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**Abilities** Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26  
**Feats** Cleave, Great Cleave, Improved Critical (trident), Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like ability (*fireball*)  
**Skills** Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29, Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8, Tumble +31

**Burn (Su)** The fire that cloaks Fez'zut's body lashes out to harm those that would dare attack him. Any creature that hits him with a melee attack takes 10 points of fire damage.  
**Fear Aura (Su)** Fez'zut's can create a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a *fear* spell (CL 18). A creature that successfully saves cannot be affected again by the same aura for 24 hours.  
**Regeneration (Ex)** Fez'zut takes normal damage from good-aligned silvered weapons, and from spells with the good descriptor.  
**luz's Wrath (Su)** Fez'zut is wreathed in flames that don't harm it's equipment. Once per day, as a swift action, he can cause fire to flow from its body over its weapons. All of his attacks deal an extra 10 points of fire damage for the next 5 rounds. If he casts a spell with the fire descriptor it deals an extra 20 points of damage.  
**Death Throes (Su)** When killed, Fez'zut explodes in a 30-foot radius burst that deals 10d6 points of fire damage (DC 23 Reflex halves).  
**Divine Endurance (Su)** Fez'zut can take a free action to gain damage reduction 10/- from the mingling of divine blood with its material form. He can suppress this ability as a free action. Once the damage reduction has prevented 80 points of damage the creature loses this benefit as well as luz's Wrath and Burn. This does stack with his normal DR if they are not using a magical silver weapon.  
**Swiftness of the Damned (Su)** As a swift action, once per day, Fez'zut can take another standard action after his current turn is done.

### THRONE SPELL TURRET

CR 10; Medium magic device; visual trigger (true seeing); automatic reset; four different spell effects case once per round in set order, no spell cast every fifth round but spell turret self-repairs 4d8+20 hp;

Search DC 34; Disable Device DC 34; AC 7; hardness 10; hp 200.

**Spells (9th-level cleric spells):** *energy drain* (DC 23), *implosion* (one target – DC 23), *mass heal* (two targets), *gate* (nothing comes through – for effect only).

### THRONE SPELL TURRET

CR 10; Medium magic device; visual trigger (true seeing); automatic reset; four different spell effects case once per round in set order, no spell cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 34; Disable Device DC 34; AC 7; hardness 10; hp 200.

**Spells (9th-level wizard spells):** *power word kill* (DC 23), *meteor swarm* (all on one target – DC 23), *wish* (creature targeted fully healed), *wish* (creature targeted with empowered *harm* – DC 23).

## ROUND TWO

### 3: EXPENDABLE RESOURCES

#### STONE GIANT

CR 13

Stone giant fighter 5

N Large giant (earth)

**Init** +6; **Sense** darkvision 60 ft., low-light vision; Listen +1, Spot +14

**Languages** Common Elven, Giant

**AC** 34, touch 11, flat-footed 32; rock catching (-1 size, +2 Dex, +11 natural, +12 armor)

**hp** 226 (19 HD)

**Fort** +18, **Ref** +7, **Will** +8

**Speed** 30 ft. (6 squares); base speed 40 ft.

**Melee** +2 *frost bastard sword* +28/+23/+18 (2d8+19/17-20 plus 1d6 cold) or slam +26/+26 (1d4+11)

**Ranged** +16 rock (2d8+16)

**Atk Options** Cleave, Combat Reflexes, Improved Disarm, Improved Trip, Large and in Charge, Power Attack, rock throwing

**Combat Gear:** *potion of cure serious wounds* (3), *potion of blur*

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

**Base Atk** +15; **Grp** +28

**Abilities** Str 32, Dex 15, Con 24, Int 10, Wis 12, Cha 11

**Feats** Cleave, Combat Reflexes, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Large and in Charge, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Climb +14, Hide +9 (+17 in rocky terrain), Jump +11, Spot +14

**Possessions** +2 *frost bastard sword*, +4 *mithral full plate*, *amulet of health* +4, *belt of strength* +4

**Rock Throwing (Ex)** The range increment is 180 feet for a stone giant's throw rocks. It uses both hands when throwing a rock.

**Rock Catching (Ex)** A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

**STONE GIANT****CR 15**

Stone giant cleric 14

N Large giant (earth)

**Init** +2; **Sense** low-light vision, darkvision 60 ft.; Listen +6, Spot +14**Languages** Common, Elven, Giant**AC** 36, touch 13, flat-footed 34; rock catching (-1 size, +2 Dex, +11 natural, +12 armor, +2 deflection)  
**hp** 301 (24 HD)**Fort** +24, **Ref** +10, **Will** +21; Divine Fortune**Speed** 30 ft. (base 40 ft.)**Melee** +2 *shocking warhammer* +29/+24/+19/+14 (1d8+8/x3 plus 1d6 electricity)**Ranged** +20 rock (2d8+12)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +20; **Grp** +32**Atk Options** Brutal Strike, Large and in Charge, Power Attack**Special Actions** Sudden Maximise, Sudden Silent, protective ward 1/day (+14), spontaneous casting (*cure* spells), turn air or undead 5/day (+8, 2d6+20, 14th)**Cleric Spells Prepared** (CL 14th)7th—brilliant blade, mass cure serious wounds, repulsion<sup>D</sup>6th—*greater dispel magic*, *harm* (DC 22), *heal* (2), *stoneskin*<sup>D</sup>5th—*flame strike* (2) (DC 21), *slay living* (DC 21), *spell resistance*<sup>D</sup>, *true seeing*4th—*air walk*, *death ward* (2), *divine power*, *freedom of movement*, *spike stones*<sup>D</sup>3rd—*dispel magic* (2), *invisibility purge*, *prayer*, *protection from energy*<sup>D</sup>, *vigor*2nd—*bear's endurance*, *bull strength* (2), *shield other*<sup>D</sup>, *silence* (DC 18), *sound burst* (2)1st—*bane*, *bless*, *command* (2) (DC 17), *shield of faith* (2), *sanctuary*<sup>D</sup>0—*detect magic* (2), *light*, *read magic*, *resistance* (2)**D:** Domain spell. Deity: Skoraesus Stonebones.

Domains: Earth, Protection.

**Abilities** Str 27, Dex 15, Con 22, Int 14, Wis 22, Cha 14**Feats** Brutal Strike, Combat Casting, Divine Fortune, Iron Will, Large and in Charge, Lightning Reflexes, Power Attack, Sudden Maximize, Sudden Silent, Weapon Focus (warhammer)**Skills** Climb +11, Concentration +12 (+16 casting defensively), Hide +6 (+14 in rocky terrain), Jump +11, Knowledge (religion) +9, Spot +14**Possessions** +2 *shocking warhammer*, +4 *heavy fortified full plate*, *peripat of wisdom* +4, *amulet of health* +2, *ring of protection* +2**Rock Throwing (Ex)** The range increment is 180 feet for a stone giant's throw rocks. It uses both hands when throwing a rock.**Rock Catching (Ex)** A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.**4: VALLEY OF SILENCED FIRE****BLACK ROCK AVATAR\*****CR 18**

\*MM IV 8

NE Large elemental (earth, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +13, Spot +13**Languages** Terran**AC** 30, touch 8, flat-footed 30

(-1 Dex, -1 size, +22 natural)

**hp** 377 (26 HD); fast healing 5; **DR** 10/adamantine and magic**Immune** poison, *sleep*, paralysis, stunning, critical hits, flanking**Resist** endure pain, +8 against bull rush or trip**SR** 23**Fort** +27, **Ref** +9, **Will** +11**Weakness** vulnerability to sonic**Speed** 20 ft. (4 squares), burrow 20 ft.**Melee** 3 piercing arms +30 each (2d6+11/19-20/4)**Ranged** 6 spikes +17 each (1d8+11/x3)**Atk Options** Cleave, Great Cleave, Power Attack, magic strike, metal strike**Space** 10 ft.; **Reach** 10 ft.**Base Attack** +19; **Grp** +34**Abilities** Str 33, Dex 8, Con 31, Int 5, Wis 12, Cha 8  
**SQ** elemental traits**Feats** Alertness, Cleave, Great Cleave, Great Fortitude, Improved Critical (piercing arm), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (piercing arm)**Skills** Climb +20, Listen +13, Spot +13**Endure Pain (Ex)** whenever a black rock avatar fails a Reflex or Will saving throw against an effect that deals damage, it takes half damage if it succeeds on a Fortitude saving throw against the same DC. This additional saving throw affects only damage, not any other conditions that might apply from failing the original save.**Metal Strike (Ex)** A black rock avatar's natural attacks are treated as adamantite, cold iron, magic, and silver for the purpose of overcoming damage reduction.**BLACK FLAME DISCIPLE\*****CR 15**

\*MM IV 11

NE Large elemental (extraplanar, fire)

**Init** +9; **Senses** darkvision 60ft.; Listen +23, Spot +23**Aura** heat (15ft., DC 27)**Languages** Common, Draconic, Ignan, Terran**AC** 21, touch 14, flat-footed 16

(-1 size, +5 Dex, +7 natural)

**hp** 221 (26 HD); fast healing 5; **DR** 10/magic**Immune** fire, poison, *sleep*, paralysis, stunning, critical hits, flanking**SR** 23**Fort** +20, **Ref** +28, **Will** +21**Weakness** vulnerability to cold**Speed** 30 ft. (6 squares), fly 40 ft. (perfect)**Melee Touch** fire bolt +24 (8d6 fire/19-20)**Ranged Touch** fire bolt +24 (8d6 fire/19-20)

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

**Base Atk** +19; **Grp** +28

**Atk Options** black flame wielder, fire bolt, magic strike

**Special Actions** flame wave

**Spell-Like Abilities** (CL 18th)

At will—*fireball* (DC 19), *fire shield* (warm only, DC 20)

3/day—*wall of fire*

1/day—*meteor swarm* (DC 25)

**Abilities** Str 21, Dex 21, Con 19, Int 14, Wis 20, Cha 22

**SQ** elemental grace, elemental traits

**Feats** Ability Focus (flame wave), Alertness, Combat Casting, Great Fortitude, Improved Critical (fire bolt), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (fire bolt)

**Skills** Climb +21, Concentration +24, Knowledge (arcane) +18, Knowledge (the planes) +18, Listen +23, Spellcraft +20, Spot +23, Survival +5 (+7 on other planes)

**Heat Aura (Su)** At the end of each of their turns, creatures within 15 feet of a black flame disciple must succeed on DC 27 Fortitude saves or be fatigued. A successful save negates the effect. A fatigued creature that fails its save become exhausted. A creature must attempt this saving throw each round it is within range, whether or not it has succeeded on an earlier save. A creature that has resistance or immunity to fire or negative energy gains a +5 bonus on his saving throw. Those with a resistance or immunity to fire and negative energy are immune. The fatigued and exhausted condition end 1 minute after leaving the aura's area of effect. The save is Constitution-based.

**Black Flame Wielder (Su)** Any damage that is fire damage dealt by a black flame wielder is a mixture of negative energy and fire. Targets take full damage unless they are immune to both and then apply the lower of the two resistance types to the damage.

**Fire Bolt (Su)** A black flame disciple can aim a bolt of fire at a single target as a melee or ranged touch attack. The ranged touch attack has a maximum range of 200 feet with no range increment.

**Flame Wave (Su)** Once per round as a standard action, a black flame disciple can generate a wave of black flame that rolls out from its body. Any creature within 60 feet of the black flame disciple must succeed on a DC 29 reflex save or take 13d6 points of fire damage. A successful save results in half damage. The save DC is Constitution-based.

## 5: THE TOWER DOOR

### GAROK THE WARMONGER CR 16

Male ogre cleric 8/ordained champion 5

LE Large humanoid (giant)

**Init** +0; **Senses** darkvision 60 ft.; Listen +4, Spot +9

**Languages** Common, Giant

**AC** 28, touch 9, flat-footed 28)

(-1 size, +10 armor, +5 natural, +4 shield)

**hp** 156 (17 HD); Diehard

**Fort** +20, **Ref** +8, **Will** +17

**Speed** 20 ft. (4 squares); base speed 40 ft.

**Melee** +1 *axiomatic heavy flail* +25/+20/+15 (2d8+25/17-20 plus 2d6 to chaos aligned)

**Ranged** javelin +13 (1d8+8)

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

**Base Atk** +14; **Grp** +28

**Atk Options** Brutal Strike, Combat Reflexes, Holy Warrior, Power Attack, smite (+2 attack, +13 damage), channel spell, fist of the gods, holy warrior

**Special Actions** divine bulwark, rebuke undead 9/day (+4, 2d6+15, 13th), rapid spontaneous casting (war spells)

**Combat Gear** *potion of cure critical wounds*, *gauntlets of war*, *boots of speed*, *ring of counterspells* (*scorching ray*)

**Cleric Spells Prepared** (CL 11th, war spells CL 13):

6th—*harm* (DC 21), *harm*<sup>D</sup> (DC 21)

5th—*divine retribution* (DC 19), *mass inflict critical wounds*<sup>D</sup> (DC 20), *slay living* (DC 19)

4th—*death ward*, *freedom of movement*, *inflict critical wounds*<sup>D</sup> (DC 18) *poison* (DC 18), *spell immunity*,

3rd—*dispel magic*, *inflict serious wounds*, *invisibility purge*, *magic circle against chaos*<sup>D</sup>, *searing light* (2)

2nd—*bear's endurance*, *bull's strength*, *infernal wound*, *living undeath*<sup>\*</sup>, *resist energy*, *spiritual weapon*<sup>D</sup>

1st—*bleed*, *deathwatch*, *detect chaos*, *divine favor*, *entropic shield*, *magic weapon*<sup>D</sup>, *shield of faith*,

0—*detect magic*, *detect poison*, *mending*, *purify food and drink*, *read magic*, *resistance*

**D:** Domain spell. **Deity:** Gruumsh. **Domains:** War, Destruction, Law.

**Abilities** Str 30, Dex 10, Con 19, Int 10, Wis 18, Cha 14

**Feats** Brutal Strike, Combat Casting, Combat Reflexes, Diehard, Extra Turning, Holy Warrior, Improved Critical (heavy flail), Lightning Reflexes, Power Attack, War Devotion, Weapon Focus (heavy flail)

**Skills** Concentration +20 (+24 casting defensively), Listen +4, Heal +7, Knowledge (religion) +7, Spot +9

**SA** combat feats

**Possessions** +1 *axiomatic large heavy flail*, 2 Large javelins, +2 *Large full-plate*, +2 *animated heavy steel shield*, *periapt of wisdom* +6, *cloak of charisma* +6, *belt of giant strength* +4, *vest of resistance* +2, *deep red ioun stone sphere* (dexterity +2), bundle for supplies

**Divine Bulwark (Sp)** Garok sacrifice a prepared spell or spell slot as a swift action to gain damage reduction. The value of the damage reduction equals 1 + spell level sacrificed, and it can be overcome by a chaotic-aligned strike. The damage reduction gained from multiple uses of this ability does not stack. This protection lasts for 5 rounds.

**Channel Spell (Sp)** Garok can channel any spell he has available into his melee weapon. Doing so requires a move action and uses up a prepared spell or spell slot just as if he had cast the spell. The channeled spell affects the next target he successfully attacks with that weapon, though saving throws and spell resistance still apply normally. Even if the spell normally affects an area or is a ray, it still affects only the target in this case. On a successful

hit, the spell is discharged from the weapon, which can then hold another spell. He can channel your spells into one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

**Fist of the Gods (Sp)** Garok can sacrifice a prepared spell or spell slot as a swift action to deal extra damage. Doing so grants him a bonus equal to 1 + spell level sacrificed on his damage rolls for melee attacks. This benefit lasts for 5 rounds.

**Holy Warrior (Sp):** Garok can spend one daily use of his turn/rebuke undead ability as a swift action to bring his Wisdom into play in combat. For 5 rounds after he activate this ability, he use his Wisdom modifier in place of his Strength modifier on attack rolls and damage rolls.

**Rapid Spontaneous Casting (Ex)** Garok can cast any spell from the War domain spontaneously as a swift action if its normal casting time is no more than 1 standard action, or a standard action if its normal casting time is 1 full-round action.

## TELFAIN D'PAITER

CR 16

Male drow warmage 15

LE Medium humanoid (elf)

**Init** +8; **Senses** darkvision 120 ft.; Listen +1, Spot +8

**Languages** Abyssal, Common, Draconic, Drow Sign Language, Elven, Undercommon

**AC** 29, touch 17, flat-footed 26

(+3 Dex, +4 deflection, +10 armor, +2 shield)

**hp** 122 (15 HD)

**SR** 26

**Fort** +13, **Ref** +12, **Will** +12; +2 against spells and spell-like abilities

**Weakness** light blindness

**Speed** 20 ft. in +2 *glamered mithril full plate* (4 squares); base speed 30 ft.

**Melee** +1 *short sword* +8 (1d6+1/x2)

**Ranged** light crossbow +11 (1d8/19-20/x2) or

**Ranged** ray +12 (spell)

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

**Special Actions** Point Blank Shot, Ranged Spell Specialization, Sudden Empower, Sudden Enlarge, Sudden Widen, extra edge +9

**Combat Gear** *potion of cure critical wounds*, *potion of resist fire*, *potion of invisibility*, *anklet of translocation*, *cape of the mountebank*

**Warmage Spells Known** (CL 15th):

7th (4/day)—*delayed blast fireball* (DC 22), *earthquake*, *finger of death* (DC 22), *fire storm* (DC 22), *Mordenkainen's sword*, *prismatic spray* (DC 22), *sunbeam* (DC 22), *waves of exhaustion*

6th (6/day)—*acid fog* (DC 21), *blade barrier* (DC 21), *chain lightning* (DC 21), *circle of death* (DC 21), *disintegrate*, *fire seeds*, *Otiluke's freezing sphere*, *Tenser's transformation*

5th (7/day)—*arc of lightning* (DC 20), *cloudkill* (DC 20), *cone of cold* (DC 20), *greater fireburst* (DC 20), *flame strike* (DC 20), *mass fire shield*, *prismatic ray*, *wall of force*

4th (7/day)—*blast of flame* (DC 19), *Evard's black tentacles*, *orb of acid*, *orb of cold*, *orb of electricity*,

*orb of fire*, *orb of force*, *orb of sound*, *phantasmal killer* (DC 19), *shout* (DC 19), *wall of fire* (DC 19).

3rd (7/day)—*fire shield*, *fireball* (DC 18), *flame arrow*, *gust of wind*, *ice storm* (DC 18), *lightning bolt* (DC 18), *poison* (DC 18), *ring of blades*, *sleet storm*, *stinking cloud* (DC 18)

2nd (7/day)—*blades of fire*, *continual flame*, *fire trap*, *fireburst*, *flaming sphere*, *ice knife*, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*

1st (8/day)—*accuracy*, *burning hands* (DC 16), *chill touch* (+7 melee touch), *fist of stone*, *hail of stone*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *magic missile*, *shocking grasp* (+7 melee touch), *Tenser's floating disk*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *flare* (DC 15), *light*, *ray of frost*

**Spell-Like Abilities** (CL 15th):

1/day—*faerie fire*, *dancing lights*, *darkness*

**Abilities** Str 10, Dex 18, Con 18, Int 20, Wis 8, Cha 21

**SQ** advanced learning, armored mage (medium)

**Feats** Combat Casting, Extra Edge, Improved Initiative, Point Blank Shot, Ranged Spell Specialization, Sudden Empower, Sudden Enlarge, Sudden Widen, Weapon Focus (ranged spell)

**Skills** Concentration +22 (+26 casting defensively), Listen +1, Intimidate +17, Knowledge (arcana) +21, Spellcraft +23, Spot +8

**Possessions** combat gear plus +2 *glamered mithril full plate*, +1 *light steel shield of light fortification*, light crossbow with 40 bolts, +1 *short sword*, *vest of resistance* +4, *ring of protection* +4, *headband of intellect* +4, *anklet of translocation*, *gloves of dexterity* +4, *amulet of health* +6, *pink and green ioun stone* (+2 *charisma*)

**Armored Mage (Ex)** Telfain's specialized training allows him to avoid arcane spell failure as long as he sticks to light armor and light shields.

**Warmage Edge (Ex)** Whenever Telfain casts a spell that deals hit point damage, he adds +9 to the amount of damage dealt. A single spell can never gain this extra damage more than once per casting. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

## IUZ STRONGARM FIGHTERS

CR 10

Male human (Oeridian) fighter 10

CE Medium humanoid (human)

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 24, touch 12, flat-footed 22; Dodge, Elusive Target, Mobility

(+2 Dex, +3 shield, +9 armor)

**hp** 109 (10 HD)

**Fort** +11, **Ref** +6, **Will** +6

**Speed** 20 ft. (4 squares); base speed 30 ft.

**Melee** mwk bastard sword +17/+12 (1d10+7/17-20)

**Ranged** light crossbow +12 (1d8/19-20)

**Base Atk** +10; **Grp** +13

**Atk Options** Blind-Fighting, Combat Reflexes



**Abilities** Str 17, Dex 14, Con 18, Int 8, Wis 10, Cha 8  
**Feats** Blind-Fighting, Combat Reflexes, Dodge, Elusive Target, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Iron Will, Melee Weapon Mastery (slashing), Mobility, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)  
**Skills** Jump +11  
**Possessions** combat gear plus +1 *mithral full plate*, +1 *heavy steel shield*, *cloak of resistance* +1, *amulet of health* +2, masterwork bastard sword, light crossbow with 20 bolts, backpack, daggers (4).

## 8: CAUGHT YA

### TWILIGHT

CR 19

CE Huge very old shadow dragon\*  
*\*Draconomicon* 191

**Init** +4; **Senses** blindsense 60 ft. keen senses; Listen +41, Spot +41

**Languages** Abyssal, Common, Draconic, Drow, Elven, Infernal, Orc

**Aura** frightful presence (DC 32, 270-ft. radius)

**AC** 51, touch 8, flat-footed 51  
 (-2 size, +31 natural armor, +12 armor)

**hp** 322 (28 HD); **DR** 15/magic

**Immune** sleep, paralysis

**SR** 30

**Fort** +21, **Ref** +16, **Will** +24

**Speed** 80 ft.; fly 150 ft (poor)

**Melee** bite +40 (2d8+14 and  
 2 claws +39/+39 each (2d6+9/19-20/x4) and  
 2 wings +38/+38 each (1d8+9) and  
 tail slap +38 (2d8+18) and  
 crush +38 (2d8+18)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Base Atk** +28; **Grp** +45

**Atk Options** Cleave,

**Special Actions** Clinging Breath (2), Lingering Breath, Power Attack, breath weapon, crush, shadow blend

**Combat Gear** *claws of the ripper*, *dragonarmor of invincibility*

**Sorcerer Spells Prepared** (CL 11th)

5th (5/day)—*Bigby's interposing hand*, *wall of force*

4th (7/day)—*enervation*, *stoneskin*, *stunning breath*

3rd (7/day)—*dispel magic*, *haste*, *sleet storm*, *wind wall*

2nd (7/day)—*bear's endurance*, *bull's strength*, *invisibility*, *resist energy*, *web* (DC 20)

1st (7/day)—*charm person*, *expeditious retreat*, *mage armor*, *magic missile*, *true strike*

0 (6/day)—*daze*, *detect magic*, *detect poison*, *ghost sound*, *message*

**Spell-Like Abilities** (CL 11th)

3/day—*mirror image*, *nondection*

2/day—*dimension door*

**Abilities** Str 29, Dex 10, Con 21, Int 26, Wis 26, Cha 27

**SA** Breath weapon (5 negative levels – Ref DC 32),

**Feats** Alertness, Awaken Spell Resistance, Cleave, Clinging Breath (2; double length), Improved Initiative, Improved Critical (claw), Lingering Breath, Power Attack, Weapon Focus (Claw)

**Skills** Intimidate +39, Listen +41, Knowledge (arcana) +39, Knowledge (history) +39, Knowledge (religion) +39, Knowledge (the planes) +39, Search +39, Sense Motive +39, Spot +41, Use Magic Device +39

**Breath Weapon (Su)** Twilight's breath weapon is a 60 ft. cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain five negative levels (DC 32 Reflex save halves). The saving throw to remove the negative level is DC 32.

**Crush (Ex)** Twilight can land on Small or smaller opponents as a standard action, using his whole body to crush them doing 2d8+13 in bludgeoning damage. A crush attack affects as many creatures as can fit under his body. Creatures in the affected area must succeed on a DC 32 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless Twilight moves off. If Twilight chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

**Shadow Blend (Su)** In any condition of illumination other than full daylight, Twilight can disappear into the shadows giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

### ANTONIA SPITER

CR 16

Female human wizard 16

CE Medium humanoid (human)

**Init** +5; **Senses** Listen +2, Spot +9

**Languages** Abyssal, Common, Draconic, Infernal

**AC** 26, touch 14, flat-footed 24)  
 (+2 Dex, +4 armor [*mage armor*], +4 shield [*shield*], +3 deflection, +3 natural)

**hp** 113 (127 with *false life*) (16 HD)

**Fort** +13, **Ref** +11, **Will** +15

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

**Melee** +1 *dagger* +8/+3 (1d4/19-20)

**Ranged** ray +12

**Base Atk** +8; **Grp** +7

**Attack Options** Point Blank Shot

**Combat Gear** *bracers of arcane freedom*, *slippers of spider climbing*, *ring of freedom of movement*, *minor cloak of displacement*, *mask of the skull*, *hellcat gloves*, *potion of cure serious wounds*, *potion of protection from energy (fire)*, *potion of protection energy (electricity)*, *potion of barkskin* +3, *wand of mirror image* (5 charges), *wand of magic missile* (CL 7th, 50 charges), *bead of force*, *potion of cat's grace*

**Wizard Spells Prepared** (CL 16th):

8th—*lightning ring* (acid) (DC 25), *horrid wilting* (DC 25)

7th—*avascutate* (acid) (DC 24), *finger of death* (DC 24), *quicken lightning bolt* (acid) (DC 20) *prismatic spray* (DC 24),

6th—*chain lightning* (acid) (DC 23), *disintegrate*, *empowered orb of acid*, *ray of entropy*,

5th—*cone of cold* (acid) (DC 22), *empowered fireball* (acid) (DC 20), *prismatic ray*, *telekinesis*, *wall of force*

4th— *dimension door*, *fear* (DC 21), *fire shield* (acid), *greater invisibility*, *orb of acid*, empowered *scorching ray* (acid)  
 3rd—*dispel magic*, *fireball* (acid) (DC 20), *fly*, *haste*, *ray of exhaustion*, *phantom steed*  
 2nd— *false life*<sup>†</sup>, *glitterdust* (DC 19), *Melf's acid arrow*, *scorching ray* (acid), *scorching ray*, see *invisibility*  
 1st—*feather fall*, *mage armor*<sup>†</sup>, magic missile, *lesser orb of acid*, *ray of enfeeblement*, *shield*<sup>†</sup>  
 0—*acid splash*, *detect magic*, *mending*, *read magic*  
 † Already cast

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**Abilities** Str 8, Dex 14, Con 18, Int 24, Wis 12, Cha 10.  
**Feats** Combat Casting, Empower Spell, Energy Substitution (Acid), Extra Spell, Improved Initiative, Point Blank Shot, Quicken Spell, Scribe Scroll<sup>B</sup>, Sudden Maximize, Sudden Silent, Weapon Focus (ray)  
**Skills** Concentration +23 (+27 casting defensively), Listen +2, Knowledge (arcana) +18, Knowledge (dungeoneering) +11, Knowledge (history) +13, Knowledge (religion) +13, Knowledge (the planes) +12, Spellcraft +22, Spot +9, Tumble +5  
**SA** summon familiar  
**Possessions** combat gear plus +1 *dagger*, *vest of resistance* +4, *amulet of health* +4, *ring of protection* +3, *headband of intellect* +6, *rod of absorption*, bundle for supplies.

## AXLTEY CHASEI

CR 14

Male human cleric 14  
 CE Medium humanoid (human)  
**Init** +0; **Senses** Listen +5, Spot +5  
**Languages** Common

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**AC** 25, touch 10, flat-footed 25)  
 (+8 armor, +5 shield, +2 natural)  
**hp** 101 (14 HD)  
**Fort** +16, **Ref** +7, **Will** +17; Divine Fortune

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**Speed** 20 ft. (4 squares); base speed 30 ft.  
**Melee** +2 *morningstar* +14/+9 (1d8+4)  
**Ranged** touch spell +13  
**Base Atk** +10; **Grp** +12  
**Special Actions** rebuke undead 8/day (+3, 2d6+15, 14th), spontaneous casting (*inflict* spells)  
**Combat Gear** *potion of cure moderate wounds*, *potion of owl's wisdom*  
**Cleric Spells Prepared** (CL 14th; evil spells CL 15th):  
 7th— *Bigby's grasping hand*<sup>D</sup>, *blood to water* (DC 21), *brilliant blade*  
 6th—*banishment*, *geas*<sup>D</sup>, *harm* (DC 21), *heal*,  
 5th—*earth reaver*, *flame strike* (DC 20), *greater command*<sup>D</sup> (DC 21), *slay living* (DC 20), spell resistance  
 4th—*air walk*, *death ward*, *dismissal*, *fear*<sup>D</sup> (DC 20), *freedom of movement*, *poison* (DC 19)  
 3rd—*dispel magic*, *hamatula barbs*, *magic circle against good*<sup>D</sup>, *protection from energy*, *magic vestment*, *vigor*<sup>D</sup>  
 2nd— *desecrate*<sup>D</sup>, *lesser restoration*, *living undeath*, *remove paralysis*, *shatter*, *sound burst* (DC 17), *spiritual weapon*

1st—*command*<sup>D</sup> (DC 17), *cure light wounds* (2), *divine favor*, *entropic shield*, *remove fear*, *sanctuary*, *shield of faith*  
 0—*create water*, *detect magic*, *read magic*, light *mending*, *resistance*

**D:** Domain spell. Deity: luz. Domains: Tyranny, Evil.

**Abilities** Str 14, Dex 10, Con 15, Int 10, Wis 20, Cha 12  
**Feats** Combat Casting, Divine Fortune, Extra Turning, Great Fortitude, Shield Specialization (heavy), Weapon Focus (touch)  
**Skills** Concentration +19 (+23 casting defensively), Heal +12, Knowledge (religion) +6, Knowledge (planes) +7, Spellcraft +14  
**Possessions** combat gear plus +2 *morningstar*, +1 *half-plate*, +2 *heavy steel shield*, *cloak of charisma* +2, *periapt of wisdom* +2, *vest of resistance* +3, *amulet of natural armor* +2, bundle for supplies, 30 gp.

## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Awaken Spell Resistance [Monstrous]

You gain spell resistance.

**Prerequisites:** Con 13, dragon type

**Benefit:** You gain innate spell resistance equal to your racial Hit Dice.

**Special:** If your racial Hit Dice increase after you gain this feat, your spell resistance increases as well. If you have this feat and you also have (or later gain) spell resistance as a racial ability, your spell resistance is equal to your new Hit Dice total or your racial spell resistance +2, whichever is higher.

You can take this feat multiple times. Each time you take the feat, your innate spell resistance increases by 2.

**Source:** *Draconomicon* 67

#### Brutal Strike

You can batter foes senseless with your mace, Morningstar, quarterstaff, or flail. Few victims are willing to stand toe-to-toe with a warrior known for knocking his foes witless with a single strike.

**Prerequisite:** Str 13, Power Attack, base attack bonus +6.

**Benefit:** If you use your Power Attack feat to increase your damage with a bludgeoning weapon, you can attempt a brutal strike. You must declare your intention before making your attack. If the attack hits and your opponent takes damage, he must make a Fortitude save (DC 10 + your extra damage from the Power Attack feat on the attack) or be sickened for 1 round.

You can use this feat once per round during your attack action.

**Special:** This feat cannot be used against a creature that is not subject to extra damage from critical hits.

A fighter can select Brutal Strike as one of his fighter bonus feats.

**Source:** *Player's Handbook* II 76

#### Clinging Breath [Metabreath]

Your breath weapon clings to creatures and continues to affect them in the round after you breath.

**Prerequisites:** Con 13, breath weapon

**Benefit:** Your breath weapon has its normal effect, but also clings to anything caught in its area. A clinging breath weapon lasts for 1 round. In the round after you breathe, the clinging breath weapon deals half of the damage it dealt in the previous round. Creatures that avoid damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not take the extra damage. For example, an old silver dragon uses its cold breath and deals 72 point of cold damage (or 36 against a target that makes its save). In the following round, foes that failed their saves against the breath weapon initially take an additional 36 points of

cold damage, and foes that succeeded on their saves take 18 points of cold damage.

A foe can take a full-round action to attempt to remove the clinging breath weapon before taking any additional damage. It takes a successful Reflex saving throw (same DC as your normal breath weapon) to remove the effect. Rolling around on the ground grants a +2 bonus on the saving throw, but leaves the foe prone. A clinging breath weapon cannot be removed or smothered by jumping into water. A clinging breath weapon can be magically dispelled (DC equal to your breath weapon save DC).

This feat only works on a breath weapon that has instantaneous duration and that deals some kind of damage, such as energy damage (acid, cold, electricity, fire, or sonic), ability damage, or negative levels.

**Special:** You can apply this feat more than once to the same breath weapon. Each time you do, the clinging breath weapon lasts an additional round.

**Source:** *Draconomicon* 67

#### Divine Fortune

With a quick prayer, you channel divine energy to help resist a spell, poison, or other deadly effect.

**Prerequisite:** Divine caster level 5<sup>th</sup>, ability to turn or rebuke undead.

**Benefit:** As an immediate action, you can expend a turn or rebuke undead attempt to gain a +4 bonus on your next saving throw. If this benefit is not used immediately, it lasts until the start of your next turn.

**Source:** *Player's Handbook* II 88

#### Energy Substitution [Metamagic]

You can modify an energy-based spell to use another type of energy instead.

**Prerequisite:** Knowledge (arcane) 5 ranks, any metamagic feat.

**Benefit:** Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

**Special:** You can gain this feat multiple times, choosing a different type of energy each time.

**Source:** *Complete Arcane* 79

#### Evil Devotion [Domain]

The power of evil cloaks you and your allies.

**Benefit:** Once per day as an immediate action, you can surround yourself with an aura of evil that grants you and each of your allies within 30 feet damage reduction that can be overcome only by good-aligned weapons. The numeric value of this damage reduction is 1 + 1/five character levels you possess (maximum 5/good at 20<sup>th</sup>

level). In addition, you and your allies' natural and weapon attacks are evil-aligned for the purpose of overcoming damage reduction. This effect lasts for 1 minute.

**Special:** You can select this feat multiple times, gaining one additional daily use each time you take it.

**Special:** If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

**Source:** *Complete Champion* 58

### Extra Edge [General]

**Prerequisites:** Warmage level 4th.

**Benefit:** You gain a +1 bonus on your warmage edge, plus an additional +1 bonus per four warmage levels. For instance, an 8th-level warmage with 18 Intelligence gets a +7 bonus on the damage dealt by any spell that deals hit point damage.

**Normal:** A character's warmage edge is equal to his Intelligence modifier.

**Source:** *Complete Arcane* 79

### Extra Slot [General]

You can cast an additional spell.

**Prerequisite:** Caster Level 4th.

**Benefit:** You gain one extra spell slot in your daily allotment, at any level up to one lower than the highest level of spell you can currently cast. For example, a 4th-level sorcerer (maximum spell level 2nd) gains either an extra 0-level or 1st-level slot, and is able to cast any spell he knows of the chosen level one more time each day. Likewise, a 4th-level wizard can prepare any extra 0-level or 1st level spell he knows. Once selected, the extra spell slot never changes level.

**Special:** You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one lower than the highest level of spell you can currently cast.

**Source:** *Complete Arcane* 79

### Holy Warrior [Reserve]

Your zeal on the battlefield allows you to deal extra damage in combat.

**Prerequisite:** Ability to cast 4<sup>th</sup>-level spells, access to the War domain.

**Benefit:** As long as you have a 4<sup>th</sup>-level or higher War domain spell available to cast, you gain a bonus on your weapon damage rolls equal to the level of the highest-level War spell you have available to cast.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

**Source:** *Complete Champion* 60

### Large and in Charge [General]

**Prerequisites:** Natural reach of 10 feet or more, size Large or larger.

**Benefit:** When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to

the 5-foot space it was in before it provoke the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than you opponent you are, and an additional +1 for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

**Source:** *Draconomicon* 71

### Lingering Breath [Metabreath]

Your breath weapon forms a lingering cloud.

**Prerequisite:** Con 15, breath weapon, Clinging Breath

**Benefit:** Your breath weapon has its normal effects, but also remains as a lingering cloud of the same shape and size as the original breath weapon. This cloud lasts 1 round.

Foes caught in the breath weapon's are when you breathe take no additional damage from the lingering breath weapon, provided they leave the cloud by the shortest available route on their next turn. Otherwise, anyone who touches or enters the cloud while it lasts take on-half of the breath weapons normal effects; any saving throw the breath weapon normally allows still applies. Damaging breath weapons deal one-half their normal damage, and breath weapons with effects that have durations last for half the normal time. If a creature is affected by the same non-damaging breath weapon twice, the effects do not stack.

When you use this feat, add +2 to the number of rounds you must wait before using your breath weapon again.

**Special:** You can apply this feat to a breath weapon that also has received the Clinging Breath feat, but the resulting breath clings only to foes caught in the initial breath.

**Source:** *Draconomicon* 71

### Powerful Charge

You can charge with extra force.

**Prerequisite:** Medium or larger, base attack bonus +1.

**Benefit:** When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

**Special:** A fighter can select Powerful Charge as one of his fighter bonus feats.

**Source:** *Miniature's Handbook* 27

### Ranged Spell Specialization

You deal more damage with ranged touch attack spells.

**Prerequisite:** Weapon Focus (ranged spell), Caster Level 4th

**Benefit:** Damage-dealing spells that require a ranged touch attack roll gain a +2 bonus on the damage they deal.

This extra damage applies only to the first successful attack of spells that create multiple rays or missiles, or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack (such as *Melf's acid arrow*). Because you must be able to strike precisely, the extra damage applies only to targets within 30 feet. Only spells that deal hit point damage can be affected by this feat.

**Source:** *Complete Arcane* 82

### Shield Specialization

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

**Prerequisite:** Proficiency with shields.

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

**Special:** You can take this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

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

### Sudden Empower [Metamagic]

**Prerequisites:** Any metamagic feat.

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

**Source:** *Complete Arcane* 83

### Sudden Enlarge [Metamagic]

You can enlarge a spell's area without special preparation.

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

**Source:** *Complete Arcane* 83

### Sudden Maximize [Metamagic]

You can cast a spell to maximum effect without special preparation.

**Prerequisites:** Any metamagic feat.

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

**Source:** *Complete Arcane* 83

### Sudden Silent [Metamagic]

You can cast a spell silently without special preparation.

**Benefit:** Once per day, you can apply the effect of the Silent Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it

ahead of time. You may still use the Silent Spell feat normally, if you have it.

**Source:** *Complete Arcane* 83

### Sudden Widen [Metamagic]

You can increase a spell's area without special preparation.

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

**Source:** *Complete Arcane* 83

## MAGIC ITEMS

### Anklet of Translocation

**Price:** 1,400 gp

**Body Slot:** Feet

**Caster Level:** 7th

**Aura:** Moderate; (DC 18) conjuration

**Activation:** swift (command)

**Weight:** –

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature not can you teleport into a solid object, if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't take another creature with you.

An *anklet of translocation* functions two times per day.

**Prerequisites:** Craft Wondrous Item, *dimension door*

**Cost to create:** 700, 56xp 2days

### Bracers of Arcane Freedom

**Price (Item Level):** 2,300 gp (6<sup>th</sup>)

**Body Slot:** Arms

**Caster Level:** 7<sup>th</sup>

**Aura:** Moderate (DC 18); abjuration

**Activation:** Swift (command)

**Weight:** 1/2 lb.

*Bracers of arcane freedom* allow you to cast arcane spells without the normal complex gestures required. When you activate these bracers, you omit the somatic component of the next arcane spell you cast before the end of your turn (as if applying the Still Spell feat to it, but without altering the spell's level or casting time).

This effect functions two times per day.

**Prerequisites:** Craft Wondrous Item, *freedom of movement*.

**Cost to Create:** 1,150 gp, 92 xp, 3 days.

**Source:** *Magic Item Compendium* 80

### Claws of the Ripper

**Price (Item Level):** 2,000 gp (6<sup>th</sup>)

**Body Slot:** Ring

**Caster Level:** 6<sup>th</sup>

**Aura:** Faint (DC 16); transmutation

**Activation:** -

**Weight:** 10 lb.

These metal, scythelike blades are designed to fit over one set of a dragon's claws, and they resize to fit any dragon of Large size or bigger. A dragon wearing *claws of the ripper* cannot also make use of a magical ring on that claw. When worn, *claws of the ripper* increase the damage dealt by the dragon's claw on critical hit, giving a x4 multiplier (like that of a scythe).

**Source:** *Draconomicon* 82

### Dragonarmor of Invincibility

**Price (Item Level):** 397,950 gp (15<sup>th</sup>)

**Body Slot:** Body

**Caster Level:** 15<sup>th</sup>

**Aura:** Strong (DC 16); transmutation

**Activation:** -

**Weight:** 10 lb.

This is a set of +5 *half-plate armor* (barding) designed to fit a dragon of a specific size. It adjusts to fit any individual dragon within a specific size category, size Medium or bigger. In addition to its +12 armor bonus, the armor is fitted with spikes and blades designed to enhance the dragon's attacks, granting a +5 enhancement bonus to each of the dragon's natural weapon attacks (as if by the use of the spell *superior magic fang*).

**Source:** *Draconomicon* 82

### Gauntlets of War

**Price (Item Level):** 4,000 gp (8<sup>th</sup>)

**Body Slot:** Hands

**Caster Level:** 3<sup>rd</sup>

**Aura:** Moderate (DC 16); transmutation

**Activation:** -

**Weight:** 4 lb.

While you wear *gauntlets of war*, you gain a +1 bonus on melee weapon damage. If you worship any deity that grants access to the War domain, this bonus increases to +3 with that deity's favored weapon.

**Cost to Create:** 2,000 gp, 160 xp, 4 days.

**Prerequisites:** Craft Wondrous Item, *bull's strength*, access to the War domain.

**Source:** *Complete Champion* 139

### Hellcat Gauntlets

**Price (Item Level):** 3,200 gp (8<sup>th</sup>)

**Body Slot:** Hands

**Caster Level:** 7<sup>th</sup>

**Aura:** Moderate (DC 18); transmutation

**Activation:** Swift (command)

**Weight:** -

When you activate *hellcat gauntlets*, the next spell you cast during your turn that targets a single creature also deals 1d6 points of slashing damage per level of the spell, unless the spell has no effect on the target (due to spell resistance or a save negating the spell, for example), in which case the extra damage is negated.

This ability functions three times per day, but it can't be activated in consecutive rounds.

**Prerequisites:** Craft Wondrous Item, *spectral hand*, *keen edge*.

**Cost to Create:** 1,600 gp, 128 xp, 4 days.

**Source:** *Magic Item Compendium* 111

### Soul-Rending (weapon ability)

This potent and feared ability allows the weapon to pull the soul of a living creature from its body killing it. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon snags the creature's soul (if it has one) and pulls it from its body. Creatures without a soul are not affected by this ability but take damage normally (including the critical if applicable). A soul-rending weapon must be a piercing weapon.

Any non-evil creature who possesses this weapon gains two negative levels until they discard it.

**Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death*, *energy drain*; Price +5 bonus.**

## SPELLS

### Accuracy

Transmutation

**Level:** Warmage 1, wu jen 1

**Components:** V,S,M

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One thrown weapon/level touched or one projectile weapon touched

**Duration:** 10 min./level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

**Material Component:** Ink used to scribe a mystical character on each weapon affected by the spell.

**Source:** *Complete Arcane* 96

### Arc of Lightning

Conjuration (Creation) [Electricity]

**Level:** Druid 4, sorcerer/wizard 5, Warmage 5

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

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

**Area:** A line between two creatures

**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** No

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

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

*Arcane Material Component:* Two small iron rods.

**Source:** *Spell Compendium* 15

### ***Avasculate***

Necromancy [Death, Evil]

**Level:** Deathbound 7, Sorcerer/wizard 7

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You must succeed on ranged touch attack with the ray to strike a target. If the attack succeeds, the subject is reduced to half of its current hit points (rounded down) and stunned for 1 round. On a successful Fortitude saving throw, the subject is not stunned.

**Source:** *Spell Compendium* 19

### **Black Blade of Disaster**

Conjuration (Creation)

**Level:** Sorcerer/wizard 9

**Component:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Sword-shaped planar rift

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

You create a black blade-shaped planar rift about 3 feet long. The blade strikes at any creature within its range, as you desire, starting the round you cast the spell. The blade makes a melee touch attack against its designated target once each round. Its attack bonus is equal to your base attack bonus + your Intelligence bonus or your Charisma bonus (for wizards and sorcerers, respectively).

Anything hit by the blade is disintegrated if it fails a Fortitude save, taking 2d6 points of damage per caster level (maximum 40d6), or 5d6 points of damage if the saving throw is successful. The blade can pass through any magic barrier equal to or less than its spell level, but cannot penetrate dead magic areas or an antimagic field.

It can harm ethereal and incorporeal creatures as if it were a force effect.

The blade always strikes from your direction. It does not get a flanking bonus or help a combatant get one. If the blade exceeds its range or goes out of your line of sight, the spell ends. You can direct the blade to attack another target as a standard action.

A *gate* spell can be used to counterspell a black blade of disaster. A *dimensional anchor* spell cast at the blade dispels it automatically. The blade cannot be harmed by physical attacks, but *dispel magic*, a *sphere of annihilation*, or a *rod of cancellation* can affect it. Its touch attack AC is 13.

**Source:** *Spell Compendium* 29

### ***Blades of Fire***

Conjuration (Creation) [Fire]

**Level:** Ranger 1, sorcerer/wizard 1, warmage 2

**Components:** V

**Casting Time:** 1 swift action

**Range:** Touch

**Targets:** Up to two melee weapons you are wielding

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** No

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

**Source:** *Spell Compendium* 31

### ***Blast of Flame***

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 4, warmage 4

**Components:** V, S, M

**Casting Time:** 1 Standard action

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

*Material Component:* A bit of wick soaked in oil.

**Source:** *Spell Compendium* 31

### **Blood to Water**

Necromancy [Water]

**Level:** Cleric 7,

**Component:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Up to five living creatures, no two of which are more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

You transmute the subjects' blood into pure water, dealing 2d6 points of Constitution damage. A successful Fortitude save halves the Constitution damage.

This spell has no effect on living creatures with the fire or water subtype.

**Source:** *Spell Compendium* 33

### Brilliant Blade

Transmutation

**Level:** Cleric 7, druid 7, sorcerer/wizard 6

**Component:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (200 ft. + 10 ft./level)

**Area:** One melee or thrown weapon, or fifty projectiles (all of which must be in contact with each other at the time of casting)

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You transform a single melee weapon, natural weapon, thrown weapon, or group of projectiles into a weapon with the brilliant energy special ability (DMG 224). If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons for the purpose of this

**Source:** *Spell Compendium* 40

### Divine Retribution

Abjuration

**Level:** Cleric 5

**Component:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** Will partial

**Spell Resistance:** Yes

For the duration of this spell any creature that attacks you – whether with a physical attack, a spell, or by other means – is struck by a retributive effect immediately after you're affected. The retribution deals 1d6 points of damage per caster level you possess (maximum 15d6) and 1d4 points of ability damage. The precise nature of the damage and ability damage are depend upon your deity, as given below, but the damage is always one-half energy and one-half divine power. A successful Will save halves the hit point damage and negates the ability damage. Once the retributive effect takes place, the spell ends.

Gruumsh: Energy – Fire; Ability Damage – Strength

If you do not worship a deity, choose one whose alignment is within one step of your own. You must make this choice when you cast this spell for the first time and cannot subsequently change it, unless your alignment changes in such a way that your previous choice is no longer applicable.

You can have only one *divine retribution* spell in effect at any time.

**Source:** *Complete Champion* 119

### Earth Reaver

Transmutation [Fire]

**Level:** Cleric 5, sorcerer/wizard 5

**Component:** V, S

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

Creatures and objects within the area take 4d6 points of damage from the impact of the rock shards, as well as 3d6 points of fire damage; no saving throw applies to the damage. Creatures in the area must also succeed on a Reflex saving throw or be knocked prone.

**Source:** *Spell Compendium* 75

### Fireburst

Evocation [Fire]

**Level:** Sorcerer/wizard 2, warmage 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Effect:** Burst of fire extending 10 ft. from you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).  
Material Component: A bit of sulfur.

**Source:** *Spell Compendium* 93

### Fireburst, Greater

Evocation [Fire]

**Level:** Sorcerer/Wizard 5, warmage 5

**Effect:** Burst of fire extending 15 ft. from you

This spell functions like *fireburst*, except that it affects creatures within 15 feet of you and deals 1d10 points of fire damage per caster level (maximum of 15d10).

**Source:** *Spell Compendium* 94

### Fist of Stone

Transmutation [Earth]

**Level:** Sorcerer/wizard 1, warmage 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute



You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for the purposes of attack rolls, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack, dealing 1d6 points of damage + your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks in that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty, or a -2 penalty if you have the Multiattack feat (MM 304), as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

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

**Source:** *Spell Compendium* 94

### Hamatula Barbs

Transmutation

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

**Component:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

Any creature hitting the subject of this spell with a handheld weapon or a natural weapon takes 1d8 points of slashing and piercing damage from the subject's barbs. This damage does not apply to attackers using reach weapons, such as longswords. The subject itself is not harmed by its own barbs.

**Arcane Material Component:** A barb from a hamatula.

**Source:** *Spell Compendium* 109

### Ice Knife

Conjuration (Creation) [Cold]

**Level:** Assassin 2, Sorcerer/wizard 2, Warmage 2, Wu Jen 2 (water)

**Components:** S, M

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** One icy missile

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial or Reflex half; see text

**Spell Resistance:** Yes

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage and 2 points of Dexterity damage (a successful Fortitude save negates the Dexterity damage). Creatures that have immunity to cold also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, PH 158, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area (Reflex half).

**Material Component:** A drop of water or piece of ice.

**Source:** *Spell Compendium* 119

### Hail of Stone

Conjuration (creation) [Earth]

**Level:** Sorcerer/wizard 1, warmage 1, wu jen 1

**Components:** V, S, M

**Casting Time:** 1 round

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

**Area:** Cylinder (5-ft. radius, 40 ft. high)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

**Material Component:** A piece of jade worth at least 5 gp.

**Source:** *Spell Compendium* 108

### Infernal Wound

Transmutation [Evil]

**Level:** Cleric 2

**Component:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

A creature injured by a weapon with *infernal wound* cast upon it loses 2 additional hit points each round for the duration of the spell (regardless how many times it is struck during that time). The continuing hit point loss can be stopped by a Heal check (DC 10 + spell level + your relevant ability modifier), a *cure* spell, or a *heal* spell.

**Source:** *Spell Compendium* 123

### Lightning Ring (Acid for the purposes of this adventure)

Evocation [Electricity]

**Level:** Sorcerer/wizard 8

**Component:** V, S, M

**Casting Time:** 1 round

**Range:** Personal

**Effect:** Ring of electricity

**Duration:** 1 round/2 levels

**Saving Throw:** See text

**Spell Resistance:** Yes

The ring of electricity moves with you and does not interfere with your spellcasting or attacks, or with others

attacking you. As long as the lightning ring is in effect, you gain resistance to electricity 20. At the beginning of your turn each round, adjacent creatures take 10d6 points of electricity damage, or half that with a successful Reflex save.

In addition, each round as a free action at the beginning of your turn you can direct two lightning bolts that deal 5d6 points of electricity damage each, exactly as the *lightning bolt* spell (caster level 5<sup>th</sup>), in any directions you choose. Each bolt can be aimed separately. A creature struck by one of these bolts can make a Reflex save for half damage. The DC for this save is calculated for an 8<sup>th</sup> level spell, even though the bolts mimic a 3<sup>rd</sup>-level spell.

**Material Components:** A small glass ring and a bit of fur from any animal.

**Source:** *Spell Compendium* 132

### **Living Undeath**

Necromancy

**Level:** Cleric 2

**Component:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell imparts a physical transformation upon the subject, not unlike the process that produces a zombie. While the subject does not actually become undead, its vital processes are temporarily bypassed with no seeming ill effect. The subject is not subject to sneak attacks and critical hits for the duration of the spell, as if it were undead.

While the spell is in effect, the subject takes a -4 penalty to its Charisma score (to a minimum of 1).

**Source:** *Spell Compendium* 134

### **Orb of Acid**

Conjuration (Creation) [Acid]

**Level:** Sorcerer/wizard 4, warlock 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of acid

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

**Source:** *Spell Compendium* 150

### **Orb of Acid, Lesser**

Conjuration (Creation) [Acid]

**Level:** Sorcerer/wizard 1, warlock 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of acid

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

**Source:** *Spell Compendium* 150

### **Orb of Cold**

Conjuration (Creation) [Cold]

**Level:** Sorcerer/wizard 4, warlock 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of cold

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

This spell functions like *orb of acid*, except that it deals cold damage. In addition, a creature struck by an *orb of cold* must make a Fortitude save or be blinded for 1 round instead of being quickened.

**Source:** *Spell Compendium* 151

### **Orb of Cold, Lesser**

Conjuration (Creation) [Cold]

**Level:** Sorcerer/wizard 1, warlock 1

**Effect:** One orb of cold

This spell functions like *lesser orb of acid*, except that it deals cold damage.

**Source:** *Spell Compendium* 151

### **Orb of Electricity**

Conjuration (Creation) [Electricity]

**Level:** Sorcerer/wizard 4, warlock 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of electricity

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

This spell functions like *orb of acid*, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an *orb of electricity* must make a Fortitude save or be entangled for 1 round instead of being sickened.

**Source:** *Spell Compendium* 151

### ***Orb of Electricity, Lesser***

Conjuration (Creation) [Electricity]

**Level:** Sorcerer/wizard 1, warlock 1

**Effect:** One orb of electricity

This spell functions like *lesser orb of acid*, except that it deals electricity damage.

**Source:** *Spell Compendium* 151

### ***Orb of Fire***

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 4, warlock 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of fire

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

This spell functions like *orb of acid*, except that it deals fire damage. In addition, a creature struck by an *orb of fire* must make a Fortitude save or be dazed for 1 round instead of being sickened.

**Source:** *Spell Compendium* 151

### ***Orb of Fire, Lesser***

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 1, warlock 1

**Effect:** One orb of fire

This spell functions like *lesser orb of acid*, except it deals fire damage.

**Source:** *Spell Compendium* 151

### ***Orb of Force***

Conjuration (Creation) [Force]

**Level:** Sorcerer/wizard 4, warlock 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of force

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

**Source:** *Spell Compendium* 151

### ***Orb of Sound***

Conjuration (Creation) [Sonic]

**Level:** Sorcerer/wizard 4, warlock 4

**Components:** V,

**Casting Time:** 1 standard action

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

**Effect:** One orb of Sound Energy

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

This spell functions like *orb of acid*, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an *orb of sound* must make a Fortitude save or be deafened for 1 round instead of being sickened.

**Source:** *Spell Compendium* 151

### ***Orb of Sound, Lesser***

Conjuration (Creation) [Sonic]

**Level:** Sorcerer/wizard 1, warlock 1

**Effect:** One orb of sonic energy

This spell functions like *lesser orb of acid*, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

**Source:** *Spell Compendium* 151

### ***Prismatic Ray***

Evocation

**Level:** Sorcerer/wizard 5, warlock 5

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

A single beam of brilliantly colored light shoots from your outstretched hand. You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, creatures with 6 Hit Dice or fewer are blinded for 2d4 rounds by the *prismatic ray* in addition to suffering a randomly determined effect:

rd8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as insanity (Will negates)
7	Violet	Sent to another plane (Will negates)
8	—	Two effects; roll twice more, ignoring

		any "8" results
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**Source:** *Spell Compendium* 162

### ***Ray of Entropy***

Necromancy

**Level:** Sorcerer/wizard 6

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes

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

**Source:** *Spell Compendium* 167

### ***Resonating Bolt***

Evocation [Sonic]

**Level:** Bard 4, sorcerer/wizard 3 [warmage 3 via Advanced Learning]

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 60-ft. line

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

The bolt of sonic energy deals 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, a resonating bolt deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond the barrier if its range permits; otherwise, it stops.

**Source:** *Spell Compendium* 174

### ***Ring of Blades***

Conjuration (Creation)

**Level:** Cleric 3, warmage 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round, at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered, and slashing for the purpose of overcoming damage reduction.

**Material Component:** A small dagger.

**Source:** *Spell Compendium* 150

### ***Stormrage***

Transmutation [Electricity]

**Level:** Cleric 8, druid 8

**Component:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

You can fly at a speed of 40 feet and you gain immunity to thrown weapons and projectile ranged attacks. You are completely unaffected by natural or magic wind, easily able to hold your position and not subject to other adverse effects of extreme wind.

Finally, you can discharge a bolt of electricity from your eyes once per round. Your enemies' spell resistance applies to these lightning attacks. Doing this is a standard action that does not provoke attacks of opportunity, has a range of 100 feet, and requires a ranged touch attack. You gain a +3 bonus on the attack roll if the opponent is wearing metal armor, made out of metal, or carrying a lot of metal. If you hit, the bolt deals 1d6 points of electricity damage per two caster levels (maximum 10d6), with no saving throw allowed.

**Source:** *Spell Compendium* 210

### ***Stunning Breath***

Transmutation

**Level:** Sor/Wiz 4

**Component:** B, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** Your breath weapon

**Duration:** Instantaneous

You imbue your damaging breath weapon with concussive force, that can stun those caught in its area. Creatures that take damage from the breath weapon must make successful Fortitude save (DC equal to your breath weapon save DC) or be stunned for 1 round. The modification applies only to the breath produced as part of the casting.

**Source:** *Draconomicon* 81

### ***Vigor***

Conjuration (Healing)

**Level:** Cleric 3, druid 3

**Component:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 rounds +1 round/level (max 35 rounds)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell functions like *lesser vigor*, except as noted here and that it grants fast healing 2.

**Source:** *Spell Compendium* 229

### ***Whirling Blade***

Transmutation

**Level:** Bard 2, sorcerer/wizard 2, warmage 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Effect:** 60-ft. line

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you were attacking with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence modifier or your Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attacks, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

**Focus:** A slashing melee weapon that the caster hurls.

### **Zone of Revelation**

Divination

**Level:** Cleric 5

**Component:** V, S, M, DF

**Casting Time:** 1 standard action

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

**Area:** 5-ft.-radius/level emanation centered on a point in space

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes

All creatures and objects within a *zone of revelation* are made visible. This includes invisible creatures, as well as those on coexistent planes such as the Ethereal Plane and the Plane of Shadow (DMG 150). Natives of these planes do not lose any abilities but are simply made visible.

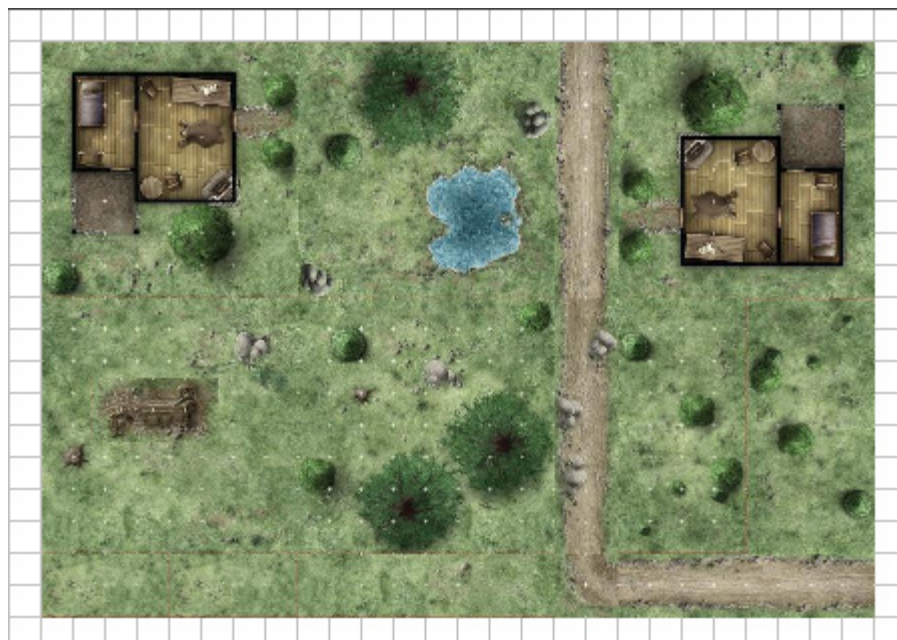
*Zone of revelation* suppresses but does not dispel invisibility, etherealness, or other spells. Once a formerly invisible object or creature leaves the area, it becomes invisible again. Ethereal creatures in the spell's area become nonethereal until they move beyond the spell's range.

**Arcane Material Component:** A handful of dust from the grave clothes of an undead creature.

**Source:** *Spell Compendium* 244

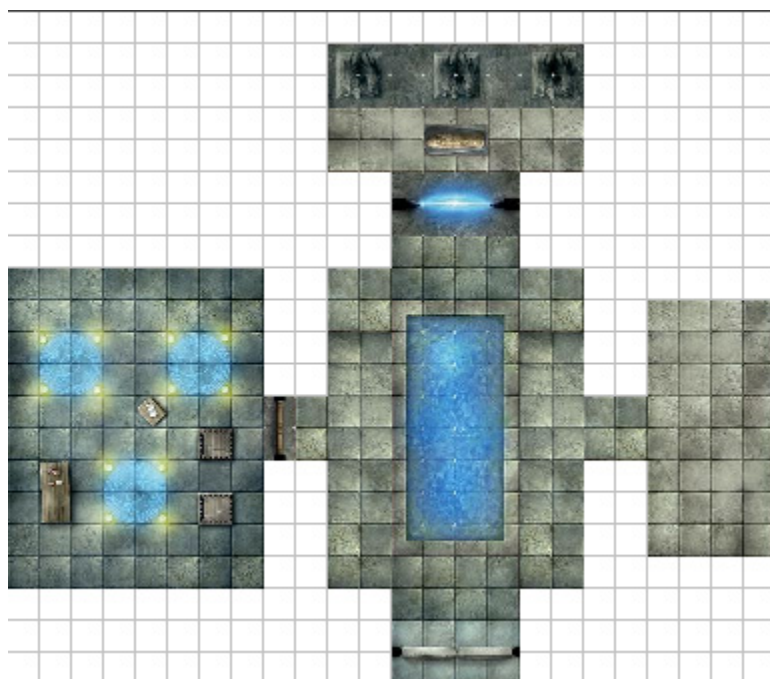
## ENCOUNTER 1: REAP WHAT IS NOT SOWN

The party starts at one end of the road (or both if starting in more than one group). Devils will appear in house and broken wagon on left side of map.

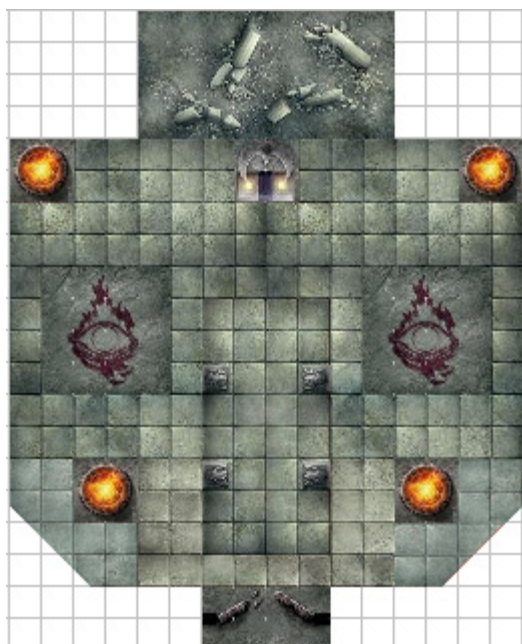


## ENCOUNTER 4: HIDDEN REFUGE

Room 1 is in the middle. Room 2 is to the left. Room 3 is to the right. Room 4 is at the top.



## ENCOUNTER 7: THE DECISION

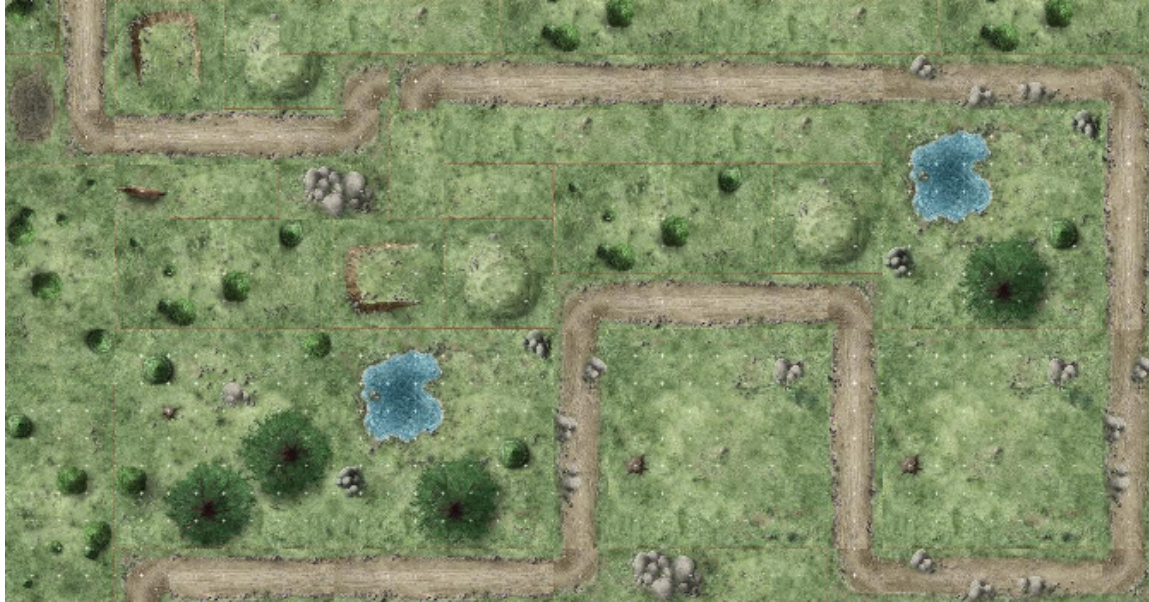




## ROUND 2

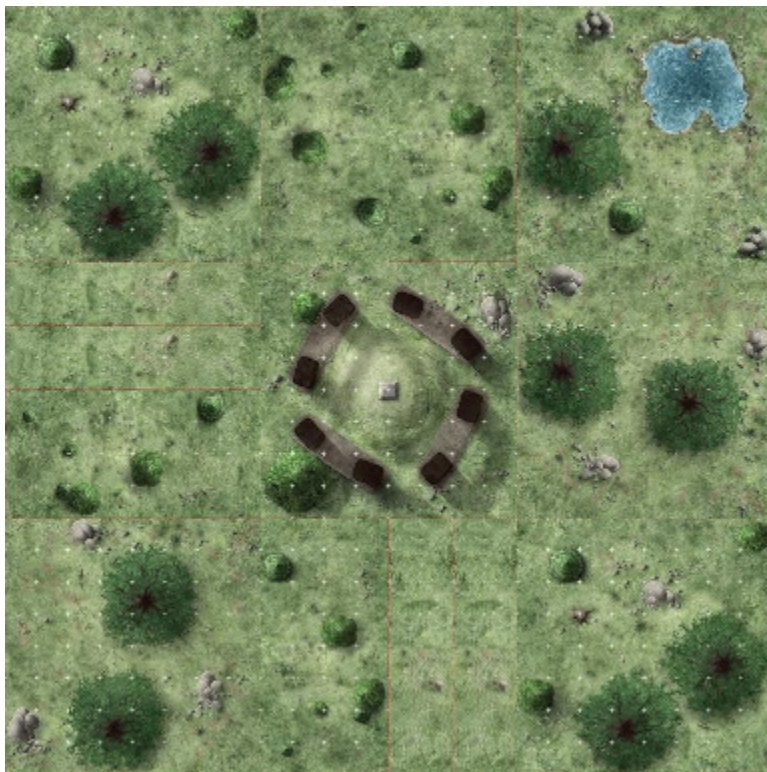
### ENCOUNTER 3: EXPENDABLE RESOURCE

The party starts in the bottom left and the giants start in the upper left. The board is covered with snow so remember the rules on leaving the path.



## ENCOUNTER 4: VALLEY OF SILENCED FIRE

Party starts at bottom center of map. Elementals arrive in circle area in center on their initiative (then act normally)

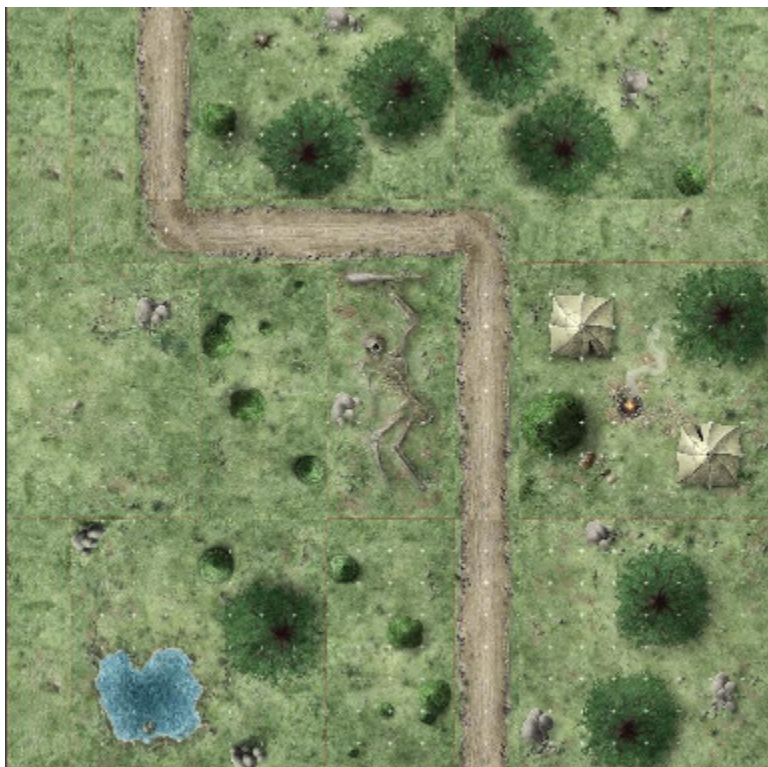




## ENCOUNTER 5: THE TOWER DOOR



## ENCOUNTER 8: CAUGHT YA



Anyone who still has the curses needs to read this handout but do not aloud. What you decide to share or don't share is your choice. This sequence happens the night before the first day this adventure takes place on.

*A long day of traveling behind you and sleep finally grants its soothing touch. As you drift into slumber you for a second feel a tingling in your arms that you have not sensed in a long time. Almost as if something is tugging at the runes on your arms, but before you can give it a second thought the powerful pull drags you into a deep sleep.*

*A voice rings in your head. It's not saying something as much as calling to something or someone. Looking down at yourself you find your floating on your back in a dark black lake. The runes on your arms writhe as if in pain but you feel nothing but a pleasant tingle.*

### ***Perdition***

*The word echoes all around you.*

*You left it. You all left it. The door cannot shut if everything is not inside.*

### ***Perdition***

*The word spikes with anger now and the water around you begins to boil. The runes on your arms begin to glow and one by one slip off your body and disappear beneath the waves.*

## ***PERDITION***

*Find it. Find the boy. Find the runes. Finish the task. Your soul weighs heavy with your unfinished task. Make things right or burn for eternity.*

*You awake in a cold sweat. Looking at your arms the runes are gone. The curse has been taken from you and given to another but why you do not know. Perhaps the day will shed some light and perhaps not. For now the stars in the sky twinkle as they always have, unaware of the nights events.*

Any curse you bear from any previous adventure in this series, modified or not by campaign notices on the main RPGA website are removed. The adventures are

- COR2-07 Ashes of Innocence
- COR3-03 Fury of a Cold Man's Heart
- COR3-08 A Man with Nothing
- COR4-07 Full Circle to Oblivion

<note found floating down from remains of Bigby's tower – retrieved and given to you by Kendyra)

**Locations** (we believe there to be six total)

**Duchy of Tenh** (former that is): Southern Tehn in the Phostwood – confirmed and being watched

~~**Falling Glacier** – removed by others last year by band of heroes by accident – confirmed~~

**Yatils** – confirmed location yesterday. Guardians eliminated

**Veluna** – Asnath Copse – helped setup confirmed and watched

**Lortmils** – Confirmed and defunct. Clone has not been kept up. Something must be keeping him distracted

**Cairn Hills** – searching still - some more money sent to operative in slums to drive interest in finding it.

## PLAYER HANDOUT 3

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<contents of the envelope found within the Obsidian Citadel in the Valley of Silenced Fire>

Commander,

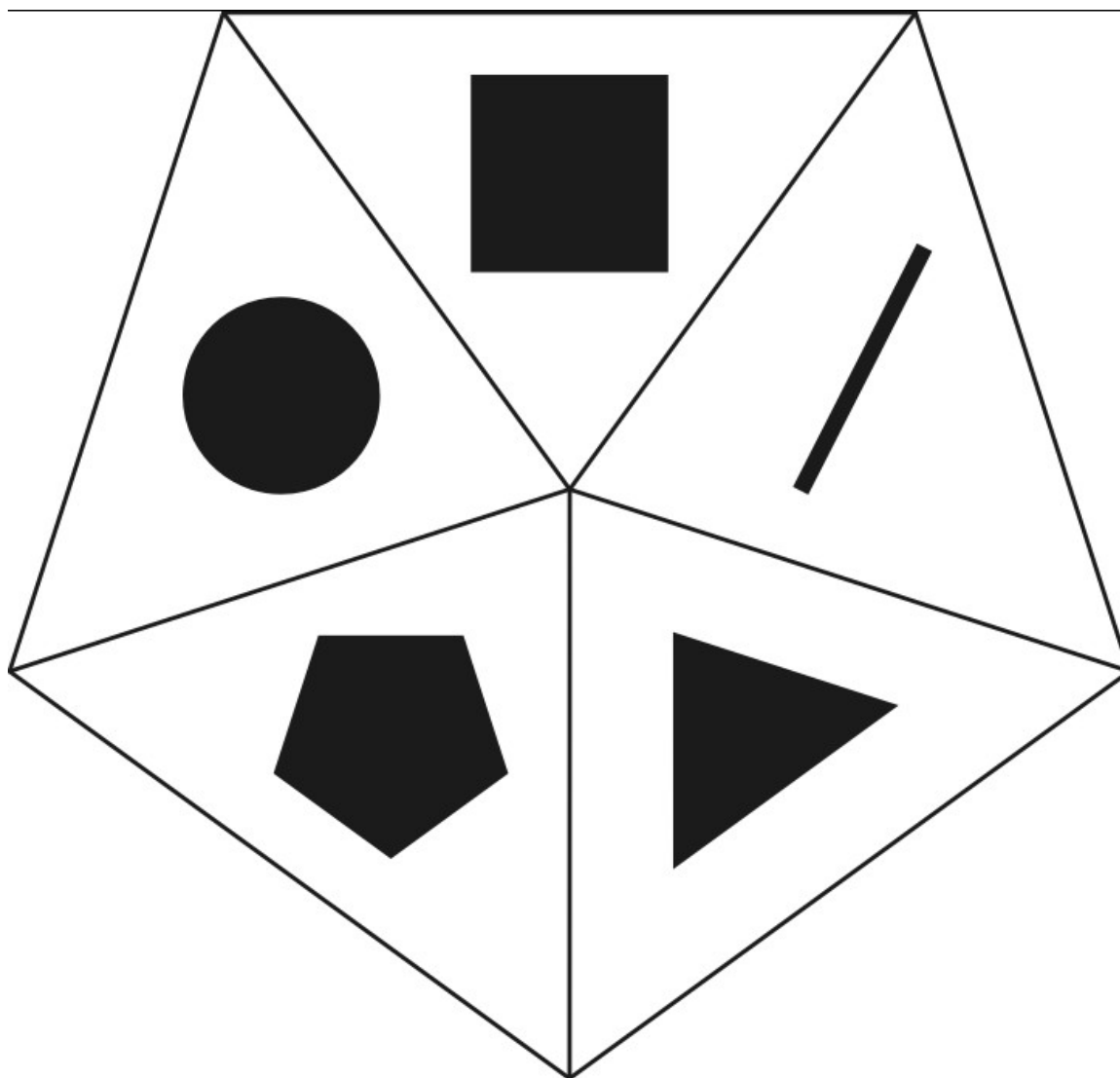
Two locations have been found to date. Fire and Earth are secured and contents relocated to base camp. Leads on Water and Air have not panned out to date but we continue to search. Rumors of the isle resurfacing have garnered interest.

Rumor of slumbering body of avatar of the destructor were true but it is out of our reach currently deep within the vale of the protectors. Leads on the location of the second fragment are vague but research is being done on them currently.

I have reported this to the boneheart in charge of the excavation as well at the old temple site and the original nodes sites have proved interesting. Most things were removed shortly after its sacking and we expect to be done and moving on to the crater site shortly.

Dutifully,  
Justin Yargent  
Captain 3<sup>rd</sup> Covert Division

*'In order you must go or your ashes the wind will blow  
First comes the root of the sum of two squares  
Then comes the difference of the root of those two squares  
In middle is the number between the first two  
Rounding the river comes the box and its corners true  
Now it is the end there is only one left. Push it and see if you made  
the right bet'*



There is a lot of information for the first half of this adventure that the player's may have that the DM does not. The start of this adventure is the fifth round in the series that stretches all the way back to year two and Origins. So we'll review some here in case they have questions.

**COR2-07 Ashes of Innocence** – this dealt with the first of the fallen priests. A man by the name of Vadid who bears 101 tattoos as his burden. Ashamed of what he had done and full of rage at the world he fled Veluna. Once he left the archclericy he awoke to find he had a small boy traveling companion. This is, of course, Aaront who shows up again in this adventure. The boy was possessed by a devil spirit released from Perdition by the name of Theron who was causing carnage and death as the priest traveled and the boy followed him. The party following this trail eventually catching up with them and learn of the boy's dark secret. They must convince the boy to willingly take this evil spirit back within himself before it destroys again. During this Vadid is finally pushed over the edge to a dark god and attacks the party. He dies and in doing so passes the tattoos onto the person who dealt the death blow. The boy is gone and the party is left thinking the day is won and over.

**COR3-03 Fury of a Cold Man's Heart** – Aaront has traveled north and now accompanies another bearer of the curses by the name of Zelt Damascus. This time it's the son of the priest who did the betrayal and has since passed on. He has been working to find a way to remove the curses from himself. They strike deep into Iuz's lands to find a temple of blood somehow connected to the Flight of Fiends. They sneak in and do a surgical strike in the temple to hopefully free Zelt of the curse and remove Theron from Aaront so he can no longer do any harm (and the boy does not have to bear his burden any longer). It goes badly and Theron is released from the boy and free to roam as he pleases. The curses find another home on one of the PCs (and likely the same one who has the first 101 curses). The party flees back across the border into Furyondy.

**COR3-08 A Man with Nothing** – They meet up with Zelt again who has been trying to track down the third priest from the betrayal as well as a place called Perdition. They head into the Yatils and eventually find a gate guarded by some of Theron's cronies. Passing through into Perdition they find a duplicate of the city of Mitrik. Inside are 303 essences of devils and their 303 human counterparts locked in an eternal struggle against each other. They meet the leader of the human half and to their surprise it's the human half of Theron. After earning their trust they meet Ra'Ned Fillisp and Aaront. Ra'Ned is the third bishop from the Flight of Fiends betrayal and only one left. He wants to collect all the curses in himself and remain in Perdition forever thus trapping all the devils in here with himself. He is talked out of it and a character takes all three upon himself and agrees to remain. They use the tattoos to summon Theron (the only devil not locked in Perdition) and in a climatic battle defeat him and lock him inside Perdition once again. Aaront leaves with the party and disappears in the Mitrik back streets.

**COR4-07 Full Circle to Oblivion** – The player with the curses chooses to not stay in Perdition. The door swings open and chaos begins to unravel things. Ra'Ned Fillisp learns of this and gathers the heroes and Aaront together to try and find the person with the curses and gather them together once again. During the process the players learn that Aaront is current the vessel for the essence of the *Crook of Rao*. It lives within him and affects the world around him in subtle ways. They also learn of several groups each wanting to undo the Flight of Fiends for their own reason. Some want it just undone (Iuz), while others wish to undo it and build it back up (Ra'Ned). The players learn that a time is coming when this will all come to a head and somebody in the right place at the right time will make the decision that could effect millions of lives. Aaront is now the bearer of all 303 curses and continues to follow Ra'Ned.

## CORS8-01 WHISPERS OF THE OBSIDIAN CITADEL

### CRITICAL EVENT SUMMARY 1

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At a convention please turn this into your senior GM so he can send them all in at once. Once gathered for larger shows and single table games will need to email the results to [wavester@yahoo.com](mailto:wavester@yahoo.com) by April 30th.

What APL was this played at? 6 8 10 12 14 16

How many died? 0 1 2 3 4 5 6

Did the players undo the Flight of Fiends? Y / N

Did the player then redo it or leave it undone? Redo / Undone

Did the players defeat Fez'zut? Y / N

Did the players make a deal with him? Y / N

Did the players trust Kendyra? Y / N

Did the players defeat Twilight? Y / N

What did they do with the troop movement papers?

Sold / Kept / Gave to their superiors / Destroyed

Other (explain): \_\_\_\_\_

\_\_\_\_\_

What did they do with the Iuz paperwork from the envelope?

Kept / Gave to their superiors / Destroyed

Did any die a glorious noble death that bards would sing of? If so describe: \_\_\_\_\_

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