

4-6 PCs



Any Level

# Arcineum Devaneas I

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“Arcineum Devaneas 1: Dire, Devilish Deeds” is a 3.5 OGL & Pathfinder Compatible Adventure designed for 4–6 PCs of any level.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively.

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# Preface

An adventure for 4-6 PCs of any level, although it is best suited for either players relatively new to the game or characters below 12th level. A series of events and puzzles that allow players to experience encounters at different levels and as creatures other than “themselves”, so whatever level the PCs actually are doesn’t have any great bearing on immediate actions. However, the adventure is a good way to introduce particular items if you so wish; the protagonists reward party members for their efforts and as GM, you can bring almost anything to the reward table as the NPCs setting the tasks are of a very high level.

The setting can be anywhere. The pathway in Part 1 starts in a forest or jungle environment, whilst the entrance to Part 2 is in an urban or cave surrounding. The two challenges are linked at their ends via a teleport, so where the players start and finish can be two entirely different points on a world, if the GM wishes.

There is one important factor to consider when thinking about using this adventure; some players absolutely HATE losing control of their characters, and being transformed without a save is a complete anathema to them. It is vital that this is respected and that the point of the gauntlets is explained. In effect, the PCs become the creatures entirely. If they die as the creatures, they are resurrected by the two spellcasters. However, death when not one of the creatures is down to the PCs, as healing is provided and there is ample opportunity to cure the party along the way, including one overnight rest spot if required. This adventure requires common sense as much as intelligence.

The two spellcasters also provide rewards that the PCs do not need to use to complete the gauntlets – they are items entirely for the future. There is no trickery, no falsehoods going on, just a chance to prove your battle skills and gain rewards.

The xp rewards for the encounters are a little different to usual as well. For every encounter, each PC gets an xp reward that reflects their current level. For example, if a PC is 4th level, every encounter is treated as if it is Challenge Rating 4, and they get xp as if it is CR 4. If they go up a level during the adventure, they start to get xp as if the encounters are CR 5. Neither a PC or a player loses out by going through these gauntlets.

But in the end, all games are about the participants enjoying themselves, and if this is an adventure too far, save the encounters for some other time, perhaps split up over a much wider dungeon or forest area.

If the PCs are playing this as the second of two parts, they may well be much better prepared for what will happen to them this time around. This isn’t a problem; it will simply mean they work harder and more efficiently as they turn into unexpected creatures.

# Background

Olemus Multa and Maaginen Jekku have been friends and allies for many, many years. They first met as members of opposing adventuring bands in the realms beneath Rybalka, when groups of dare-doers strove to further the aims of the Klavek kingdom by cutting a swathe through any and all opposition, whilst others strove to defend their homes. However, they quickly realized they had similar approaches to life, living and liberty, despite coming from vastly different backgrounds, and soon decided to work together to further their own careers and reputations. Their one remaining disagreement is which source of magical energy is better; divine or arcane. Many decades ago, to help decide the issue, they each set up a challenge, with the help of the other, and encouraged those of great heart and ingenuity to face them.

Olemus is a druid, one so rooted in the soil that she has lived continuous outdoors for the past 300 years, not once spending a night “indoors” in an artificial home. Her actions are known by many, but the woman herself is a mystery. A svirfneblin, one now blessed with the countenance of nature herself, she is often mistaken for a small elf, something she doesn’t ever complain about; deep gnomes aren’t usually known for their looks. She is exceptionally well equipped to work closely with animals, and has made other creatures the clear focus of her studies. What Olemus Multa doesn’t know about animals and other creatures isn’t worth knowing!

Maaginen is a sorcerer, a drow, and an outcast from several countries, and many more communities. Initially frequently in direct opposition to Olemas, he has gradually come to realise that indiscriminate killing is so far from the answer to life it is just not worth considering, and his view on life, whilst carefree, has taken a distinct turn towards good. His natural ability to harness arcane energy has been a boon and bane; his own kind, and those allied with him, mistrusted his every action as they couldn’t predict what he would do next, whilst other humanoid simply see the drow, not the man within the skin.

Olemus and Maaginen have now grown to admire and love each other as the stoutest of friends, and they spend their time trying to ensure that there is a strict balance between the divine nature of Olemus and Maaginen’s inner arcane abilities. In order to do this, they constantly test the power of their own abilities against each other, using adventurers to act as representatives of the magical forces available to them.

This is done through two gauntlets containing encounters at a wide variety of levels. Anyone who goes through these gauntlets finds themselves temporarily changed into other creatures. They then have to either complete the task that faces them or find a way past the opposition in front of them.

**In every encounter, the creature or creatures being faced have been instructed to deal damage to as many people as possible, rather than as much damage as possible to one person. Olemus and Maaginen know that this will mean careful use of the healing capability of the party and require the members to think on their feet.**

However, they support low level parties with two healing points during the gauntlet. This is because when the PCs step out of an encounter, they find they have lost the same percentage of hit points themselves as did the creature in the encounter that they fought as. For instance, is the Sixth Druidic Encounter, a PC becomes an average xorn, which has 48 hit points. If the xorn takes 12 hp, it has lost 25% of its total. So when a character that usually has 12 hit points steps out of that encounter, he will find he has lost 3 hp, whilst a character that usually has 80 hit points will find she has lost 20 hp, and so on.

After each success (or failure) Olemus or Maaginen rewards them in a way that reflects the PCs' level of achievement. And whilst deaths do occur, the two spellcasters are far more interested in seeing if their use of magical energy gives them a slight upper hand in the endless philosophical debate than they are in having to deal with bodies; resurrections are happily given as part of the deal. However, the rewards are worth the risk; the two will offer something to each member of a party that is commensurate with their current experience and ability.

Both gauntlets exist in entirely different places to where the PCs will come across them; indeed, the two aren't actually anywhere near each other, and their positions fluctuate in order to protect them. But are linked by a sophisticated teleportal mosaic that ensures there is no error when people travel from one to the other. This device only ever works once for any individual other than Olemus and Maaginen, no matter what direction it is approached from. In addition to this, each gauntlet can only ever be entered once and exited once by an individual other than the two creators. When someone comes out of either gauntlet, they find themselves back where they started, unless their requested reward is to go somewhere else.

Once a party or an individual has attempted or completed the challenges, the gauntlets disappear forever, as do Olemus and Maaginen. Only a *wish* or *miracle* will take someone back to the entrance of either gauntlet, but the restrictions to entering the gauntlets still apply. If a PC or party tries to re-enter the gauntlets, they find themselves prevented, as detailed below.

Finally, if any items are left in either gauntlet in an effort to track them, they cease working after 1d12 minutes, as the gauntlets move on to their next destination. The items can be recovered, as they just become buried in the ground where the relevant gauntlet had been sited, although this is

no easy task. The gauntlets can be almost anywhere, particularly Maaginen's, and powerful divination spells may well be needed to track the items that had been left as markers.

## Synopsis

The PCs are either traveling in an uninhabited rural region OR are searching in a relatively quiet or deserted area when they are approached by two humanoids, a gnome and an elf. A conversation strikes up, and an offer made. The gnome and elf would like the PCs to settle a matter between the two of them, and are willing to pay them to do so.

They may also just appear outside of this gauntlet after completing Maaginen's test.

## GM's Note



Whilst Olemus is clearly herself, Maaginen is disguised to prevent his drow appearance from being a distraction. He will admit to being a drow if questioned or challenged about it. Even as a 20th level sorcerer, he just doesn't want the aggravation of dealing with other creatures' prejudices.



The PCs equip themselves as they wish and enter the first gauntlet. If they conduct a preliminary search of the first few areas, they find little that is threatening. The PCs then enter the first combat area and experience the body-changing magic that takes place.

The challenges get harder as the party progresses into the trees or passageways depending on which end they enter the gauntlets; puzzles and creatures attempt to bar their way whichever they first encounter.

Eventually, the PCs will either succumb to the enemy creatures, in which case they will be raised or resurrected and will have “failed the test” (or more to the point, Maaginen will claim Olemus has failed if the PCs die in her gauntlet, and vice versa. Any deaths result in true resurrection anyway – if a PC gets killed as one of Olemus’s creatures, it counts as a victory for Maaginen, and it’s something the loser does to apologise for their magic “failing”)

OR

The PCs will look to complete the second gauntlet, fully refreshed after the first.

They will finally escape the second gauntlet, yet will find themselves almost back in the same place they started from, with knowledge gained from the experience. Alternatively, as GM, you can use this to place the PCs anywhere you feel like.

The two humanoids will thank and reward them, possibly engaging in deep conversation about the experience the PCs have just had, before gradually fading out of existence as the conversation turns back in on itself.

## Hooks and Introduction

1. Whilst exploring any seemingly-deserted area, the party are approached by Olemus and Maaginen (Olemus is the teacher and Maaginen the apprentice in this scenario). The pair look as if they are on a long journey, with great distances traveled and many more to go. When they see the party, they stop, quickly set a fire (magic is clearly involved), and start to brew a wonderfully aromatic tea. They call the party over.
2. As part of a hoard, the party find a simple map; a path or two, a challenge, a gateway. The progress of the party has been tracked by Olemus and Maaginen and the PCs are considered a balanced group who could help settle their debate, so the map has been planted.
3. Whilst on a road in any environment, the party come across a band of ruffians roughing up two travelers, a gnome and an elf. After helping save the pair, by routing the brigands, the teacher explains that they were about to enter a gateway when the robbers set upon them. They offer the key to the gateway as a reward.

4. If the party contains either a druid, sorcerer or bard, tales of Olemus and Maaginen have filtered through the history of the last 250 years or so on many occasions and it only takes a **DC 5** role to recall the broad aspects of their story. Depending on the origin, the tales place one as the teacher and the other as the apprentice, and this swaps back and forth, but they are essentially the same; that the pair will challenge a PC and reward her as thanks for any help given.
5. Deep within the site of an ancient battle, the party comes across the remains of a teleport gateway. Energy still flickers across the surround (either wooden or stone, depending on the placement of the gate). A little effort and a **Use Magic Device DC 10** roll sets the whole thing working again.
6. Whilst heavily pressed in a particular fight in a dead end, the party finds itself with sudden allies, as a gateway opens and a gnome and an elf appear next to them. (From their equipment, they appear to be about the same level of experience as the PCs, and only cast spells that the PCs would be able to use themselves). The pair turn the tide, and afterwards, the two thank the PCs, offer to buy some healing (they are clearly injured) and then depart. The gateway continues to glow. (If the PCs attack the pair for some reason, they disappear).
7. On entering either a rural or urban setting, the PCs find there is a public holiday in progress. One of the attractions, tucked well away from the main events, is the “Theatre of the Cosmic Mind!” – whatever that might be. Perhaps it is something either the gnome or elf standing next to the brightly-coloured wooden archway, that seems to go nowhere, can tell you about. Everyone else seems to be walking past the rather bedraggled pair, but the gnome waves you over.

## Area 1 – Discoveries

This is the gauntlet set up by Olemus Multa with the help of Maaginen Jekku.

The party encounter an elderly druid with her assistant, a young sorcerer on a sabbatical from his mentor. All is not what it seems, however, as the sorcerer is, in reality, just as old. The two are actually engaged in a seemingly endless debate about which magical path – divine or arcane – has the greatest power and worth. Naturally, they have set up trials and continually send people through them to prove their points.

The pair always appear next to or close by a gateway, and in this instance, the PCs discover a wooden arch, either the result of intricate carpentry or a natural linking of various branches. The elder of the pair, the gnome, introduces herself



# OLEMUS MULTA'S FOREST

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as Olemus Multa, and her elven apprentice as Maaginen Jekku. If anyone in the group is familiar with the names, she simply states, “Well, stories are often just that...”

Whatever direction the conversation takes (depending on the hook that is used), Olemus will get Maaginen to give each PC a small wooden token, skillfully engraved with the gnomish symbol for ‘the heart’. She will then offer just one more piece of advice – ‘Make yourselves ready’ – before leaving the PCs to their own devices.

A search outside the gate reveals very little. Depending on the hook used, there may be evidence of a small camp or a fight (**Search/Perception DC 8** in either case). There is nothing else to be found at this stage.

If the PCs study the tokens, they radiate strong abjuration and conjuration magic. If the party is of high enough level to analyze the actual spells concerned, they find that the tokens contain permanent *word of recall* and *protection from spells* enchantments. The tokens only work in the gauntlets and about 100 feet from the entrances. They allow anybody in the gauntlets to travel the distances between the entrances and the gauntlets themselves, and protect them from outside interference.

The gateway before the PCs flickers with a soft light, barely seen unless the entrance is watched continuously for a minute or more.



## GM's Note



Anytime a PC steps through an archway and is affected by a transformation, they find they have become an exact replica of the creature listed in the spell, *summon nature's ally*. Any spells that have been placed on them to enhance them disappear, although they reappear on the PC when they turn back to themselves, so long as the duration hasn't run out.

**Any revisit to any area that has both an entry puzzle and combat element at any time, after they have been completed, finds the area to be a simple grove surrounded by dense forest that cannot be penetrated and will return the PCs back to the original grove if they try. They will also be empty of any evidence of its previous use.**

## Area 2 – Entryway

The party arrive at the entrance that was described to them; it is a wooden archway that seems to extend under the ground to form a complete loop. It seems unremarkable, yet anyone without the token given to them by the druid would find themselves compelled to leave the area by a foresight and antipathy trap. Even if this is overcome, stepping through the arch seems to send the person back to where they came from; as the last part of a person disappears as he steps through the arch, the first part of them reappears coming back through it. Only a wish or miracle can overcome this effect.

If the archway is looked at closely, a **Search/Perception DC 30** roll reveals intricate carvings that contain multiple versions of gnomish symbols meaning “the body” – there are thousands of them, covering many types of creature. Anyone who can speak Gnome realizes this quite quickly.

Any magical investigation of the archway reveals a strong sense of *Conjuration* and *Transmutation* energies. Deeper analysis suggests a raft of *Summoning* spells and *Shapechanging*.

The trap is designed to keep away those not suited for the challenge of the gauntlets. If anybody who falls for the trap stays in the area searching for the entrance, they find that the results of the antipathy outweigh the benefits of the foresight with regard to increases to AC and Reflex saves.

## GM's Note



The intention is that there isn't any XP for overcoming this trap, as even if it is bypassed, the teleport does not work for PCs. This is just in place to ensure Olemus and Maaginen do not have to actively defend the gateways from most people that accidentally find them. Seeing as they will be by the gauntlet entrance that the PCs are going to use, it is a protection for the other entrance, wherever that may be. The protection isn't designed to hurt anyone, indeed exactly the opposite. However, if you choose to use this gauntlets in a more adversarial environment, the CR and accompanying XP (if relevant) are listed.

## Foresight and Antipathy Trap (3.5E)



CR 12; magic device; proximity trigger (true seeing); automatic reset;

Spell effect (foresight and antipathy, 17th-level druid OR 18th level sorcerer; no save for Foresight, DC 23 Will save partially negates Antipathy); multiple targets;

Search DC 34; Disable Device DC 34.

## Foresight and Antipathy Trap (PF) CR 12

XP 19,200 (see above text)

Type magic; Perception DC 34; Disable Device DC 34

### Effects

Trigger location; Reset automatic

Effect spell effect (permanent foresight and antipathy [9th level, CL 17th druid, 18th sorcerer]; no save for foresight, DC 23 Will save partially negates antipathy), multiple targets.

Once the gateway has been entered, the party finds itself in a short passageway; it is clean and well looked after, not what the PCs might expect considering where they have just come from. If they look back through the archway, the view is slightly hazy, as if the air is thickened by heat, or it is raining heavily. Watching this for more than a minute allows a Knowledge (the planes) DC 25 roll for a PC to realize that he has left where he was and is now somewhere else, and that what can be seen is almost an echo of his starting point.

If the PCs stay here for more than 3 rounds and appear to be hesitating, a trap goes off.

## Calm Emotions Trap (3.5E)



CR 3; spell; timed spell trigger; automatic reset; spell effect (calm emotions, 3rd-level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27.

## Calm Emotions Trap (PF) CR 3

XP 800

Type magic; Perception DC 27; Disable Device DC 27

### Effects

Trigger timed spell trigger; Reset automatic

Effect spell effect (calm emotions [3rd level, CL 2nd level cleric]; DC 13 Will save negates), multiple targets.

This is designed to put PCs at ease, although it may just make some even more paranoid.

## Area 3 – The shrine

As the party moves down the passageway from the entrance, the route to the south is initially blocked off, and they can only travel to the west. If the PCs come from the south, on their way out, the route to the east does not yet exist and they can only travel to the west.

Whatever pathway they come from, going west means they come to a small wooden shrine covered in hundreds of totems to various gods and goddesses of nature or the natural world (**Knowledge (religion)** DC 10). The shrine itself is in the image of an oak tree that has its branches and roots stretching into all the known planes (**Knowledge (the planes)** DC 10), plus some additional words that are demiplanes that can't immediately be recalled or may never have been heard of before (**Knowledge (the planes)** DC 20). The right half looks like wood, the left looks like stone, although it is entirely made of wood.

The many hundreds of tokens are attached to these branches and roots, swaying softly in the air disturbance caused by the PCs approaching the shrine.

As the party faces the Shrine, a different image appears to each of them – that of their own deity. The image smiles, and then a voice can be heard (this has a different voice for each PC, and represents what they think their deity would sound like.)

If the PCs are approaching the shrine before facing the challenges of the gauntlets, read the following:

*My child, you are here to represent all that I hold dear. Do not fear the future, whatever may occur, as I will be by your side. That you may not see me is immaterial; what is important is that I will be watching over you. Have faith, and embrace all that comes your way. Sometimes we have to accept that it is the difference between us that makes us the same. Now, add my token to this Tree and go to face your future.*

If the PCs are approaching the shrine **after** facing the challenges of the gauntlets, read the following:

*My child, you have represented all that I hold dear to the best of your ability. You can face the future with greater courage and understanding. You must know that although you cannot see me, my faith in you is constant; remember, I will be watching over you. I trust you to embrace all that will come your way, yet remain remain faithful. Be true to what you have learned; that it is the way we use our similarities that makes us different. Now, add my token to this Tree and go to face your future.*

As a PC places some form of token representing her god or goddess on the shrine as she ENTERS the gauntlets, a small, hollow glass bead appears in her hand. Any time it is held tightly enough to break it, it will add a +1 insight bonus to her next 3 actions, whatever they may be.

As a PC places some form of token representing his god or goddess on the shrine as he LEAVES the gauntlets, he finds himself washed over by a pulse of energy. This permanently gives a +1 bonus to the PC's Diplomacy score.

find it is virtually impossible to travel over the writhing roots and branches. They have encountered 'the Tree', a legendary creature that can be used to travel to any plane if someone knows how to follow the pathways created by those roots and branches. (**Knowledge (arcana OR the planes OR religion)** DC 20 for information, DC 50 to use)

If the PCs decide to try and hack their way through the roots and branches, use the following statistics for this part of The Tree of Planes. It is creature of epic proportions, and PCs of any level other than 20th have no real business attacking it; even at that level it is foolhardy.

**Part of The Tree of Planes (3.5)**

**Part of The Tree of Planes (PF)**



## Area 4 - The storage

### area

This is a strange place, the size of which ebbs and flows in the mind as it is observed. It seems to consist of nothing but roots and branches, rather like a living version of the image on the shrine.

If detect magic is cast in this area, there is an overwhelming sense of transmutation and abjuration magic. This space is a divine druidic power source for the whole of the gauntlet; control plants and repel metal and stone at 18th level can be detected if suitable spells are cast, although they seem contained within the area.

If the PCs decide to explore this area, they find that for every 10 feet they move away from the entrance, they shrink one size category. Eventually, when they are fine sized, they



If anyone takes a small piece of bark from the Tree of Planes and boils it in water given freely by an water elemental, using a pot made from earth freely given by an earth elemental, over a fire freely started by a fire elemental, they will end up with a potion of *extended barkskin* cast at 25th level for duration.

## Area 5 –

### The Thieving Rats

As the PCs approach this entrance archway, they can see that there is a grid set in the floor in front of it. If they try to go through the archway, they find that it is blocked. If they try to go around it, the undergrowth gets denser and eventually leads them back to this point.

#### Floor puzzle

Nine gems in the shape of star fruits are placed in the cells of a 9×9 grid in such a way that no gem is in the same row, column, or diagonal as any other one.

A scroll pinned to the archway states the following:

*Three gems have to be moved to adjoining cells (horizontally, vertically, or diagonally) for you to move on, and yet no gem can be in the same row, column, or diagonal.*

*Can you figure out these three gems and the adjoining cells they should be moved to? You shall get your first reward if you can!*

Once the puzzle has been completed, the three gems that moved turn into potions of *cure light wounds* curing 1d8 + 5 hp, whilst the rest have disappeared. The party then finds that they are able to move forward through the archway.

The space through the archway is an open clearing surrounded by fruit trees. The space is roughly 50 feet by 50 feet, with 2 piles of ripe fruit positioned towards the centre of it.

As the PCs step through the archway, they undergo a transformation, changing into tiny colobus monkeys. There is no save for this change, and all items are absorbed onto the bodies of the monkeys as part of the process. The PCs have become the creatures, with the exception that they retain enough intelligence to talk with each other (Int 10). However, any spellcasters find they are unable to recall any spells.

As the PCs look around the clearing they see a dire rat (at least one – see the information below) eating their fruit. The fruit they've all so carefully collected! The dire rat needs dealing with immediately.

## First Druidic Test – Monkeys against the fiendish dire rats



(1-3 PCs = 1 fiendish dire rat, 4-6 PCs = 2 fiendish dire rats)

Colobus monkey (3.5)

Fiendish dire rat (3.5)

Colobus monkey (PF)

Fiendish dire rat (PF)

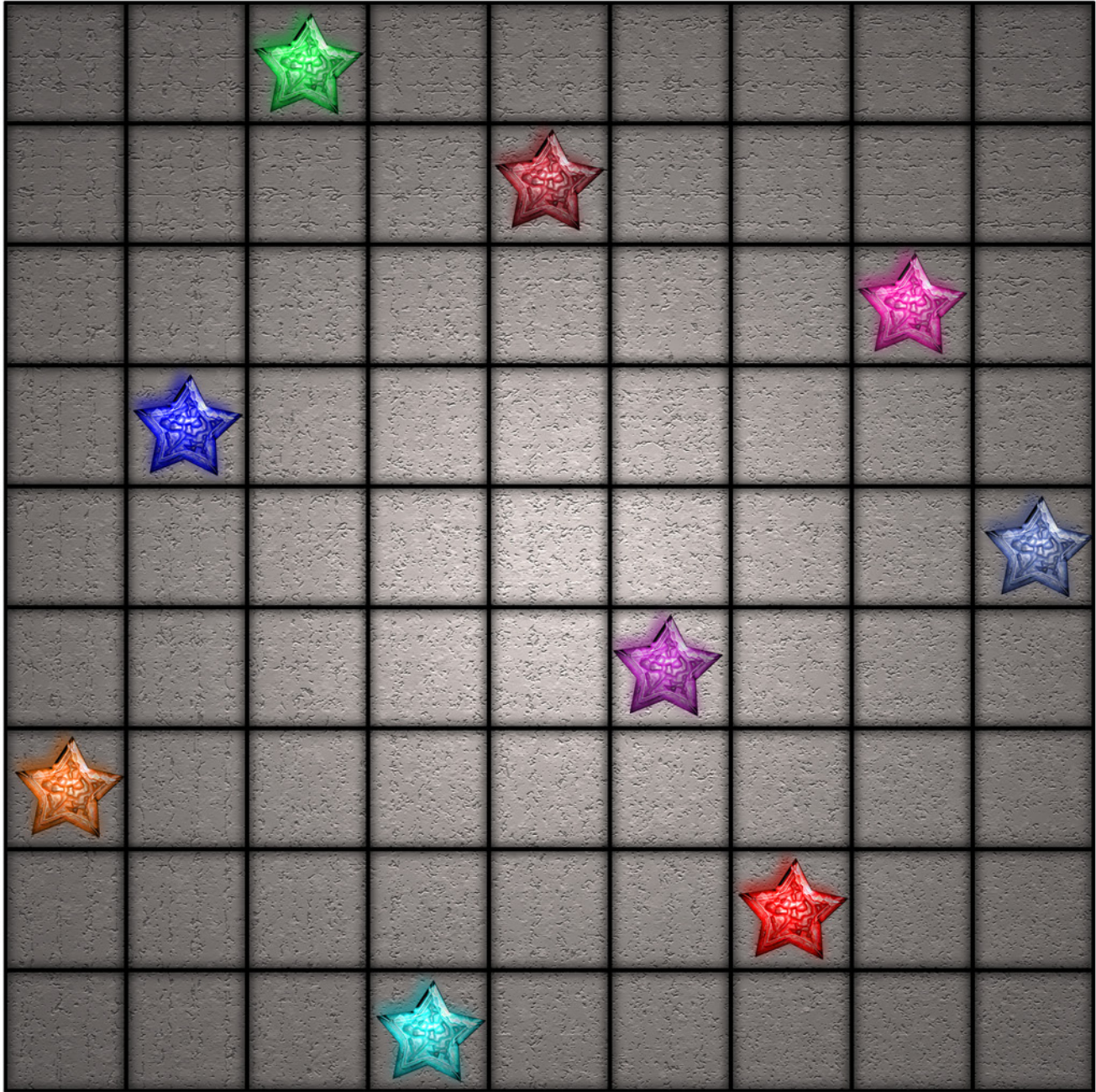


Once the fiendish dire rats have been dealt with, the PCs can look through the remaining fruit (and even eat some, if they are inclined – it is very tasty). A Search/Perception DC 10 roll finds a carved wooden letter 'A', about 3 inches tall and 3 inches wide at the base.



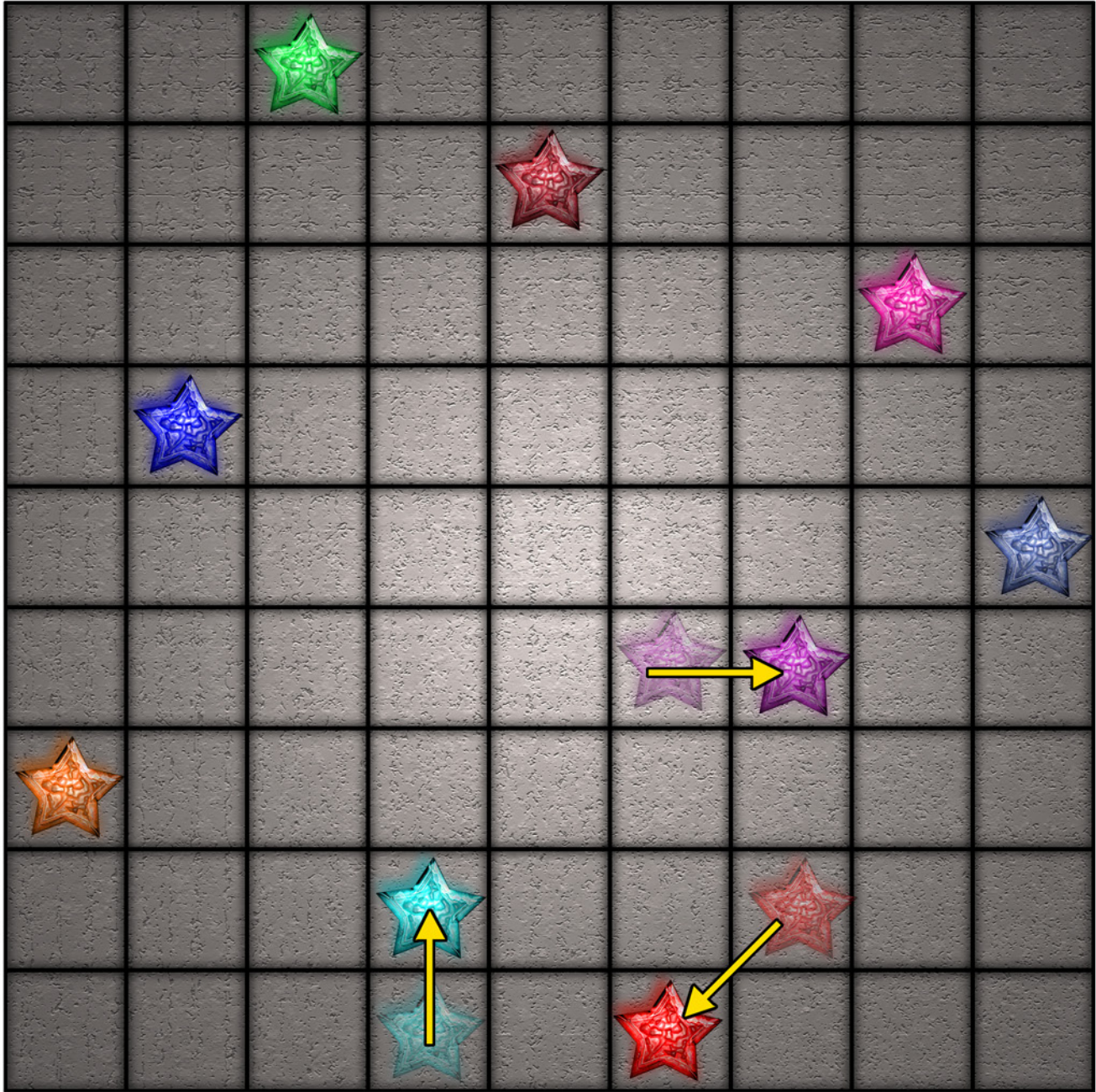
As they step out of the area, the PCs find themselves returning to their true forms. The 3 potions from the puzzle and the wooden letter 'A' remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the teleportation circle used to leave the gauntlet.

# FLOOR PUZZLE



# FLOOR PUZZLE

## SOLUTION



# Area 6 – The First of the Devils

As the PCs approach this entrance archway, they can see that there is a sheet of some kind set in a frame just to one side of it. Below the sheet is a bag, which a **Search/Perception DC 5** roll confirms is empty. If they try to go through the archway, the PCs find that it is blocked. If they try to go around it, the undergrowth gets denser and eventually leads them back to this point.

The Letter 'S' is carved as the head of a snake, its body leading down to the next letter. There is something written to the right of this carved head.

*How many different ways can the word SERPENTINE be traced in a continuous form? You can move through neighboring letters vertically, horizontally, or diagonally and pass some letters more than once. For each one that you get, you will be rewarded!*

## Archway puzzle solution

By numbering the squares of the grid, the 8 solutions can be written as sequences.

S,1,2,3,6,5,4,7,8,9

S,1,2,3,6,5,4,7,8,6

S,1,2,3,6,5,4,7,5,9

S,1,2,3,6,5,4,7,5,6

S,1,2,3,6,8,4,7,5,9

S,1,2,3,6,8,4,7,8,9

S,1,2,3,6,8,4,7,8,6

S,1,2,3,6,8,4,7,5,6

Drawing them out will be useful as well.

Once the puzzle has been completed, the PCs discover that the bag now holds up to 10 *goodberries* – 1 for each correct answer and 2 more if all 8 ways are discovered. The party then finds that they are able to move forward through the archway.

The space through the archway is a series of paths that wind their way around some thick bushes. The space is roughly 120 feet by 40 feet at its widest, although it does narrow, like an hourglass, to about 20 feet in the middle. The thick bushes contain a number of moss-covered sleeping areas.

As the PCs step through the archway, they undergo a transformation, changing into black bears. There is no save for this change, and all items are absorbed onto the bodies of the bears as part of the process. The PCs have become the creatures, with the exception that they retain enough intelligence to talk with each other (Int 10). However, any spellcasters find they are unable to recall any spells.

As the PCs look around the sleeping area they see a lemure (at least one – see the information below) moving towards a bear cub, which yowls in fear. The lemure needs dealing with straight away.

## Second Druidic Test – Black bears against the lemures



(1-3 PCs = 1 lemure, 4-6 PCs = 2 lemures)

Black bear (3.5)

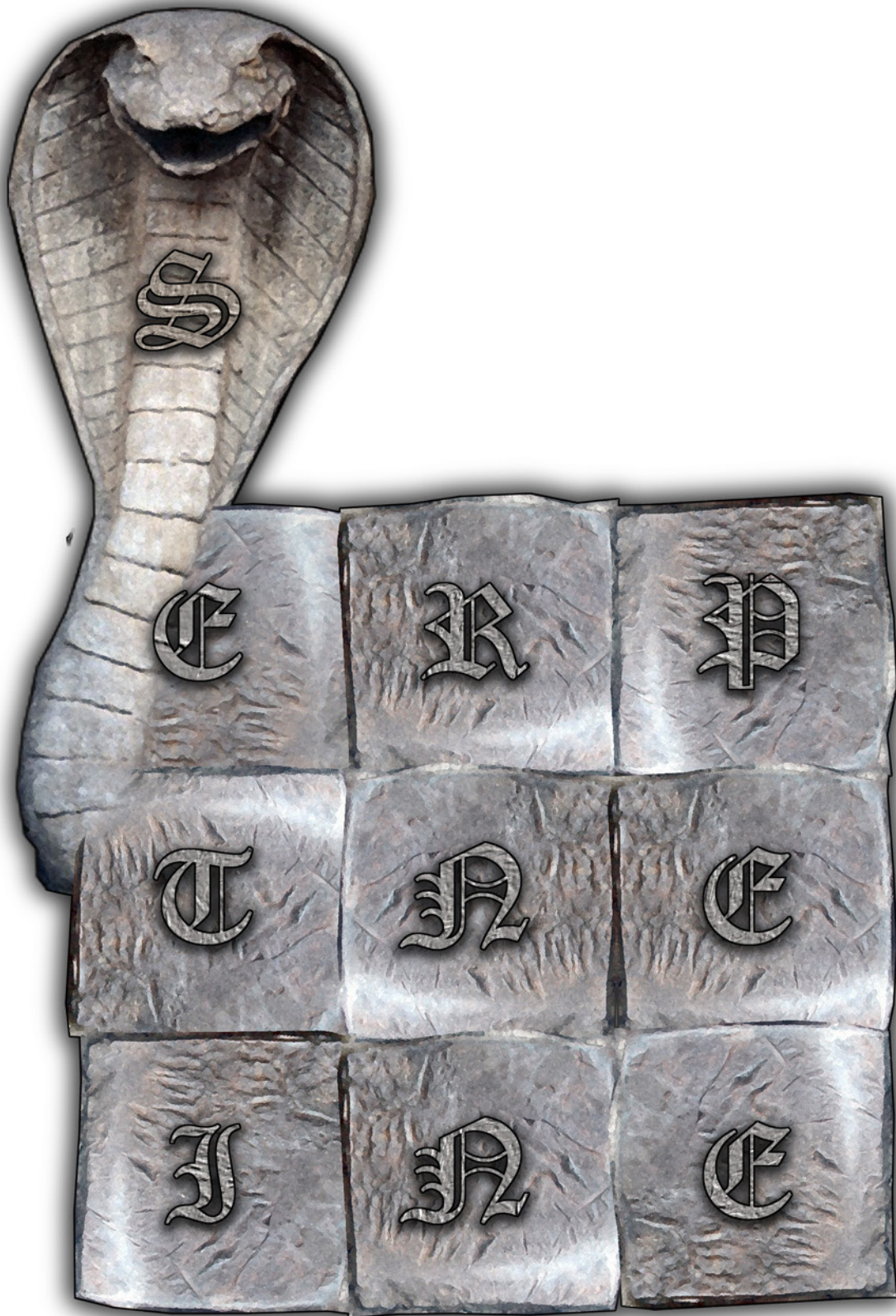
Lemure (3.5)

Black bear (PF)

Lemure (PF)

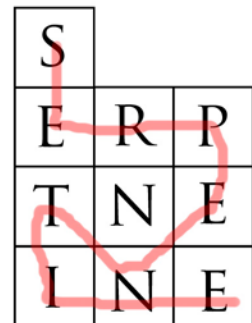
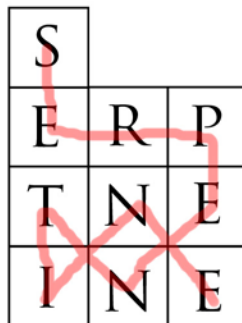
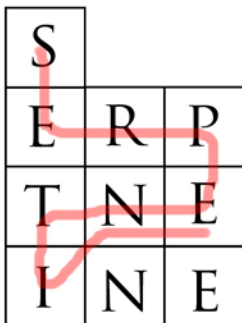
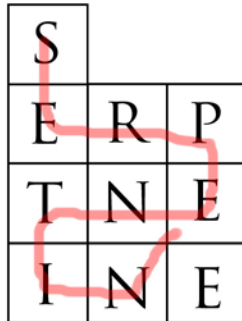


# ARCHWAY PUZZLE



# ARCHWAY PUZZLE

SOLUTION



Once the lemures have been dealt with, the PCs can look through the sleeping area. No matter how hard they look, the bear cub has gone, but a **Search/Perception DC 15** roll finds a carved wooden letter 'E', about 3 inches tall and 3 inches wide at the base.



As they step out of the area, the PCs find themselves returning to their true forms. The 10 *goodberries* from the puzzle and the wooden letter 'E' remain in their possession. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet.

## Area 7 – The Guard Dogs

As the PCs approach this entrance archway, they can see that there is a shelf attached to one of the tree trunks, with a grid on it. Below the shelf is a drawer, which a **Search/Perception DC 5** roll confirms is sealed shut. If they try to go through the archway, the PCs find that it is blocked. If they try to go around it, the undergrowth gets denser and eventually leads them back to this point.

The grid on the shelf has a number of symbols on and around it; 5 warriors face 5 undead enemies deep within a graveyard. The trunk has the following carved into it above the shelf:

---

*Each of the five warriors (Red, Gold, Green, Blue, and Purple) needs to get to their sworn undead enemy (marked with the same colors).*

*The problem is to discover how these five men can make these five routes without anyone crossing the route of another. Crossing paths will alert the undead enemy and allow them to escape. In other words, no more than one route is permitted through any cell.*

*The warriors are allowed to move from cell to cell only vertically or horizontally, but never diagonally. Those outside the graveyard must move into it across the boundary immediately in front of them, i.e. vertically. The Red Warrior can move either vertically or horizontally as his first move.*

*Can you solve this challenge? There will be a reward for you, perhaps to share, if you can!*

---

Once the puzzle has been completed, the PCs discover that the shelf can now be opened and holds two potions of *resist energy 20 (fire)* that will last 30 minutes. These can be given to one person for the full effect or can be split between 2 people for 10 points of protection each, 3 people for 6 points each, 4 people for 4 points each or 5 or more people for 2 points each up to a total of 8 people. The party then finds that they are able to move forward through the archway.

The space through the archway is a dry and dusty place, the floor possibly made of powdered lava. The space is roughly 50 feet by 30 feet, with a way in and out in the southwest and southeast corners. The creature (or creatures) that are encountered here come from the path to the north. The powdered lava is a dull grey, flecked with reflective heat-damaged silicon.

As the PCs step through the archway, they undergo a transformation, changing into great apes. There is no save for this change, and all items are absorbed onto the bodies of the apes as part of the process. The PCs have become the creatures, with the exception that they retain enough intelligence to talk with each other (Int 10). However, any spellcasters find they are unable to recall any spells.

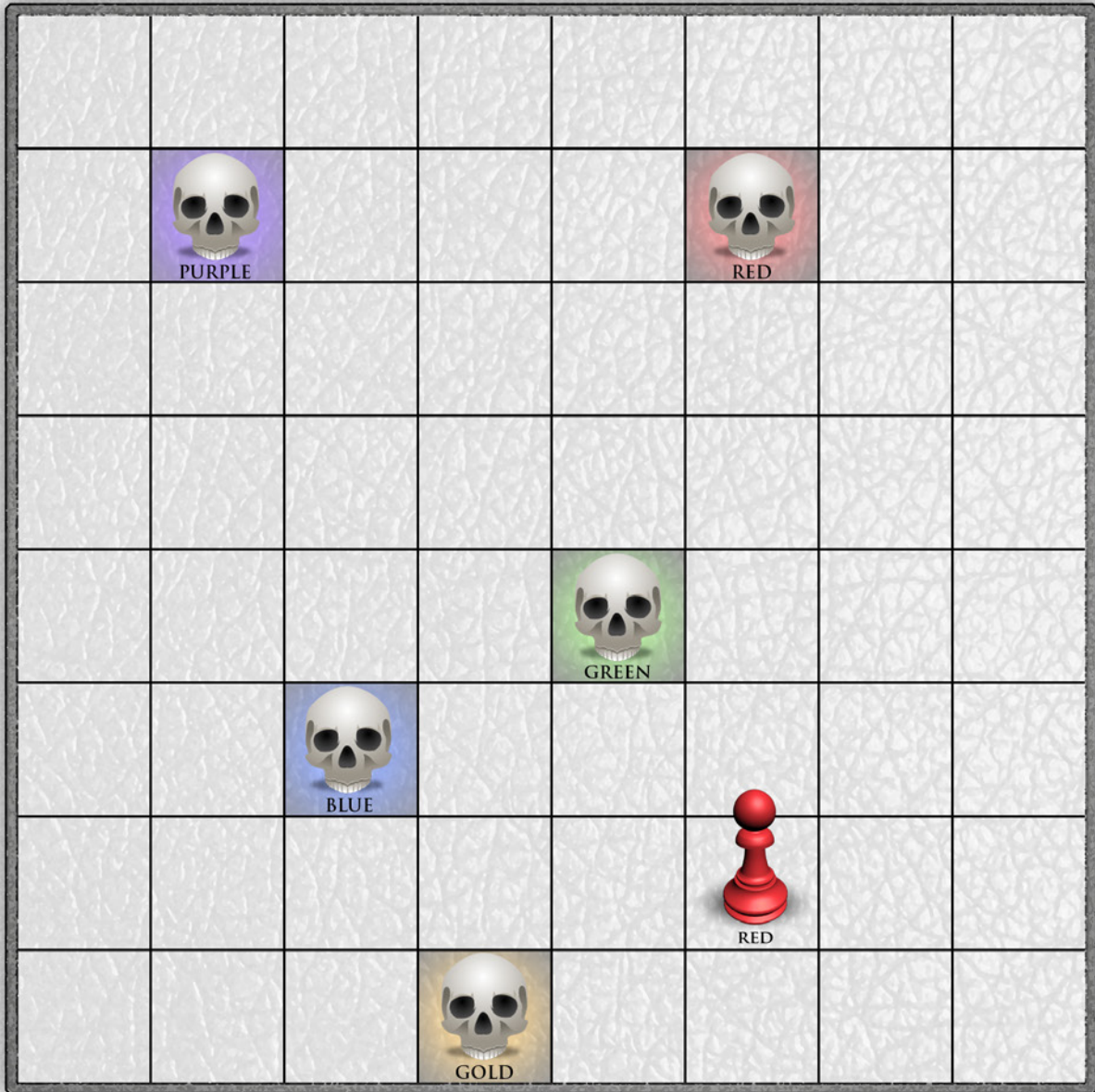
As the PCs look around the dusty area they see a hellhound (at least one – see the information below) coming from the pathway to the north. As it sees you, it gulps, and prepares to breath out. The hellhound needs dealing with immediately.



# SHELF PUZZLE



GOLD



GREEN



BLUE



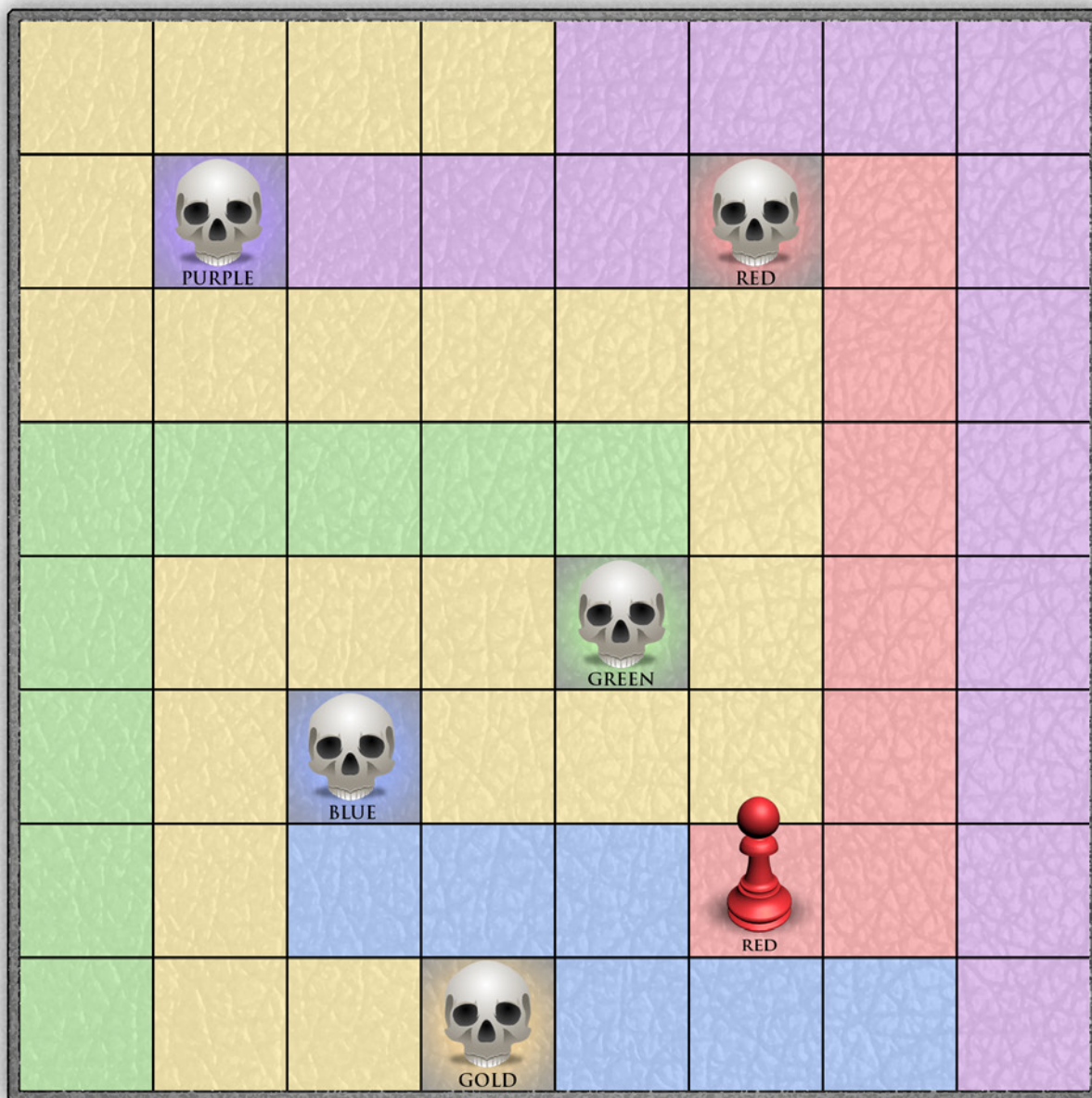
PURPLE

# SHELF PUZZLE

## SOLUTION



GOLD



GREEN



BLUE



PURPLE

## Third Druidic Test – Apes against the hellhounds



(1-3 PCs = 1 hellhound, 4-6 PCs = 2 hellhounds)

Ape (3.5)

Hellhound (3.5)

Ape (PF)

Hellhound (PF)

Once the hellhounds have been dealt with, the PCs can look through their lair. A **Search/Perception DC 15** roll finds a carved wooden letter 'H', about 3 inches tall and 3 inches wide at the base.



As they step out of the area, the PCs find themselves returning to their true forms. The potions from the puzzle and the wooden letter 'H' remain in their possession, if one or more of the potions hasn't been used. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet.

A route can be forced back to Area 2 by following the path to the north where the hellhound(s) came from.



*The numbers 1 to 9 are arranged in the grid in such a way that the number in the second row is twice that in the first row, and the number in the bottom row is three times that in the top row. It is known there are three other ways of arranging these digits so as to produce the same result – that the number in the second row is twice that in the first row, and the number in the bottom row is three times that in the top row. Can you find them? For each one you find, you will get a reward!*

Once the puzzle has been completed, the PCs discover that the hinged lid can now be opened and holds a single potion of *neutralize poison*, a scroll of *speak with plants* cast at 12th level, and a *ring of climbing*. These can be given out by the party as it sees fit. If the PCs only come up with 1 or 2 solutions, only 1 or 2 rewards appear – as GM, you can choose which. The party then finds that they are able to move forward through the archway.

The initial open area, about 20 feet by 20 feet, is just part of this whole space. The rest of it is a set of narrow pathways that are each about 150 feet long and reach a height of 30 feet. They stretch into the distance, bending so that their end is out of sight from the open area. A **Listen/Perception DC 30** roll, reducing by 1 per 10 feet the PCs move along the paths, reveals an unearthly buzzing.

## Area 8 – The Flying Menace

As the PCs approach this small open space, they can see that there is a tree stump with a small 3 by 3 frame in it just before the entrance archway. At the top of the frame is a handle, whilst there are two hinges at the bottom. No matter what the PCs do, the frame doesn't move. If they try to go through the archway, the PCs find that it is blocked. If they try to go around it, the undergrowth gets denser and eventually leads them back to this point. The frame has some numbers placed in it, shown below. The numbers can be picked up and moved.

Carved around the edge of the tree stump is the following:

# NUMBER GRID PUZZLE



# NUMBER GRID PUZZLE

SOLUTION



STARTING ORDER



SOLUTION #1



SOLUTION #2



SOLUTION #3

As the PCs step through the archway, they undergo a transformation, changing into the prehistoric creatures. There is no save for this change, and all items are absorbed onto the bodies of the bears as part of the process. The PCs have become the creatures, with the exception that they retain enough intelligence to talk with each other (Int 10). However, any spellcasters find they are unable to recall any spells.

The wasps don't take kindly to the interruption onto their hunting ground, and move towards the party menacingly.

## Fourth Druidic Test – Deinonychus against the fiendish giant wasps



(1-3 PCs = 1 Fiendish Wasp, 4-6 PCs = 2 Fiendish Wasps)

Deinonychus (3.5)

Fiendish giant wasp (3.5)

Deinonychus (PF)

Fiendish giant wasp (PF)

Once the fiendish giant wasps have been dealt with, the PCs can look through their nest. A **Search/Perception DC 15** roll finds a carved wooden letter 'O', about 3 inches in diameter.



As they step out of the area, the PCs find themselves returning to their true forms. The potion, scroll and ring from the puzzle, and the wooden letter 'O', remain in their possession, if the potion and scroll haven't been used. If the letter is checked, it radiates strong Conjunction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet.

## End of Part 1



## 3.5 Appendix

### Part of The Tree of Planes

**Size/Type:** Colossal Plant

**Hit Dice:** 50d8+920 (1,145 hp)

**Initiative:** +3 (-1 Dex, +4 Improved Initiative)

**Speed:** 60 ft.

**Armor Class:** 41 (-1 Dex, -8 size, +40 natural), touch 1, flat-footed 41

**Base Attack/Grapple:** +37/+72

**Attack:** Slam +51 melee (10d6+19/19-20 (+1d6 on critical hit))

**Full Attack:** 2 slams +51 melee (10d6+19/19-20 (+1d6 on a critical hit))

**Space/Reach:** 30 ft./30 ft.

**Special Attacks:** Animate trees, trample, triple damage against objects, spell-like abilities

**Special Qualities:** Plant traits, SR 29, DR 10/-

**Saves:** Fort +45, Ref +21, Will +33

**Abilities:** Str 48, Dex 8, Con 42, Int 19, Wis 33, Cha 35

**Skills:** Diplomacy +61, Hide -12, Intimidate +62, Jump +31, Knowledge (nature) +57, Listen +63, Sense Motive +56, Spot +43, Survival +51

**Feats:** Alertness, Endurance, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

**Epic Feats:** Epic Endurance, Epic Reflexes, Epic Toughness (×4), Epic Weapon Focus (slam), Epic Will

**Environment:** Any forest on any plane

**Organization:** Solitary or with a grove of treants

**Challenge Rating:** 25

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 51-150 HD (Colossal)

The Tree of Planes speak the language of treants, plus Common and Sylvan.

#### COMBAT

**Animate Trees (Sp)** A part of The Tree of Planes can animate trees within 500 feet at will, controlling up to six trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves and fights as a treant in all physical respects. Animated trees lose their ability to move if the part of The Tree of Planes who animated them is incapacitated or moves out of range.

**Trample (Ex)** A part of The Tree of Planes can trample Gargantuan or smaller creatures for 8d20+40 points of damage. Opponents who do not make attacks of

opportunity against the part of The Tree of Planes can attempt a Reflex save (DC 54) to halve the damage. The save DC is Strength-based.

**Triple Damage against Objects (Ex)** A part of The Tree of Planes that makes a full attack against an object or structure deals triple damage.

**Plant Traits** Immune to poison, sleep, paralysis, stunning, and polymorphing; not subject to critical hits or mind-affecting effects.

**Skills** A part of The Tree of Planes receives skills as though it was fey. \*They have a +24 racial bonus on Hide checks made in forested areas.

**Spell-Like Abilities** At will—animal messenger, command plants, speak with plants, stone tell; 3/day—mass cure light wounds (plants only), plant growth, sunburst, wall of thorns; 1/day—shambler. Caster level 23rd; save DC 22 + spell level. The save DCs are Charisma-based.



## Colobus Monkey

**Size/Type:** Tiny Animal

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), climb 30 ft.

**Armor Class:** 14 (+2 size, +2 Dex), touch 14, flat-footed 12

**Base Attack/Grapple:** +0/−12

**Attack:** Bite +4 melee (1d3−4)

**Full Attack:** Bite +4 melee (1d3−4)

**Space/Reach:** 2-1/2 ft./0 ft.

**Special Attacks:** —

**Special Qualities:** Low-light vision

**Saves:** Fort +2, Ref +4, Will +1

**Abilities:** Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5

**Skills:** Balance +10 +12, Climb +10, Escape Artist +4, Hide +10, Listen +3, Spot +3

**Feats:** Agile, Weapon FinesseB

**Environment:** Warm forests

**Organization:** Troop (10–40)

**Challenge Rating:** 1/6

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2–3 HD (Small)

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

### COMBAT

Monkeys generally flee into the safety of the trees, but if cornered can fight ferociously.

**Skills:** Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

## Fiendish Dire Rat

**Size/Type:** Small Magical Beast (Extraplanar)

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +3

**Speed:** 40 ft. (8 squares), climb 20 ft.

**Armor Class:** 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

**Base Attack/Grapple:** +0/−4

**Attack:** Bite +4 melee (1d4 plus disease)

**Full Attack:** Bite +4 melee (1d4 plus disease)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Disease, Smite Good 1/day

**Special Qualities:** Low-light vision, scent, Darkvision 60 ft., Resistance to cold, and fire 5, Spell resistance 6

**Saves:** Fort +3, Ref +5, Will +3

**Abilities:** Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4

**Skills:** Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

**Feats:** Alertness, Weapon FinesseB

**Environment:** Any evil-aligned plane.

**Organization:** Solitary or pack (11–20)

**Challenge Rating:** 1/3

**Treasure:** None

**Alignment:** Lawful Evil

**Advancement:** 2–3 HD (Small); 4–6 HD (Medium)

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories.

A dire rat can grow to be up to 4 feet long and weigh over 50 pounds.

### COMBAT

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

**Disease (Ex):** Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Skills:** Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

## Black Bear

**Size/Type:** Medium Animal

**Hit Dice:** 3d8+6 (19 hp)

**Initiative:** +1

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

**Armor Class:** 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

**Base Attack/Grapple:** +2/+6

**Attack:** Claw +6 melee (1d4+4)

**Full Attack:** 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +5, Ref +4, Will +2

**Abilities:** Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6

**Skills:** Climb +4, Listen +4, Spot +4, Swim +8

**Feats:** Endurance, Run

**Environment:** Temperate forests

**Organization:** Solitary or pair

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 4–5 HD (Medium)

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

### COMBAT

Black bears rip prey with their claws and teeth.

**Skills:** A black bear has a +4 racial bonus on Swim checks.

## Lemure

**Size/Type:** Medium Outsider (Evil, Extraplanar, Lawful)

**Hit Dice:** 2d8 (9 hp)

**Initiative:** +0

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

**Armor Class** 14 (+4 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +2/+2

**Attack:** Claw +2 melee (1d4)

**Full Attack:** 2 claws +2 melee (1d4)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, see in darkness

**Saves:** Fort +3, Ref +3, Will +3

**Abilities:** Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5

**Skills:** —

**Feats:** —

**Environment:** A lawful evil-aligned plane

**Organization:** Solitary, pair, gang (3–5), swarm (6–15), or mob (10–40)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always lawful evil

**Advancement:** 3–6 HD (Medium)

A lemure is about 5 feet tall and weighs about 100 pounds.

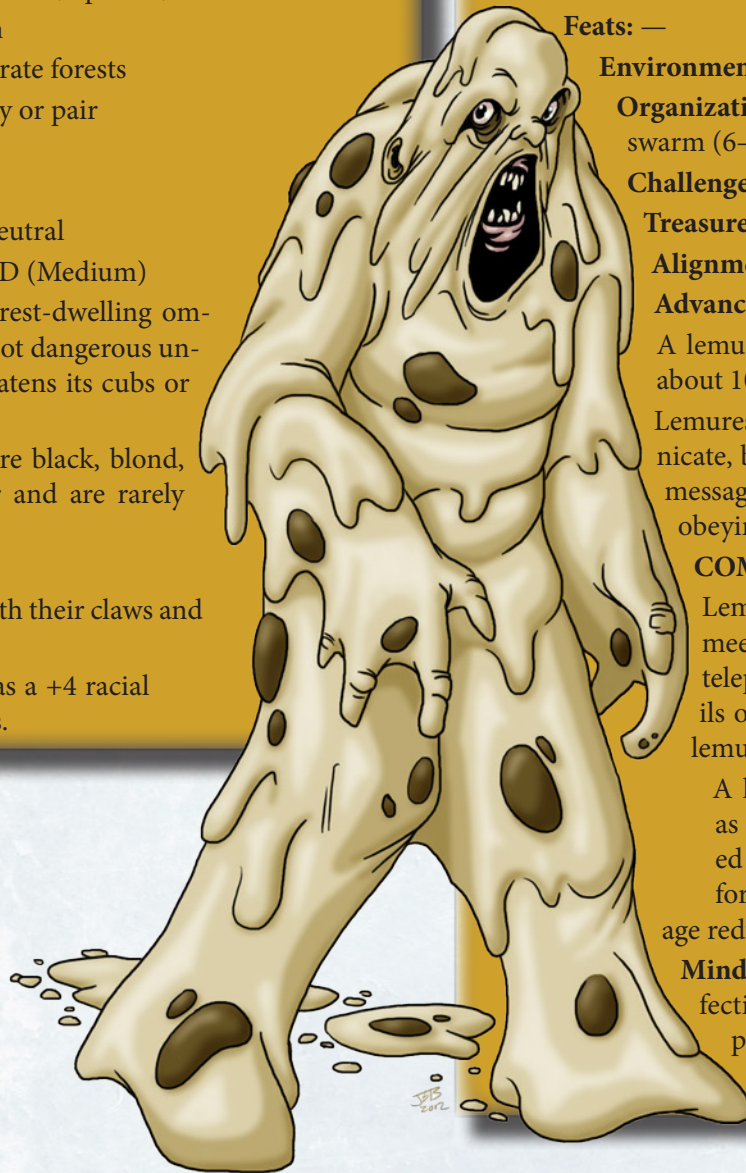
Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands.

### COMBAT

Lemures surge toward anything they meet and try to claw it apart. Only a telepathic command from other devils or the complete destruction of the lemures can make them stop.

A lemure's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

**Mindless (Ex):** Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).



## Ape

**Size/Type:** Large Animal

**Hit Dice:** 4d8+11 (29 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), climb 30 ft.

**Armor Class:** 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

**Base Attack/Grapple:** +3/+12

**Attack:** Claws +7 melee (1d6+5)

**Full Attack:** 2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** —

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +6, Ref +6, Will +2

**Abilities:** Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

**Skills:** Climb +14, Listen +6, Spot +6

**Feats:** Alertness, Toughness

**Environment:** Warm forests

**Organization:** Solitary, pair, or company (3–5)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5–8 HD (Large)

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

### COMBAT

**Skills:** Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

## Hellhound

**Size/Type:** Medium Outsider (Evil, Extraplanar, Fire, Lawful)

**Hit Dice:** 4d8+4 (22 hp)

**Initiative:** +5

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

**Armor Class:** 16 (+1 Dex, +5 natural), touch 11, flat-footed 15

**Base Attack/Grapple:** +4/+5

**Attack:** Bite +5 melee (1d8+1 plus 1d6 fire)

**Full Attack:** Bite +5 melee (1d8+1 plus 1d6 fire)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Breath weapon, fiery bite

**Special Qualities:** Darkvision 60 ft., immunity to fire, scent, vulnerability to cold

**Saves:** Fort +5, Ref +5, Will +4

**Abilities:** Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6

**Skills:** Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7\*

**Feats:** Improved Initiative, Run, TrackB

**Environment:** A lawful evil-aligned plane

**Organization:** Solitary, pair, or pack (5–12)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always lawful evil

**Advancement:** 5–8 HD (Medium); 9–12 HD (Large)

A typical hellhound stands 4-1/2 feet high at the shoulder and weighs 120 pounds.

Hell hounds do not speak but understand Infernal.

### COMBAT

Hell hounds are efficient hunters. A favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving it toward the rest with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing prey relentlessly.

A hell hound's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.



**Breath Weapon (Su):** 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

**Fiery Bite (Su):** A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

**Skills:** Hell hounds have a +5 racial bonus on Hide and Move Silently checks and they also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

## Deinonychus

**Size/Type:** Medium Animal

**Hit Dice:** 4d8+16 (34 hp)

**Initiative:** +2

**Speed:** 60 ft. (12 squares)

**Armor Class:** 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

**Base Attack/Grapple:** +3/+7

**Attack:** Talons +7 melee (1d8+4)

**Full Attack:** Talons +7 melee (1d8+4) and 2 foreclaws +2 melee (1d3+2) and bite +2 melee (2d4+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Pounce

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +8, Ref +6, Will +2

**Abilities:** Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10

**Skills:** Hide +12, Jump +26, Listen +10, Spot +10, Survival +10

**Feats:** Run, Track

**Environment:** Warm forests

**Organization:** Solitary, pair, or pack (3–6)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5–8 HD (Large Medium)

A deinonychus is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.



### COMBAT

A deinonychus uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

**Pounce (Ex):** If a deinonychus charges, it can make a full attack.

**Skills:** A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

## Fiendish Giant Wasp

**Size/Type:** Large Magical Beast (Extraplanar)

**Hit Dice:** 5d8+10 (32 hp)

**Initiative:** +1

**Speed:** 20 ft. (4 squares), fly 60 ft. (good)

**Armor Class:** 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

**Base Attack/Grapple:** +3/+11

**Attack:** Sting +6 melee (1d3+6 plus poison)

**Full Attack:** Sting +6 melee (1d3+6 plus poison)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Poison, Smite Good

**Special Qualities:** Darkvision 60 ft., Resistance to cold and fire 5, Spell Resistance 10, Damage Reduction 5/magic

**Saves:** Fort +6, Ref +2, Will +2

**Abilities:** Str 18, Dex 12, Con 14, Int 3, Wis 13, Cha 11

**Skills:** Spot +9, Survival +1

**Feats:** Ability Focus (Poison), Hover

**Environment:** Temperate forests in an evil-aligned plane

**Organization:** Solitary, swarm (2–5), or nest (11–20)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Lawful Evil

**Advancement:** 6–8 HD (Large); 9–15 HD (Huge)

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Poison (Ex):** Injury, Fortitude DC 16, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

**Skills:** Giant wasps have a +8 racial bonus on Spot checks and +4 racial bonus on Survival checks to orient themselves.



## Part of The Tree of Planes CR 25

XP 1,638,400

N Colossal Plant

Init +3; Senses -; Perception

### DEFENSE

AC 41, touch 1, flat-footed 41 (-1 Dex, -8 size, +40 natural)

hp 1,175 (50d8+950)

Fort +45, Ref +21, Will +33

Defensive Abilities plant traits; DR 10/-; SR 29

### OFFENSE

Speed 60 ft.

**Melee** 2 slams +51 melee (10d6+19/19-20 (+1d6 on a critical hit))

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** Animate trees, trample, triple damage against objects, spell-like abilities

### STATISTICS

Str 48, Dex 8, Con 42, Int 19, Wis 33, Cha 35

Base Atk +37; CMB +64; CMD 71

**Feats** Alertness, Dazzling Display, Deadly Stroke, Endurance (x 3), Great Fortitude, Improved Critical (slam), Improved Grapple, Improved Initiative, Improved Iron Will, Improved Lightning, Iron Will (x 3), Improved Unarmed Strike, Lightning Reflexes (x 3), Power Attack, Shatter Defenses, Toughness (x 3), Weapon Focus (slam)

**Skills** Acrobatics (to jump) +31, Diplomacy +61, Intimidate +62, Knowledge (nature) +57, Perception +53, Sense Motive +56, Stealth -12, Survival +51

### ECOLOGY

**Environment:** Any forest on any plane

**Organization:** Solitary or with a grove of treants

**Treasure:** None

The Tree of Planes speak the language of treants, plus Common and Sylvan.

### COMBAT

**Animate Trees (Sp)** A part of The Tree of Planes can animate trees within 500 feet at will, controlling up to six trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves and fights as a treant in all physical respects. Animated trees lose their ability to move if the part of The Tree of Planes who animated them is incapacitated or moves out of range.

**Trample (Ex)** A part of The Tree of Planes can trample Gargantuan or smaller creatures for 8d20+40 points of damage. Opponents who do not make attacks of opportunity against the part of The Tree of Planes can attempt a Reflex save (DC 54) to halve the damage. The save DC is Strength-based.

**Triple Damage against Objects (Ex)** A part of The Tree of Planes that makes a full attack against an object or structure deals triple damage.

**Plant Traits** Immune to poison, sleep, paralysis, stunning, and polymorphing; not subject to critical hits or mind-affecting effects.

**Skills** A part of The Tree of Planes receives skills as though it was fey. \*They have a +24 racial bonus on Hide checks made in forested areas.

**Spell-Like Abilities** At will—*animal messenger, command plants, speak with plants, stone tell*; 3/day—*mass cure light wounds (plants only), plant growth, sunburst, wall of thorns*; 1/day—*shambler*. Caster level 23rd; save DC 22 + spell level. The save DCs are Charisma-based.



## Colobus Monkey

Monkey CR 1/4

XP 100

N Tiny animal

**Init** +2; **Senses** low-light vision; **Perception** +5

### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +4, **Will** +1

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +4 melee (1d3–4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

### STATISTICS

**Str** 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 6

**Feats** Weapon Finesse

**Skills** Acrobatics +10, Climb +10, Perception +5; Racial Modifiers +8 Acrobatics

### SPECIAL ABILITIES

**Familiar** The master of a monkey familiar gains a +3 bonus on Acrobatics checks.

### ECOLOGY

**Environment** warm forests

**Organization** solitary, pair, band (3–9), or troop (10–40)

**Treasure** none

Monkeys are highly social creatures. They spend the majority of their day searching for food.

## Fiendish Dire Rat CR 1/3

XP 135

N Small animal

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +4

### DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +5, **Will** +1

**Resist** cold 5, fire 5; **SR** 6

### OFFENSE

**Speed** 40 ft., climb 20 ft., swim 20 ft.

**Melee** bite +1 (1d4 plus disease)

**Special Attacks** disease, smite good

### STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +0; **CMB** –1; **CMD** 12 (16 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Climb +11, Perception +4, Stealth +11, Swim +11; Racial Modifiers uses Dex to modify Climb and Swim

### SPECIAL ABILITIES

**Disease (Ex)** Filth fever: Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

### ECOLOGY

**Environment** any urban

**Organization** solitary or pack (2–20)

**Treasure** none

Dire rats grow up to 2 feet long and weigh up to 25 pounds. They are common menaces in dungeons and city sewers alike.



## Black Bear CR 3

XP 800

N Medium animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +6

### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

**hp** 32 (5d8+10)

**Fort** +6, **Ref** +7, **Will** +2

### OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +6 (1d4+3 plus grab), bite +6 (1d4+3)

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

### STATISTICS

**Str** 17, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 19 (23 vs. trip)

**Feats** Endurance, Run, Skill Focus (Survival)

**Skills** Perception +6, Survival +5, Swim +12; **Racial Modifiers** +4 Swim

### ECOLOGY

**Environment** cold forests

**Organization** solitary or pair

**Treasure** none

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

## Lemure CR 1

*A roiling wave of flesh gushes forward. Amid the fatty surge wriggle half-formed limbs and a dripping tumorous face.*

XP 400

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +0; **Senses** darkvision 60 ft., see in darkness; **Perception** +0

### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 natural)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +3, **Will** +0

**DR** 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

### OFFENSE

**Speed** 20 ft.

**Melee** 2 claws +2 (1d4)

## STATISTICS

**Str** 11, **Dex** 10, **Con** 12, **Int** —, **Wis** 11, **Cha** 5

**Base Atk** +2; **CMB** +2; **CMD** 12

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, pair, gang (3–5), swarm (6–17), or mob (10–40 or more)

**Treasure** none

The least of devilkind, lemures roil forth from the ranks of souls damned to Hell, shapeless masses of quivering flesh. What spark of instinct or memory lingers on within a lemure's semi-consciousness regularly shapes its features to mimic those of its tormentors or the tortured souls around it. Grotesque and useless, a lemure's features speak nothing of what it once was. Many exhibit multiple terrible visages or are nothing more than churning pillars of cancerous flesh. Only their knobby, flailing limbs work as they should, and those they merely use to destroy any non-infernal life that draws too near. Moving lemures typically congeal in forms over 4 feet tall and weigh upward of 200 pounds, though when at rest these disgusting fiends often appear to be little more than lumps of melted flesh and malformed features.

Although among the most loathsome creatures in existence, lemures serve a vital role in Hell's perverse ecology. When at the end of a mortal life a creature's soul is damned—whether because it revered diabolical forces or failed in the worship of another deity—it joins the masses of suffering souls filling the plains of Avernus, Hell's first layer. Here a soul's torments begin as lesser devils marshal it along with similar spirits in preparation for a long, perilous journey to one of Hell's deeper layers—typically one suited to the punishments appropriate to the soul's crimes, or merely the domain of a devil who has need for slaves. Upon reaching the realm of their damnation, souls face untold lifetimes of torment at the hands of devils, other fiendish beings, and the deadly machinations of Hell itself. As the formerly mortal essences slowly go mad, they forget their lives, grow bestial, and eventually become little more than automatons of fear and hatred. After ages of such existence, the cruel processes of Hell either utterly annihilate the soul or—in the cases of the most profane spirits—reconsecrate such forsaken beings into lemures, the building blocks of devils, unthinking waves of filth and diabolical flesh. Such repulsive beings assemble in vast mobs, waves of putrescence thousands upon thousands strong. Greater devils can spot the most corrupt of these fiends and, either through mysterious tortures or the powers of Hell itself, reshape them into true devils, newly born and ready to obediently serve in the legions of the damned.

## Gorilla CR 2

*Large, deep-set eyes peer from beneath this great ape's thick brow as it lumbers forward on its legs and knuckles.*

**XP** 600

**N** Large animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +8

### DEFENSE

**AC** 14, touch 11, flat-footed 12; (+2 Dex, +3 natural, -1 size)

**hp** 19 (3d8+6)

**Fort** +7, **Ref** +5, **Will** +2

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** 2 slams +3 (1d6+2)

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

### STATISTICS

**Str** 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +2; **CMB** +5; **CMD** 17

**Feats** Great Fortitude, Skill Focus (Perception)

**Skills** Acrobatics +6, Climb +14, Perception +8

### ECOLOGY

**Environment** warm forests

**Organization** solitary, pair, or troop (3–12)

**Treasure** none

An adult male ape is 8 feet tall and can weigh as much as 400 pounds. While generally shy and peaceful creatures when left to their own business, gorillas are territorial and become highly aggressive when provoked. This stat block can generally be used for any of the larger types of primates, such as gorillas—for smaller apes like orangutans and chimpanzees, apply the young simple template. Even smaller primates should use the stats for monkeys.

Gorillas typically make a large show of force before actually attacking, thumping their chests with their palms, stamping their feet, and roaring loudly. Any opponents who refuse to flee after this display are attacked. Troops of apes fight together in a frenzy, tearing opponents to pieces with their hands and teeth.

## Hell Hound CR 3

*This creature resembles a thin, lanky wolf with reddish-brown fur, white claws, and burning, fiery red eyes.*

**XP** 800

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

**Init** +5; **Senses** darkvision 60 ft., scent; **Perception** +7

### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +5, **Will** +1

**Immune** fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 40 ft.

**Melee** bite +5 (1d8+1 plus 1d6 fire)

**Special Attacks** breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)

### STATISTICS

**Str** 13, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 6

**Base Atk** +4; **CMB** +5; **CMD** 16 (20 vs. trip)

**Feats** Improved Initiative, Run

**Skills** Acrobatics +8, Perception +7, Stealth +13, Survival +7; **Racial Modifiers** +5 Stealth

**Languages** Infernal (cannot speak)

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, pair, or pack (3–12)

**Treasure** incidental

A typical hell hound stands 4–5 feet tall at the shoulder and weighs 120 pounds. Efficient hunters, a favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving prey toward the rest of the pack with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing creatures relentlessly.

Hell hounds are particularly favored by fire giants, as the creatures are immune to fire and share the fire giant's sense of cruelty when it comes to handling intruders. Only when a fire giant goes too far toward treating a relatively intelligent hell hound like a pet do such alliances begin to falter.

## Deinonychus CR 3

*This brightly colored dinosaur exudes a dangerous ferocity. Each foot is armed with a large, sickle-shaped claw.*

XP 800

N Medium animal

**Init** +6; **Senses** low-light vision, scent; **Perception** +14

### DEFENSE

**AC** 15, **touch** 12, **flat-footed** 13 (+2 Dex, +3 natural)

**hp** 34 (4d8+16)

**Fort** +8, **Ref** +6, **Will** +2

### OFFENSE

**Speed** 60 ft.

**Melee** 2 talons +5 (1d8+2), bite +5 (1d6+2), foreclaws +0 (1d4+1)

**Special Attacks** pounce

### STATISTICS

**Str** 15, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Improved Initiative, Run

**Skills** Acrobatics +10 (+22 jump), **Perception** +14, **Stealth** +15; **Racial Modifiers** +8 Acrobatics, +8 **Perception**, +8 **Stealth**

### ECOLOGY

**Environment** warm forests

**Organization** solitary, pair, or pack (3–12)

**Treasure** none

As swift and agile as it is deadly, the deinonychus is a pack hunter, running with several of its kind to take down prey and rip it apart with their gutting talons.

## Giant Wasp CR 3

*This horse-sized wasp is covered in yellow and black vertical stripes—its stinger is the size of a sword and drips with venom.*

XP 800

N Large vermin

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +9

### DEFENSE

**AC** 14, **touch** 10, **flat-footed** 13; (+1 Dex, +4 natural, –1 size)

**hp** 34 (4d8+16)

**Fort** +8, **Ref** +2, **Will** +2

**Immune** mind-affecting effects

### OFFENSE

**Speed** 20 ft., fly 60 ft. (good)

**Melee** sting +6 (1d8+6 plus poison)

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

### STATISTICS

**Str** 18, **Dex** 12, **Con** 18, **Int** —, **Wis** 13, **Cha** 11

**Base Atk** +3; **CMB** +8; **CMD** 19

**Skills** Fly +3, **Perception** +9; **Racial Modifiers** +8 **Perception**

### SPECIAL ABILITIES

**Poison** (Ex)

**Sting**—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 1 *save*. The *save* DC is Constitution-based, and includes a +2 racial bonus.

### ECOLOGY

**Environment** temperate forests

**Organization** solitary, pair, group (3–6), or nest (7–19)

**Treasure** none

Giant wasps nearly always form nests, though not like their much smaller cousins. Each nest functions with one leader (the queen), a few workers, and several soldiers. The workers and the queen produce offspring while the soldiers protect the nest and hunt for food. Giant wasp nests are typically found in caves, abandoned houses, or any complex large enough to fit a dozen 10-foot-tall insects.

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young—the experience of lying in a wasp nest, paralyzed while its grubs feed, is one of nature's cruelest inventions. Even when part of a nest, giant wasps tend toward solitary hunting, and it's rare to see more than one at a time.





# OLEMUS MULTA'S FOREST



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# Arcineum Devaneas 1

A Pathfinder/3.5 Compatible Adventure for 3-6 PCs of Any Level

Magic weaves its way through everyone's life, whether they realize it or not. Its energy flows all around them, from the simplest cantrip or orison all the way to the mightiest spells that shake worlds. But the one thing that seems stronger than magic itself is the disagreement between those that wield as to whether divine or arcane energies hold sway; this argument has continued since the birth of the gods!

So when two friends, both successfully powerful beyond the dreams of most mortals, decide to spend a few centuries answering this very question, something very special has to be at work. And the testing gauntlets set up by Olemus Multa and Maaginen Jekku are indeed special; ingenuity, cunning, bravery and sharp wits are all required to find a way through these mind-bending passageways, with encounters designed to establish just who does hold the upper hand.

Of course, doing these two spellcasters such a big favor leads to great rewards, so long as the place isn't broken into pieces during events. A party will find that the rewards reflect the PCs' level of achievement, as well as turning up after the failure of others. And whilst deaths do occur, the two spellcasters are far more interested in seeing if their use of magical energy gives them a slight upper hand in the endless philosophical debate than they are in having to deal with bodies; resurrections are happily given as part of the deal. Eventually, at the end of each gauntlet, the players will find that the rewards are worth the risk; the two will offer something to each member of a party that is commensurate with their current experience and ability, and is "just what the caster ordered".

So if you can find these mystery settings, rumored to be on a plane following a path through the universe, hop on board and try your luck. Really, what have you got to lose!

Part 1 of the Dire, Devilish Deeds quartet contains:

- A plane-spanning environment that is far from what it seems
- The first 8 encounter areas of this challenging gauntlet
- Puzzles to test the skills of both the players and the PCs, with progress and rewards influenced by their degree of success
- Traps with "helpful" results
- New creature, the "Tree of Planes", which allows access to many and varied places across the multiverse
- Chances to face combat at a variety of levels, in a variety of ways, as a variety of creatures
- The opportunity for your PCs to take place in the greatest experiment known to humanoidkind and to influence the results!

