

4-6 PCs



Any Level

# Devaneum Arcineas I

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“Devaneum Arcineas 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.

## Adventure Background

Maaginen Jekku and Olemus Multa 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.

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 humanoids simply see the drow, not the man within the skin.

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!

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. Maaginen and Olemus know that this will mean careful use of the healing capability of the party and require the members to think on their feet.**

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; reincarnations and 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 gauntlets, they 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.

## Adventure 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, an elf and a gnome. A conversation strikes up, and an offer made. The elf and gnome 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 Olemus's test.

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

## 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 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, Olemus will claim Maaginen has failed if the PCs die in his gauntlet, and vice versa. Any deaths result in true resurrection anyway - if a PC gets killed as one of Maaginen's creatures, it counts as a victory for Olemus, 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.

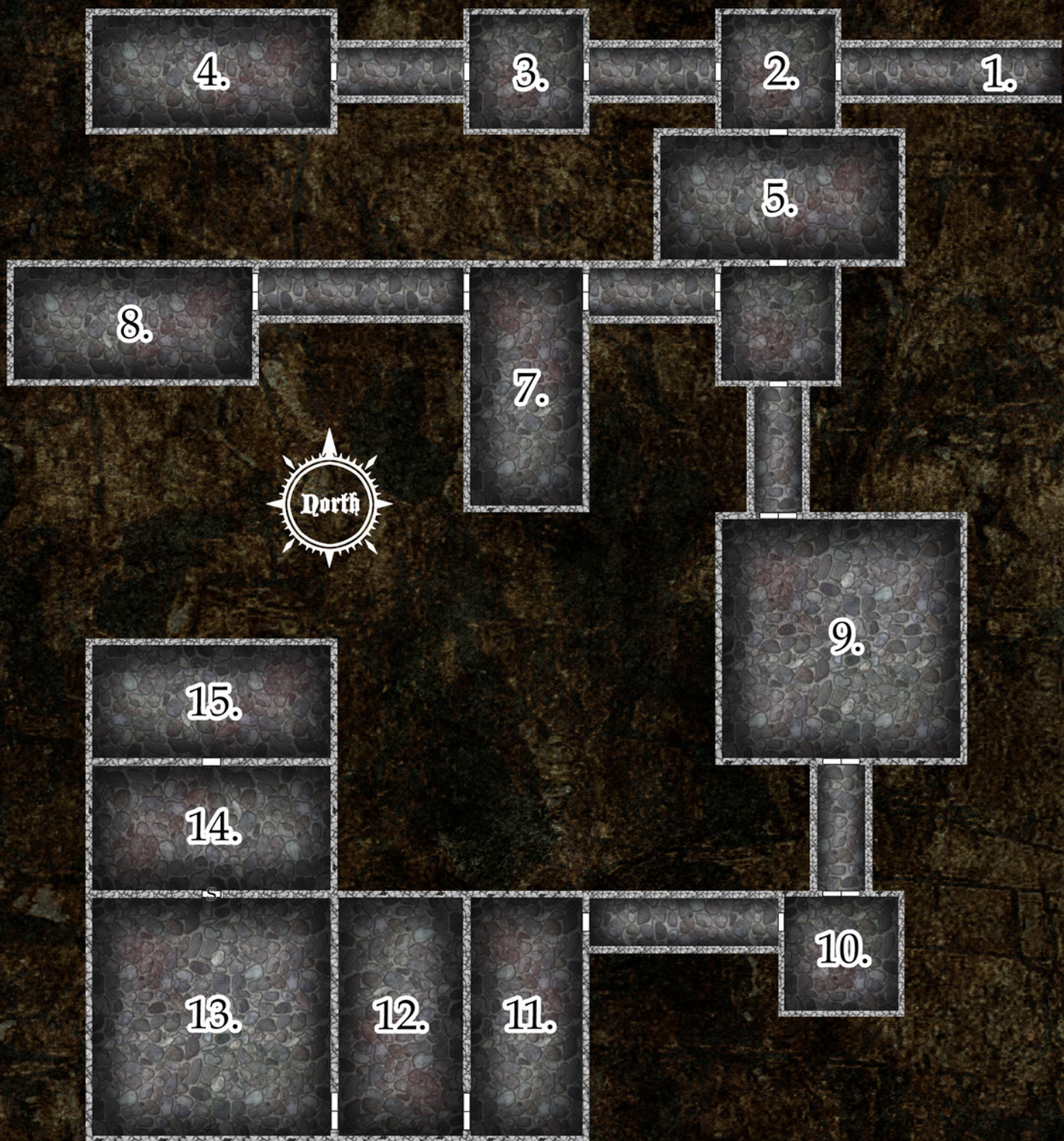
They will finally escape the second gauntlet, yet will find themselves almost back in the same place they started from, with knowledge gained from the experience. Alternatively, as GM, you can use this to place the PCs anywhere you feel like.

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 begins to turn back in on itself.

## Hooks and Introduction

1. Whilst exploring any seemingly-deserted area, the party are approached by Maaginen and Olemus (Maaginen is the teacher and Olemus 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





MAAGINEN JEKKU'S DUNGEON





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 Maaginen and Olemus 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, an elderly elf and a youngish gnome. 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 sorcerer, druid or bard, tales of Maaginen and Olemus 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 an elf and a gnome 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 elf or gnome standing next to the brightly-coloured stone

archway, that seems to go nowhere, can tell you about. Everyone else seems to be walking past the rather bedraggled pair, but the elf waves you over.

## Area 1 - Discoveries

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

The party encounter an elderly elf with his assistant, a young druid on a sabbatical from her mentor. All is not what it seems, however, as the druid is, in reality, just as old. The two are actually engaged in a seemingly endless debate about which magical path - arcane or divine - 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 stone arch, either the result of intricate stonemasonry or a natural linking of various rocky outcrops. The elder of the pair, the elf, introduces himself as Maaginen Jekku, and his druid apprentice as Olemus Multa. If anyone in the group is familiar with the names, he simply states, "Well, stories are often just that..."

Whatever direction the conversation takes (depending on the hook that is used), Maaginen will get Olemus to give each PC a small stone token, skillfully engraved with the elven symbol for "the heart". He 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 *greater teleport* 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. Once the PCs are through the



gateway, a passageway leads away from them, heading westwards. At the end of it is another stone archway.

**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 well-worked stone that is 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 stone 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 sorcerer 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 PC disappears as he steps through the arch, the first part of him 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 drow elven symbols meaning “the body” - there are thousands of them, covering many types of creature. Anyone who can speak Drow Elven realizes this quite quickly.

Any magical investigation of the archway reveals a strong sense of Conjunction 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 Maaginen and Olemus 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 small room, about 25 feet square and 10 feet high, rising to 20 feet high in the center of the room where 4 supporting brick arches meet. 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 down the corridor 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.

At this point in time, 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 exist and they can only travel to the west.

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.

The archway to the west can be crossed at this time. There is a passageway heading straight west, which, if enough light is available at the far end of it, has yet another archway.

Once the PCs have been to Area 3 and experienced the shrine, they will find they are able to interact with the southern exit archway (if they entered through Area 1) OR are able to travel eastwards as the archway will now be accessible (if they have come from within the gauntlet).

If they are heading towards Areas 5, they find that there is a 2-foot long inter-room section forming a very short passageway between the two rooms. Details of what is in this is at the start of the description of Area 5.

## Area 3 - The shrine

The passage from the entryway ends in an arch that has two sides of an equilateral triangle as its top. There are a significant number of clearly individual bricks and stones that make up the two sides of the triangle that supports the upper wall. Each of these bricks and stones had a face carved on it; a **Knowledge (religion) DC 20** roll reveals they are images of various deities, including some that don't usually have physical representations. These carvings have an unnerving ability to seemingly blink when they aren't directly looked at.

Within the room is a small stone shrine covered in hundreds of totems to various gods and goddesses of magic or the arcane world (**Knowledge (religion OR arcana) DC 10**). The Shrine itself is in the image of a cave that has stalactites and stalagmites stretching into all the known planes from a central platform (**Knowledge (the planes) DC 10**), plus some additional words that are the names of demi-planes that can't immediately be recalled or may never have been heard of before (**Knowledge (the planes) DC 20**). The right half looks like stone, the left looks like wood, although it is entirely made of rock.

The many hundreds of tokens are attached to these stalactites and stalagmites, 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 Cave 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 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 Cave 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.

Once the PCs have experienced the shrine, they will find they are able to interact with the southern exit in Area 2 if they have come into the gauntlet via Area 1, OR will be able to use the eastern exit in Area 2 if they have come from within the gauntlet and are looking to leave via Area 1.

The corridor between this area and Area 4 is 10 feet wide and roughly 30

feet long. The walls, floor and ceiling are smooth and entirely featureless. Where the walls meet the floor and ceiling are curved, so there is no dust-gathering join. The whole corridor gives off a soft grey light, similar to just before dawn, which allows the PCs to see without requiring any other illumination.

## 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 stalactites and stalagmites, 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 evocation and necromancy magic. This space is an arcane sorcerous power source for the whole of the gauntlet; *horrid wilting* and *telekinetic sphere* at 18th level can be detected if suitable spells are cast.

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 find it is virtually impossible to travel over





the everchanging stalactites and stalagmites. They have encountered “the Cave”, a legendary creature that can be used to travel to any plane if someone knows how to follow the pathways created by those stalactites and stalagmites. (**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 stalactites and stalagmites, use the following statistics for this part of The Cave of Worlds. It is an Epic creature, and PCs of any level other than 20th have no real business attacking it. Even at that level it is foolhardy.

**Part of The Cave of Worlds (3.5)**

**Part of The Cave of Worlds (PF)**



If anyone takes a small piece of stone from the Cave of Worlds 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 *stoneskin* cast at 25th level for duration.

## Area 5 - The rubbish pile

As the PCs head towards the way out of Area 2, they see that there is a 2-feet long inter-room section forming a very short passageway or archway. It is straightforward for them note that the archway is inscribed with dozens of symbols representing fire [**Knowledge (arcana) or (religion) DC 12**] along with the names of fire-breathing creatures.

On a **Spot/Perception DC 12** roll they can see that there is a grid, with a shallow depression in each square, set in the floor in the middle of the archway, along with a small box containing 22 marble stones - 5 red, 5 blue, 6 green and 6 yellow - and a folded scroll in it. The grid also has two marble stones fixed in place. If they try to go through the archway, they find that it is blocked. If they try to go around it, the walls automatically lead them back to this point.

Two of the grid depressions already have marble stones in them, as below.

## Door Puzzle - Fair Fighting

The scroll in the box has the following on it:

*The great battle sorcerer Vetaa Taistelu believed in a fair fight; flanking opponents or being flanked by them disgusted him beyond all reason. His desire for fairness drove him to present this puzzle to all those who wished to enter his academy.*

*Two stones, representing arcane warriors of fire and water, are placed in the cells of the 8x8 battlefield grid as is shown. A straight line can be drawn through the centers of these warriors, but they are still in a fair, one-to-one fight.*

*If a stone is added in the upper right corner of the grid then the same line would pass through the centers of three warriors and an unfair advantage (flanking opportunity) would be possible. This should never happen at either this academy or in real life, according to Taistelu.*

*The object is to place as many new warriors on the grid (one per cell) as possible in such a way that any straight line which can be drawn on the grid doesn't pass through the centers of three warriors. Thus, it is not possible to place a stone in the upper right corner. What is the maximum number of stones which you can place on the grid observing this 'no three warriors creating an unfair advantage (flanking opportunity)' rule? Also, there must be an equal number of each warrior groups of earth, air, fire, and water - these are represented by the 4 colors - on the grid as part of the solution.*

The red stones represent the fire warriors, the blue represents the water warriors, the green represents the earth warriors and the yellow represents the air warriors.

## Door puzzle - Fair Fighting solution

Once the puzzle has been completed, each of the stones on the grid turn into hard-but-edible shells that contain a *potion of cure minor wounds*. The party then finds that they are able to move forward through the archway. If it isn't completed correctly, the marble stones just fade away.

The space through the archway is roughly 60 feet by 30 feet, with the archway in the middle of the long northern wall. At either end of the space is a rubbish heap, each with plenty of rotting food on it. There is also at least 1 dire rat running around, more depending on the size of the party!

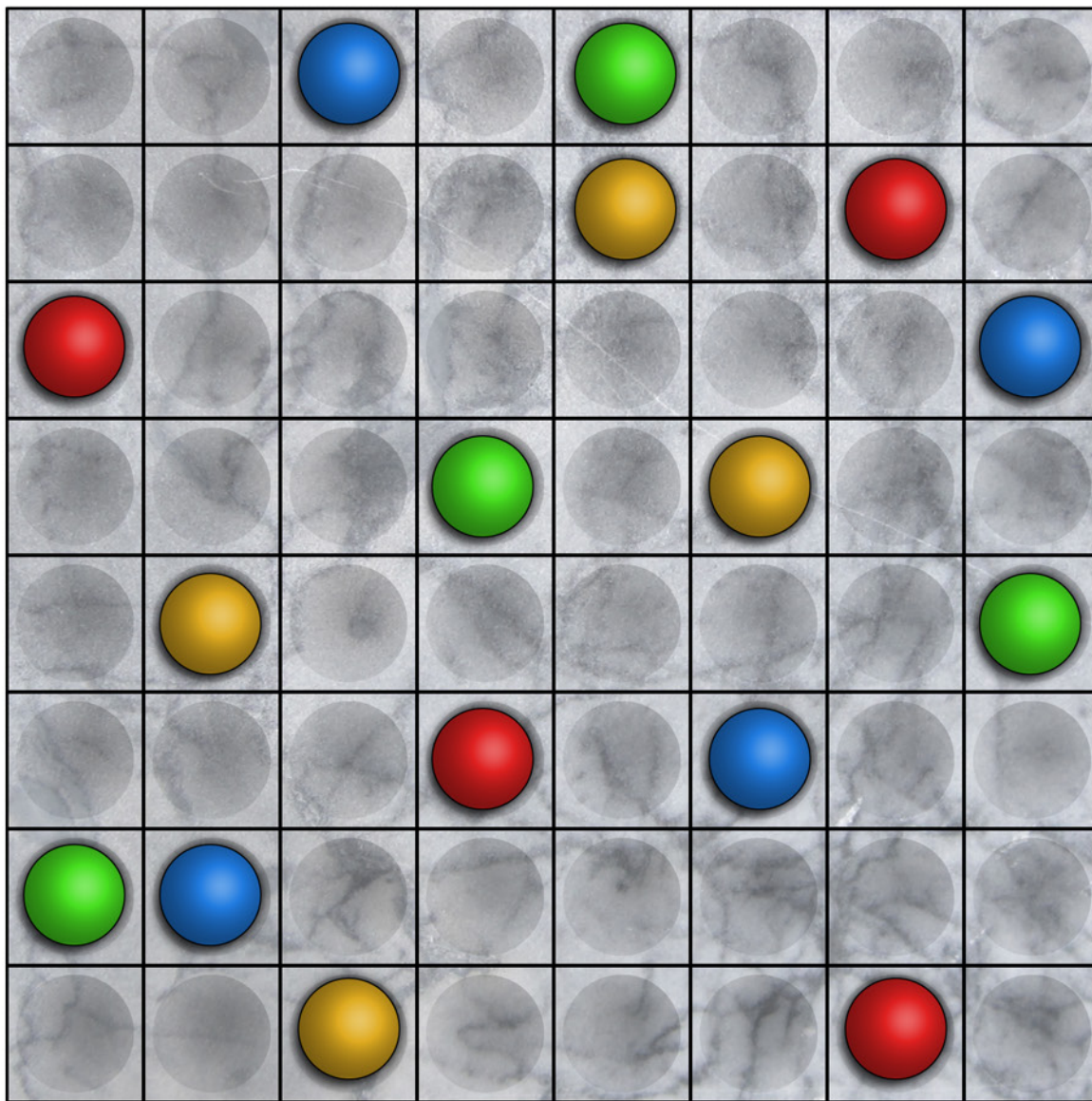


## A 7x8 grid of 56 grayscale circular images. Each image shows a different texture, such as marbled paper, wood grain, or stone. Two cells are highlighted with colored circles: a red circle at row 2, column 7 and a blue circle at row 6, column 2. The grid is composed of 7 rows and 8 columns of these circular images.

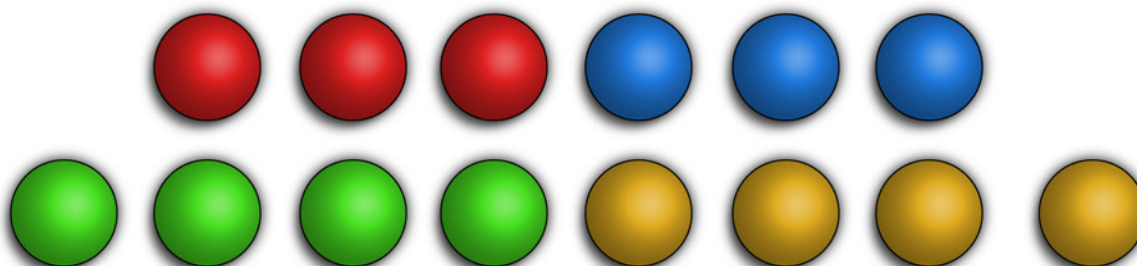


# FAIR FIGHTING PUZZLE

SOLUTION



CUT OUT STONES BELOW FOR PLAYERS





As the PCs step through the archway, they undergo a transformation, changing into small celestial giant fire beetles. There is no save for this change, and all items are absorbed onto the bodies of the beetles 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 dire rat needs dealing with immediately; there is a glint in its eye as it scuttles around the area, which doesn't look welcoming.

## First Sorcerous Test - Celestial fire beetles against the dire rats



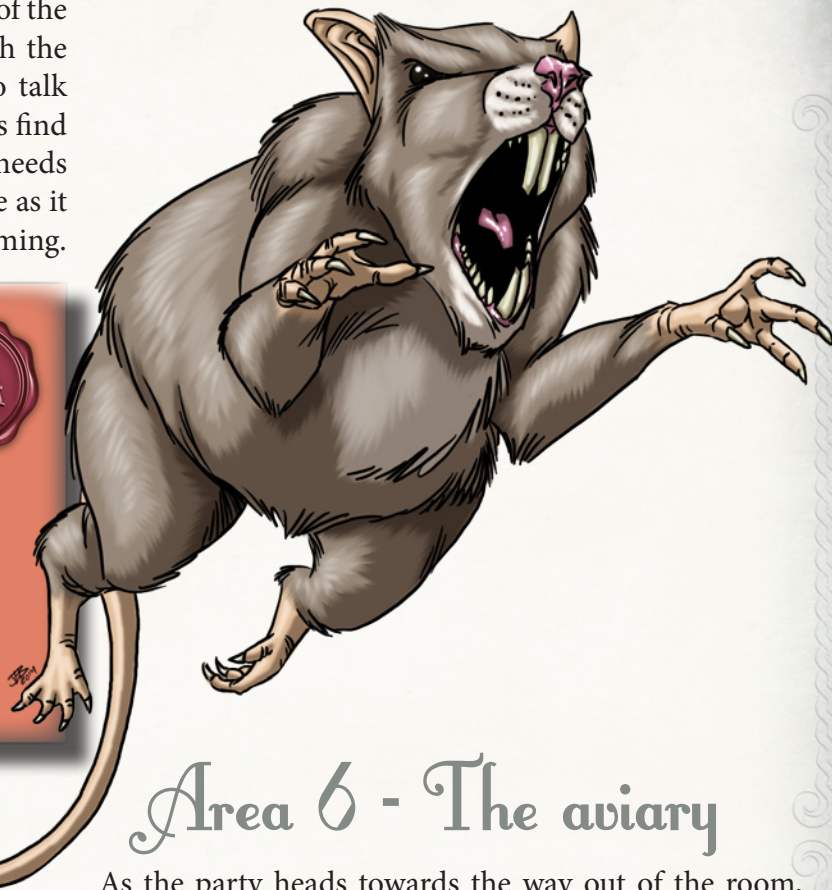
(1-3 PCs = 1 dire rat, 4-6 PCs = 2 dire rats)

Celestial Giant Fire Beetle (3.5)

Celestial Fire Beetle (PF)

Dire Rat (3.5)

Dire Rat (PF)



Once the dire rats have been dealt with, the PCs can look through the rubbish pile, which is mostly decomposing vegetation - very nutritious to a fire beetle!.

A Search/Perception DC 10 roll finds a carved stone plaque with a letter 'E' on it. The plaque is about 3 inches tall and an inch wide.



As they pick up the tile, the PCs find themselves returning to their true forms. The healing beads from the successfully- completed puzzle, and the carved stone plaque 'E', remain in their possession. If the letter is checked, it radiates strong Conjuraction (teleportation). It is part of the material component for the *teleportation circle* used to leave the gauntlet.

## Area 6 - The aviary

As the party heads towards the way out of the room, they see that there is another of the 2-feet long inter-room sections forming a very short passageway. On the far side of the archway, there appears to be a drop, as no floor is immediately visible. Suddenly, there is a "Whooosh!" and a dire bat swoops past the gap in the wall. In a moment, it is gone!

If the party look, it sees that there is a single archway in the middle of the southern wall, and a pair of doors in the north-western corner.

If they try to go through the archway, they find that it is blocked. If they try to go around it, the walls automatically lead them back to this point.

Across the lintel of the archway is a carving which reads:

*Either side of the entrance to this chamber is a phrase. It is incomplete, but only in a small way. You must draw your own conclusions as to what is missing, but imagein the reward for filling in the gaps!*

The word "imagein" is deliberately spelt incorrectly as a clue. If you think this makes the puzzle too straightforward, change the spelling to the correct form.



# DOOR FRAME PUZZLE



EITHER SIDE OF THE ENTRANCE TO THIS CHAMBER IS A PHRASE. IT IS INCOMPLETE, BUT ONLY IN A SMALL WAY. YOU MUST DRAW YOUR OWN CONCLUSIONS AS TO WHAT IS MISSING, BUT IMAGINE THE REWARD FOR FILLING IN THE GAPS!

A M --- YR ST --- S TO B --- ER FROM THE E --- H.

THE M --- INET QU --- ERS HER P --- NER'S HE --- .



## Door frame puzzle solution

Every word has the same 3 letters, indeed the same word, missing - ART. The correct phrases should read:

*A **m**artyr **s**tarts to **b**arter from the **e**arth.*

*The **m**artinet **q**uarters her **p**artner's **h**eart.*

Once the puzzle has been completed, each of the two phrases peels away from the door frame and changes into a scroll. Each one is found to have a *lesser restoration* spell on it. The party then finds that they are able to move forward through the archway. If it isn't completed correctly, the letters fill in and do not turn into the scrolls.

The area through the archway is roughly 30 feet by 30 feet, with the archway itself in the middle of the long northern wall. Directly opposite is another archway, and on the west wall is a pair of double doors. Strikingly, there really isn't a floor, and a ceiling can't be seen either,

as this is 40 feet or so above the entrance. There is another disturbance in the air as at least 1 dire bat swoops past, more depending on the size of the party!

As the PCs step through the archway, they undergo a transformation, changing into celestial giant bees. There is no save for this change, and all items are absorbed onto the bodies of the bees 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 dire bat needs dealing with immediately; it looks like they are trying to pluck the PCs (in bee form) out of the air as food.

## Second Sorcerous Test - Celestial giant bees against dire bats



(1-3 PCs = 1 dire bat, 4-6 PCs = 2 dire bats)

Celestial Giant Bee (3.5)

Giant Bee (PF)

Dire Bat (3.5)

Dire Bat (PF)



Once the dire bats have been dealt with, the PCs can look at where the creatures were originally hanging, some 40 feet above them. There is a small shelf under which is enough rough stonework for the bat(s) to cling to. A **Search/Perception DC 10** roll finds a carved stone plaque with a letter 'E' on it on top of the shelf. The plaque is about 3 inches tall and 2 inches wide.





As they step out of the area, whatever the direction, the PCs find themselves returning to their true forms. The scrolls from the puzzle and the carved stone plaque '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.

Whether they use the archway to the south or the doors in the north-western corner, the PCs find themselves in a corridor, 10 feet wide and 30 feet long. The walls, floor and ceiling are smooth and entirely featureless. Where the walls meet the floor and ceiling are curved, so there is no dust-gathering join. The whole corridor gives off a soft grey light, similar to just before dawn, which allows the PCs to see without requiring any other illumination.

## Area 7 - The tunnels

As the party moves down the corridor, which appeared clean and featureless as it left Area 6, they see that the stone doors at the far end are much more rough-and-ready than they first appeared. In fact, they look unfinished, as if they are the entrance to an incomplete or abandoned structure. The blocks that make up the door are crumbly, with many missing. Yet the doors are holding together somehow.

If a PC goes up to them, she finds that the far side looks like a mine tunnel rather than the finely worked stone that has been the trademark of the rooms to date. Although the tunnel is big enough for a medium-sized creature to enter, it is just over 5 feet in diameter and earthen in nature. However, at this time, if they try to go through the doorway, they find that it is blocked. If they try to go around it, the walls automatically lead them back to this point.

A **Spot/Perception DC 15** roll allows a pC to notice that there are 17 blocks that are in better condition than the rest. They are about 4 feet from the floor and are either side of the gap between the two doors, covered with a fine dust. If a PC brushes the dust away, she finds that the first block has a carved message on it, whilst the rest have a series of symbols on them.

The carved message on the first block reads:

*Do you know where you are going? How can you be sure?  
Whilst taking a chance with Fate can lead us to inner  
knowledge, it is sometimes better to be told which path  
we are traveling, by that with greater understanding.*

If you think your players need some more help with this, add something like, "that will point your way" or "will help you with bearing the journey" to the end of the readaloud section above.

### Entranceway puzzle

The 16 blocks with symbols look like this:

### Entranceway puzzle solution

Each symbol represents a letter, using a compass as a starting point, with the exception of the letter I. Each symbol is as follows:

This means that the entire message reads:

**To vex our foes,**

**We trust true friends.**

**We resist our woes,**

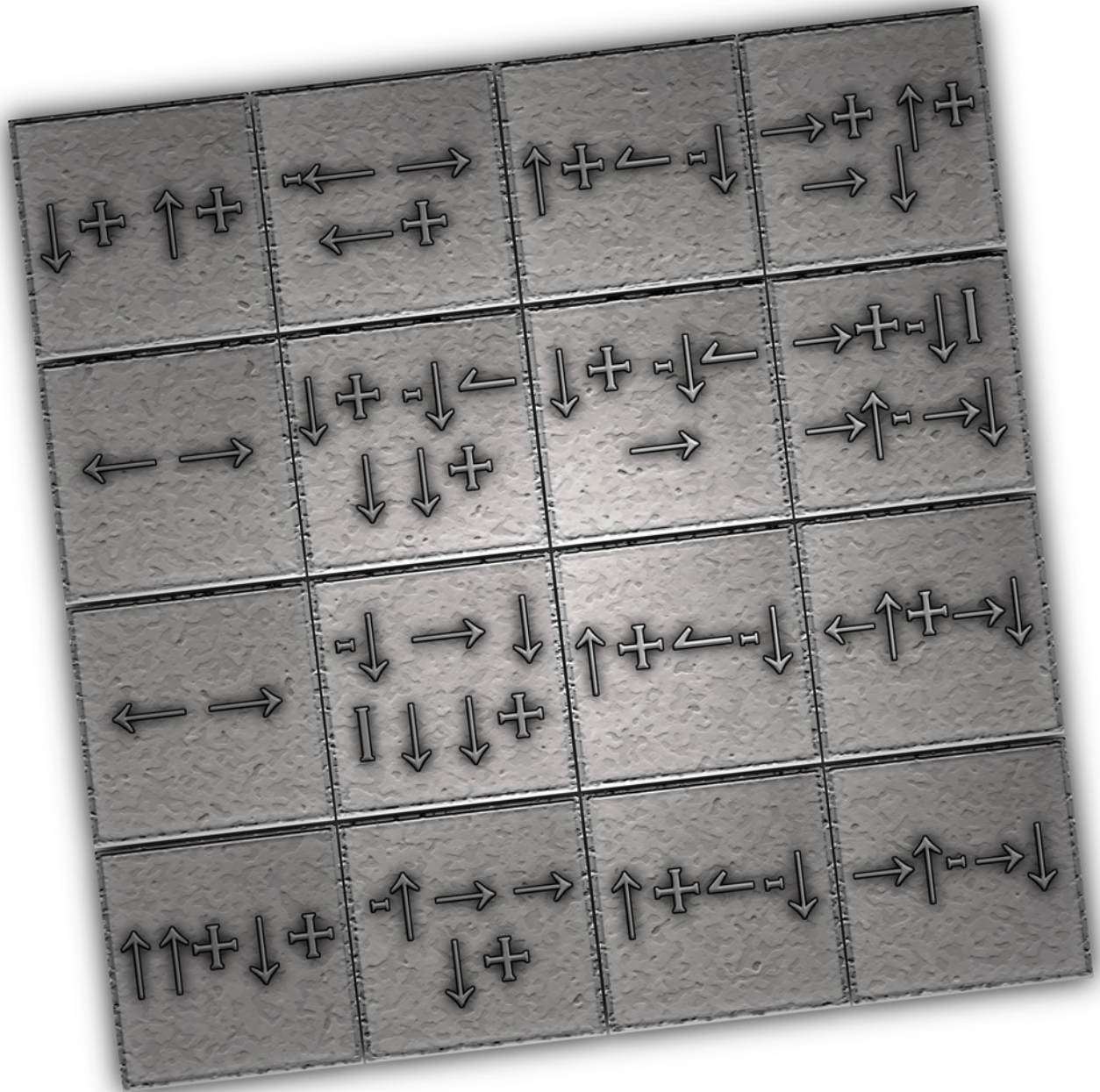
**Not meet our ends.**

Once the puzzle has been completed, a number of the blocks inscribed with symbols equal to the number of PCs in the party transforms to a soluble powder. When mixed with plain water, the powder becomes a *potion of good hope* at 20th level. At the same time, each of the remaining blocks fades away and the PCs then find that they are able to move forward through the archway. If the puzzle isn't completed correctly, the blocks do not turn into the powder, but the archway can be entered.

As the PCs step through the archway, they undergo a transformation, changing into celestial dire badgers. There is no save for this change, and all items are absorbed onto the bodies of the badgers 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. There is a clearly audible hiss from within the tunnels, and the sound of disturbed soil or rock.



# ENTRANCEWAY PUZZLE





# ENTRANCEWAY PUZZLE

## SOLUTION

↖→ = D

→ = E

→⊕ = F

I = I

↖↑ = M

↑ = N

↑⊕ = O

↖↓ = R

↓ = S

↓⊕ = T

← = U

↖← = V

← = W

←⊕ = X

TO	VEX	OUR	FOES
WE	TRUST	TRUE	FRIENDS
WE	RESIST	OUR	WOES
NOT	MEET	OUR	ENDS



## GM's Note

The area is presented as a 30 feet by 60 feet rectangle, and any tunnels should fill this only. However, the space can be used upwards and downwards, so don't feel too restricted in the way you present it to the players. What does need to happen is that the PCs, in badger form, will eventually confront the weasel or weasels face-to-face in an open cavern or den. Until then, there will be the occasional snout-to-snout encounter within the tunnels, particularly at any crossing points you introduce.



## Third Sorcerous Test - Celestial dire badgers against dire weasels

(1-3 PCs = 1 dire weasel, 4-6 PCs = 2 dire weasels)

Celestial Dire Badger (3.5)

Celestial Dire Badger (PF)

Dire Weasel (3.5)

Dire Weasel (PF)



Once the dire weasels have been dealt with, the PCs can look around the cavern where the final fight took place. There is a nest where the weasels had been sleeping; a **Search/Perception DC 10** roll finds a carved stone plaque with a letter 'F' on it within the nest. The plaque is about 3 inches tall and 2 inches wide.



Once the plaque is found, a set of stone doors appears in the north-western corner, whilst the original archway is suddenly accessible in the north-eastern corner. As they step out of the area, whatever the direction, the PCs find themselves returning to their true forms. The powder blocks from the puzzle and the carved stone plaque 'F' 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.

Whether they use the archway to the northeast or the doors in the north-western corner, the PCs find themselves in a corridor, 10 feet wide and 30 feet long to the east and 10 feet wide by 40 feet long to the west. In both cases, as before, the walls, floor and ceiling are smooth and entirely featureless. Where the walls meet the floor and ceiling are curved, so there is no dust-gathering join. The whole corridor gives off a soft grey light, similar to just before dawn, which allows the PCs to see without requiring any other illumination.

At the far end of the western corridor is a pair of double doors made out of packed earth, a light sandy brown in colour.



## Area 8 - The arena

As the party approaches the packed earth doors into this area, a **Constitution DC 15** roll allows them to notice that the doors are warm to the touch, without being uncomfortably so. A **Search/Perception DC 15** roll around this strange set of doors allows a PC to detect a gentle draft of warm air.

There doesn't appear to be any way to open the door, and even if they try to go through the doorway, they find that it is blocked. If they try to go around it, the walls automatically lead them back to this point.

However, the earth is quite loose, and a **Search/Perception DC 20** roll reveals that if a top layer is removed, a series of emeralds appear, fixed in place. Each is a very rare cut, so that it takes an **Appraise DC 20** roll to establish that each is worth 100,000 gp. However, if they are prised out and removed, they decrease roughly in value by 20 gp for every foot they are away from the door. This means that if they are 10 feet from the door, they are worth 99,800 gp, and if they are taken about a mile away (a mile is 5,280 feet) they become worth 1 gp each. Considering that the gauntlet is multiplanar and rife with teleportation devices, the gems aren't worth very much for very long.

Nonetheless, they are the only reliable device within the gauntlet that can indicate when it is near; if the gems suddenly increase in value, it tends to mean the gauntlet is within 1 mile. For example, if the gems suddenly become worth 25,000 gp, it means the gauntlet is three-quarters (three fourths) of a mile away.

More importantly at this stage, the PCs should be interested in the fact that the emeralds can't currently be taken from the door (if they have tried) and that there is a message written in a circle around the emerald cross. The emeralds themselves are each 12 inches apart. Half of them are in each door.

The message reads as follows:

*Arcane energy is nothing if not flexible. No two sorcerers think, feel or act in the same way when using its power, and it is all the more wonderful for that. So as practitioners of the internal arcane arts, we need to think of how to make the most and best of what we are offered, and approach tasks from every angle.*

*Below is such a task. It may look straightforward, but I ask you this; how many squares, with an emerald at each corner, are there within this cross? Remember, think about it from every angle!*

If necessary, draw out the cross pattern and give each player a copy.

Once the puzzle has been solved, each of the emeralds can either now be prised from the door (see above) OR, if the players wait for 5 rounds, they begin to turn into *gems of brightness*. 4 gems have 5 charges each, whilst the rest have 2 charges each. When they are chargeless, what they are worth is dependent on their closeness to the gauntlet, as detailed above. If the puzzle isn't completed correctly, not all the emeralds turn into the *gems of brightness*; for every square that is missed, 2 emeralds don't transform. In any circumstance, once the task is completed, the archway can be entered.

As the PCs step through the archway, they undergo a transformation, changing into celestial lions. There is no save for this change, and all items are absorbed onto the bodies of the lions 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.

### GM's note

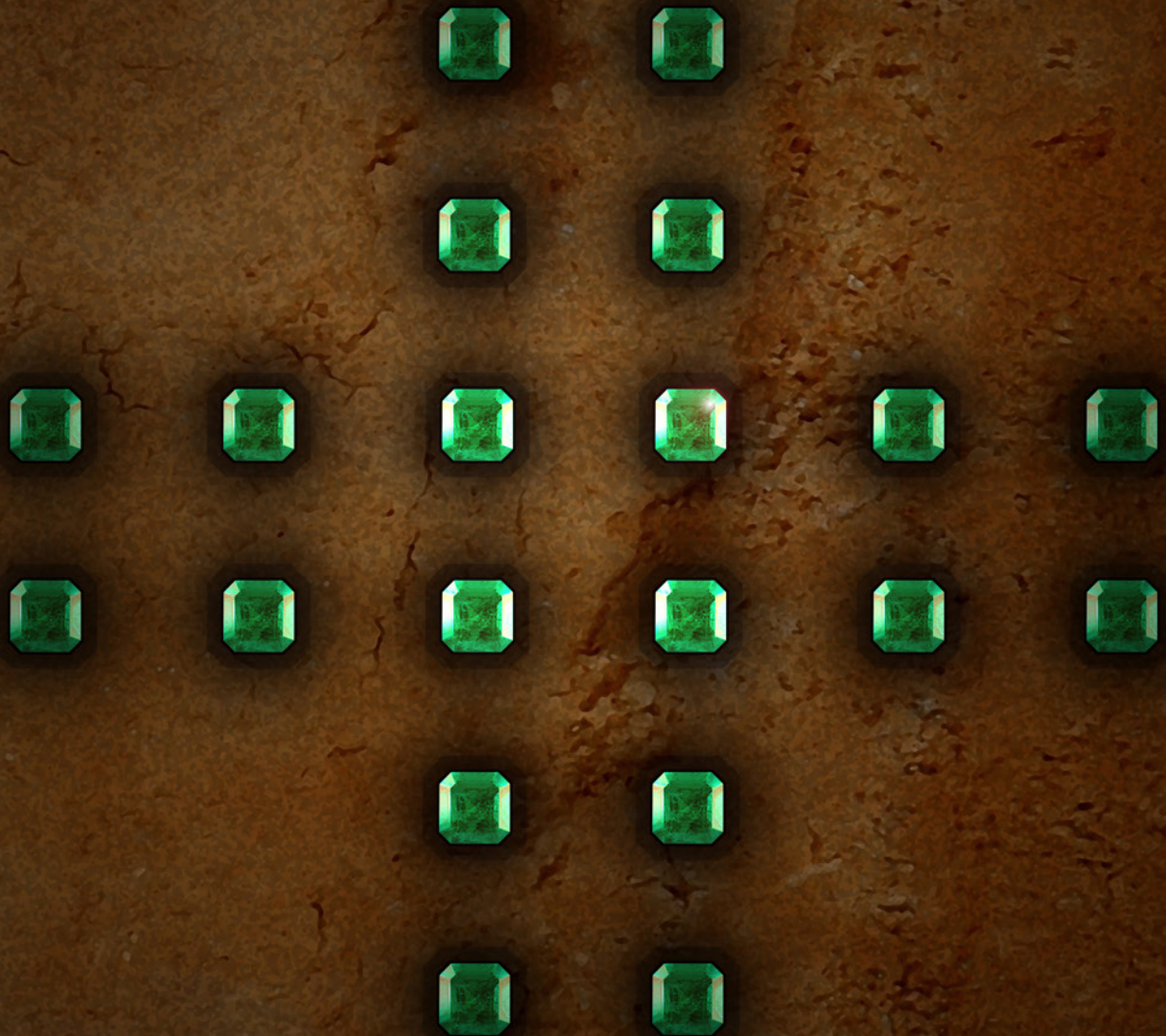


The area is presented as a 60 feet by 30 feet rectangle, but as they step through the door, the PCs in lion form find themselves in a warm, sandy arena, similar to those used by the Romans. There doesn't appear to be a roof or ceiling, but the walls are too high for the lions to jump over.

In front of them is at least one dire boar. A **Spot/Perception DC 22** roll allows a PC to notice a shadowy figure standing on top of the walls - this is Maaginen, but the players won't be able to tell this.



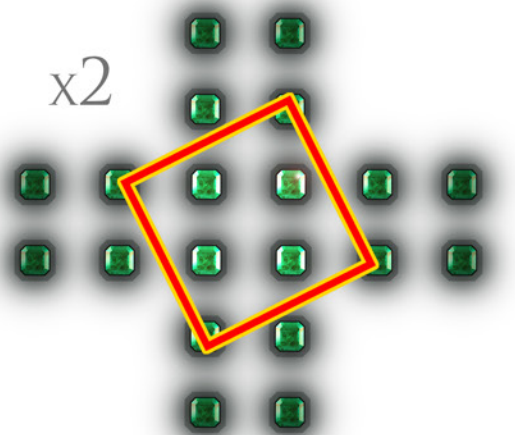
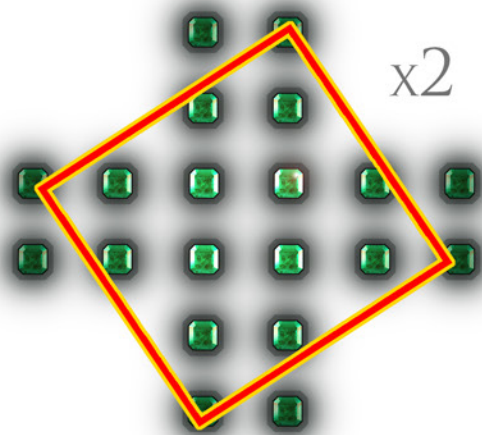
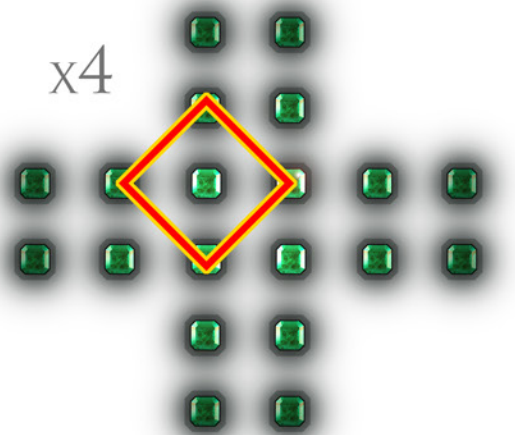
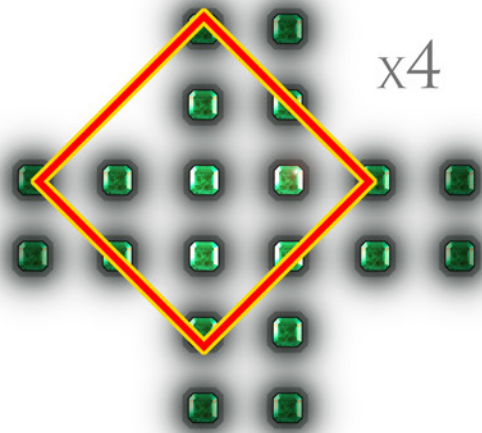
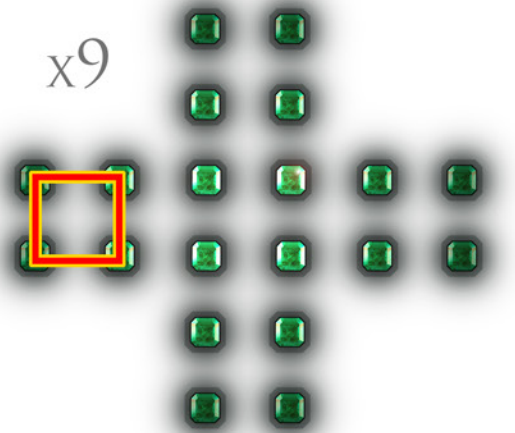
# SQUARES IN CROSS PUZZLE





# SQUARES IN CROSS PUZZLE

SOLUTION



ANSWER

21



## Fourth Sorcerous Test - Celestial lions against dire boars



(1-3 PCs = 1 dire boar, 4-6 PCs = 2 dire boars)

Celestial Lion (3.5)

Celestial Lion (PF)

Dire Boar (3.5)

Dire Boar (PF)



Once the combat is over, the PCs can look around the arena where the sand has been disturbed. In the very centre of it, a **Search/Perception DC 10** roll reveals a carved stone plaque with a letter 'G' on it within the nest. The plaque is about 3 inches tall and 2 inches wide.



Once the plaque is found, the sandy doors reappear in the eastern wall. As they move to step out of the area, the PCs find themselves returning to their true forms. Any emerald gems they obtained from the puzzle and the carved stone plaque 'G' 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.

## End of Part 3





## 3.5 Combat Index

### Part of The Cave of Worlds

**Size/Type:** Colossal Outsider (Extraplanar)

**Hit Dice:** 70d8+700 (1,015 hp)

**Initiative:** +4 (+4 Improved Initiative)

**Speed:** 60 ft.

**Armor Class:** 58 (-8 size, +32 natural, +24 insight)

**Base Attack/Grapple:** +70/+103

**Attack:** Stalactite OR stalagmite +82 melee (6d6+25/19-20 (+2d6 on critical hit))

**Full Attack:** 2 stalactites OR stalagmites + 82 melee (6d6+25/19-20 (+2d6 on a critical hit))

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

**Special Attacks:** Earth mastery, push, triple damage against objects

**Special Qualities:** Darkvision 300 ft., earth glide, SR 40, DR 20/epic

**Saves:** Fort +47, Ref +37, Will +50

**Abilities:** Str 45, Dex 10, Con 31, Int 33, Wis 37, Cha 26

**Skills:** Concentration +83, Craft (any five to do with earth or stone) +45, Decipher Script +84, Diplomacy +45, Gather Information +87, Intimidate +56, Jump +90, Knowledge (all) +66, Listen +88, Sense Motive +86, Speak Language (any five), Spellcraft +90, Spot +88

**Feats:** Alertness, Blind-Fight, Cleave, Combat Expertise, Great Cleave, Improved Critical (stalactite), Improved Critical (stalagmite), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (stalactite), Weapon Focus (stalagmite)

**Epic Feats:** Devastating Critical (stalactite), Devastating Critical (stalagmite), Epic Spellcasting, Epic Weapon Focus (stalactite), Epic Weapon Focus (stalagmite), Overwhelming Critical (stalactite), Overwhelming Critical (stalagmite), Polyglot

**Environment:** Any stony area on any plane

**Organization:** Solitary or with a quarry of elder earth elementals (4-7)

**Challenge Rating:** 25

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 71-170 HD (Colossal)

A part of The Cave of Worlds speak any language, but usually that of earth elementals, plus Common and Undercommon.

A part of The Cave of Worlds' natural weapons are treated as epic for the purpose of overcoming damage reduction.

#### Combat

Although a part of The Cave of Worlds moves slowly, it is a relentless opponent. It can travel through solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. A part of The Cave of Worlds can move along the bottom of a body of water but prefers not to.

**Earth Mastery (Ex):** A part of The Cave of Worlds gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, a part of The Cave of Worlds takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

**Push (Ex):** A part of The Cave of Worlds can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

**Earth Glide (Ex):** A part of The Cave of Worlds can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing part of The Cave of Worlds flings it back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.

**Change Shape (Su):** A part of The Cave of Worlds can assume the form of any Small to Huge earth creature or elemental. The part of The Cave of Worlds retains its oversized weapon special attack regardless of form.



## Celestial Giant Fire Beetle

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

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

**Initiative:** +0

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

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

**Base Attack/Grapple:** +0/−4

**Attack:** Bite +0 melee (2d4)

**Full Attack:** Bite +0 melee (2d4)

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

**Special Attacks:** Smite Evil 1/day

**Special Qualities:** Darkvision 60 ft., Resistance to acid, cold, and electricity 5, Spell resistance 6

**Saves:** Fort +2, Ref +0, Will +0

**Abilities:** Str 10, Dex 11, Con 11, Int 3, Wis 10, Cha 7

**Skills:** —

**Feats:** —

**Environment:** Warm plains in a good aligned plane

**Organization:** Cluster (2–5) or colony (6–11)

**Challenge Rating:** 1/3

**Treasure:** None

**Alignment:** Always good (any)

These insects have been touched with celestial heritage. Their white carapaces are embroidered with gold patterns that illuminate an area with a 20-foot radius. The luminosity of the husks lasts for 1d6 days after removal from the beetle.

### Combat

Celestial Giant Fire Beetles are quick to attack those they suspect to be evil. They usually fight in groups and try to use their numbers to flank opponents to boost their chances of hitting.

**Smite Evil (Su):** Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

## Dire Rat

**Size/Type:** Small Animal

**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

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

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

**Abilities:** Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

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

**Feats:** Alertness, Weapon FinesseB

**Environment:** Any

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

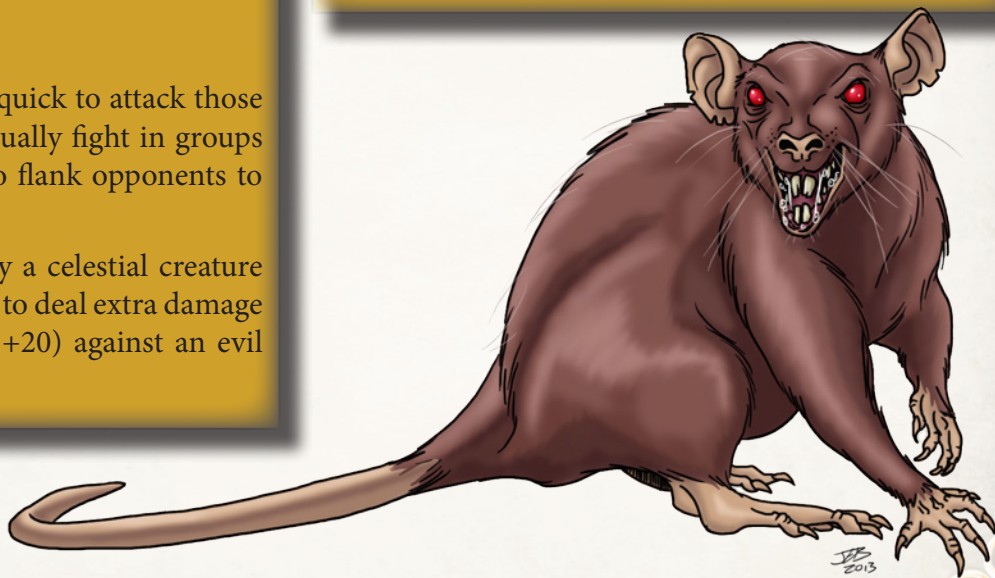
**Challenge Rating:** 1/3

**Treasure:** None

**Alignment:** Always neutral

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

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.

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

## Celestial Giant Bee

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

**Hit Dice:** 3d8 (13 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), fly 80 ft. (good)

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

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

**Attack:** Sting +2 melee (1d4 plus poison)

**Full Attack:** Sting +2 melee (1d4 plus poison)

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

**Special Attacks:** Poison

**Special Qualities:** Darkvision 60 ft., Resistance to acid, cold, and electricity 5, Spell resistance 8

**Saves:** Fort +3, Ref +3, Will +2

**Abilities:** Str 11, Dex 14, Con 11, Int 3, Wis 12, Cha 9

**Skills:** Spot +5, Survival +1\*

**Feats:** —

**Environment:** Temperate plains in any good-aligned plane

**Organization:** Solitary, buzz (2–5), or hive (11–20)

**Challenge Rating:** 1

**Treasure:** No coins; 1/4 goods (honey only); no items

**Alignment:** Lawful good

Although many times larger, growing to a length of about 5 feet, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive.

**Smite Evil (Su):** Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

**Poison (Ex):** Injury, Fortitude DC 11, initial and secondary damage 1d4 Con. The save DC is Constitution-based. A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.

**Skills:** Giant bees have a +4 racial bonus on Spot checks. \*They also have a +4 racial bonus on Survival checks to orient themselves.

## Dire Bat

**Size/Type:** Large Animal

**Hit Dice:** 4d8+12 (30 hp)

**Initiative:** +6

**Speed:** 20 ft. (4 squares), fly 40 ft. (good)

**Armor Class:** 20 (–1 size, +6 Dex, +5 natural), touch 15, flat-footed 14

**Base Attack/Grapple:** +3/+10

**Attack:** Bite +5 melee (1d8+4)

**Full Attack:** Bite +5 melee (1d8+4)

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

**Special Attacks:** —

**Special Qualities:** Blindsense 40 ft.

**Saves:** Fort +7, Ref +10, Will +6

**Abilities:** Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6

**Skills:** Hide +4, Listen +12\*, Move Silently +11, Spot +8\*

**Feats:** Alertness, Stealthy

**Environment:** Temperate deserts

**Organization:** Solitary or colony (5–8)

**Challenge Rating:** 2



**Treasure:** None

**Alignment:** Always neutral

A dire bat has a wingspan of 15 feet and weighs about 200 pounds.

### COMBAT

Dire bats swoop down upon unsuspecting prey from above.

### Blindsense (Ex)

A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

**Skills:** Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.



## Celestial Dire Badger

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

**Hit Dice:** 3d8+15 (28 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), burrow 10 ft.

**Armor Class:** 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

**Base Attack/Grapple:** +2/+4

**Attack:** Claw +4 melee (1d4+2)

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

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

**Special Attacks:** Rage

**Special Qualities:** Darkvision 60 ft., low-light vision, scent, Resistance to acid, cold, and electricity 5, Spell Resistance 8

**Saves:** Fort +7, Ref +6, Will +4

**Abilities:** Str 14, Dex 17, Con 19, Int 3, Wis 12, Cha 10

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

**Feats:** Alertness, Toughness, TrackB

**Environment:** Temperate forests in any good-aligned plane

**Organization:** Solitary or cete (2-5)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Lawful good

These vicious creatures tolerate no intrusions. They cannot burrow into solid rock, but can move through just about any material softer than that. A dire badger usually leaves behind a usable tunnel 5 feet in diameter when burrowing unless the material it's moving through is very loose.

A dire badger is from 5 to 7 feet in length and can weigh up to 500 pounds.

### COMBAT

Dire badgers attack with their sharp claws and teeth.

**Smite Evil (Su):** Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

**Rage (Ex):** A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.



## Dire Weasel

**Size/Type:** Medium Animal

**Hit Dice:** 3d8 (13 hp)

**Initiative:** +4

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

**Armor Class:** 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

**Base Attack/Grapple:** +2/+4

**Attack:** Bite +6 melee (1d6+3)

**Full Attack:** Bite +6 melee (1d6+3)

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

**Special Attacks:** Attach, blood drain

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

**Saves:** Fort +3, Ref +7, Will +4

**Abilities:** Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11

**Skills:** Hide +8, Listen +3, Move Silently +8, Spot +5

**Feats:** Alertness, Stealthy, Weapon FinesseB

**Environment:** Temperate hills

**Organization:** Solitary or pair

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

Dire weasels grow to be up to 10 feet long and can reach a weight of 700 pounds.

## COMBAT

Dire weasels stalk their prey in the dark and then leap on it, biting and clawing.

**Attach (Ex):** A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

**Blood Drain (Ex):** A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

## Celestial Lion

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

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

**Initiative:** +3

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

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

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

**Attack:** Claw +7 melee (1d4+5)

**Full Attack:** 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)

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

**Special Attacks:** Pounce, improved grab, rake 1d4+2

**Special Qualities:** Low-light vision, scent, Dark-vision 60ft, Resistance to acid, cold, and electricity 5, Spell Resistance 10, Damage reduction 5/magic

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

**Abilities:** Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6

**Skills:** Balance +7, Hide +3\*, Listen +5, Move Silently +11, Spot +5

**Feats:** Alertness, Run

**Environment:** Warm plains in any good-aligned plane

**Organization:** Solitary, pair, or pride (6–10)





**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Lawful good

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

### COMBAT

**Smite Evil (Su):** Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

**Pounce (Ex):** If a lion charges a foe, it can make a full attack, including two rake attacks.

**Improved Grab (Ex):** To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Rake (Ex):** Attack bonus +7 melee, damage 1d4+2.

**Skills:** Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

## DIRE BOAR

**Size/Type:** Large Animal

**Hit Dice:** 7d8+21 (52 hp)

**Initiative:** +0

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

**Armor Class:** 15 (–1 size, +6 natural), touch 9, flat-footed 15

**Base Attack/Grapple:** +5/+17

**Attack:** Gore +12 melee (1d8+12)

**Full Attack:** Gore +12 melee (1d8+12)

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

**Special Attacks:** Ferocity

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

**Saves:** Fort +8, Ref +5, Will +8

**Abilities:** Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8

**Skills:** Listen +8, Spot +8

**Feats:** Alertness, Endurance, Iron Will

**Environment:** Temperate forests

**Organization:** Solitary or herd (5–8)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

Dire boars are omnivorous and spend most of their time rooting around, much as ordinary pigs do. They viciously attack anything that approaches them, however.

Dire boars grow up to 12 feet long and weigh as much as 2,000 pounds.

### COMBAT

A dire boar charges its opponent, trying to rip the target open with its tusks.

**Ferocity (Ex):** A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.





# Pathfinder Combat Index

## Part of The Cave of Worlds CR 25

XP 1,638,400

N Colossal Outsider (extraplanar)

**Init** +4; **Senses** darkvision 300 ft.; Perception +88

### DEFENSE

**AC** 58, touch 22, flat-footed 58 (-8 size, +32 natural, +24 insight)

**hp** 1,015 (70d8+700)

**Fort** +47, **Ref** +37, **Will** +50

**DR** 20/+6; **SR** 40

### OFFENSE

**Speed** 60 ft.

**Melee** Stalactite OR stalagmite +82 (6d6+25/19-20 (+2d6 on critical hit))

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

**Special Attacks** earth mastery, push, triple damage against objects

### STATISTICS

**Str** 45, **Dex** 10, **Con** 31, **Int** 33, **Wis** 37, **Cha** 26

**Base Atk** +70; **CMB** +95; **CMD** 95

**Feats:** Alertness, Blind-Fight, Bloody Assault, Bull Rush Strike, Cleave, Combat Expertise, Dazing Assault, Dazzling Display (stalactites), Dazzling Display (stalagmites), Death or Glory, Gory Finish (stalactites), Gory Finish (stalagmites), Great Cleave, Greater Bull Rush, Greater Sunder, Improved Bull Rush, Improved Cleaving Finish, Improved Critical (stalactite), Improved Critical (stalagmite), Improved Initiative, Improved Sunder, Power Attack, Outflank (stalactites), Outflank (stalagmites), Precise Strike (stalactites), Precise Strike (stalagmites), Shadow Strike, Sharp Senses, Shatter Defences (stalactites), Shatter Defences (stalagmites), Stunning Assault, Sundering Strike, Unseat, Weapon Focus (stalactite), Weapon Focus (stalagmite)

**Skills** Acrobatics (to Jump) +90, Craft (any five to do with earth or stone) +45, Linguistics +84, Diplomacy

84, Intimidate +56, Knowledge (all) +66, Perception +92, Sense Motive +86, Speak Language (any five), Spellcraft +90

**Special Qualities** earth glide

### ECOLOGY

**Environment:** Any stony area on any plane

**Organization:** Solitary or with a quarry of elder earth elementals (4-7)

**Treasure:** None

A part of The Cave of Worlds speak any language, but usually that of earth elementals, plus Common and Undercommon.

A part of The Cave of Worlds' natural weapons are treated as epic for the purpose of overcoming damage reduction.

### COMBAT

Although a part of The Cave of Worlds moves slowly, it is a relentless opponent. It can travel through





solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. A part of The Cave of Worlds can move along the bottom of a body of water but prefers not to.

### **Earth Mastery (Ex)**

A part of The Cave of Worlds gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, a part of The Cave of Worlds takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

### **Push (Ex)**

A part of The Cave of Worlds can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

### **Earth Glide (Ex)**

A part of The Cave of Worlds can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing part of The Cave of Worlds flings it back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.

### **Change Shape (Su)**

A part of The Cave of Worlds can assume the form of any Small to Huge earth creature or elemental. The part of The Cave of Worlds retains its oversized weapon special attack regardless of form.

## **Celestial Fire Beetle CR 1/3**

XP 135

N Small celestial/fiendish vermin

**Init** +0; **Senses** darkvision 60 ft.; Perception +0

### **DEFENSES**

**AC** 12, touch 11, flat-footed 12 (+1 natural, +1 size)  
**hp** 4 (1d8)

**Fort** +2, **Ref** +0, **Will** +0

**Immune** mind-affecting effects; **Resist** acid, cold, and electricity 5; SR 5

### **OFFENSE**

**Speed** 30 ft., fly 30 ft. (poor)

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

**Special Attacks** Smite evil/good

### **STATISTICS**

**Str** 10, **Dex** 11, **Con** 11, **Int** —, **Wis** 10, **Cha** 7

**Base Atk** +0; **CMB** -1; **CMD** 9 (17 [19] vs. trip)

**Skills** Fly +2

**SQ** luminescence

### **SPECIAL ABILITIES**

**Luminescence (Ex)** A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Smite evil 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (+1) against evil foes; smite persists until target is dead or the celestial/fiendish creature rests).

## **Dire Rat CR 1/3**

XP 135

N Small animal

**Init** +3; **Senses** 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

### **OFFENSE**

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

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

**Special Attacks** disease

### **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.

Section 15: Copyright Notice - Pathfinder RPG Bestiary

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*Striking yellow and black markings and a coat of bristling hairs cover this immense bee. Its stinger is the size of a dagger blade.*

## Giant Bee CR 1

XP 400

N Medium vermin

**Init** +2; **Senses** darkvision 60 ft.; Perception +1

### DEFENSE

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

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +3, **Will** +2

**Immune** mind-affecting effects; **Resist** acid, cold, and electricity 5; SR 5

**Weaknesses** vulnerable to smoke

### OFFENSE

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

**Melee** sting +2 (1d4 plus poison)

**Special Attacks** smite evil

### STATISTICS

**Str** 11, **Dex** 14, **Con** 13, **Int** --, **Wis** 12, **Cha** 9

**Base Atk** +2; **CMB** +2; **CMD** 14 (22 vs. trip)

**Skills** Fly +6

### SPECIAL ABILITIES

#### Poison (Ex)

Sting—injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save.

#### Smite Evil (Su)

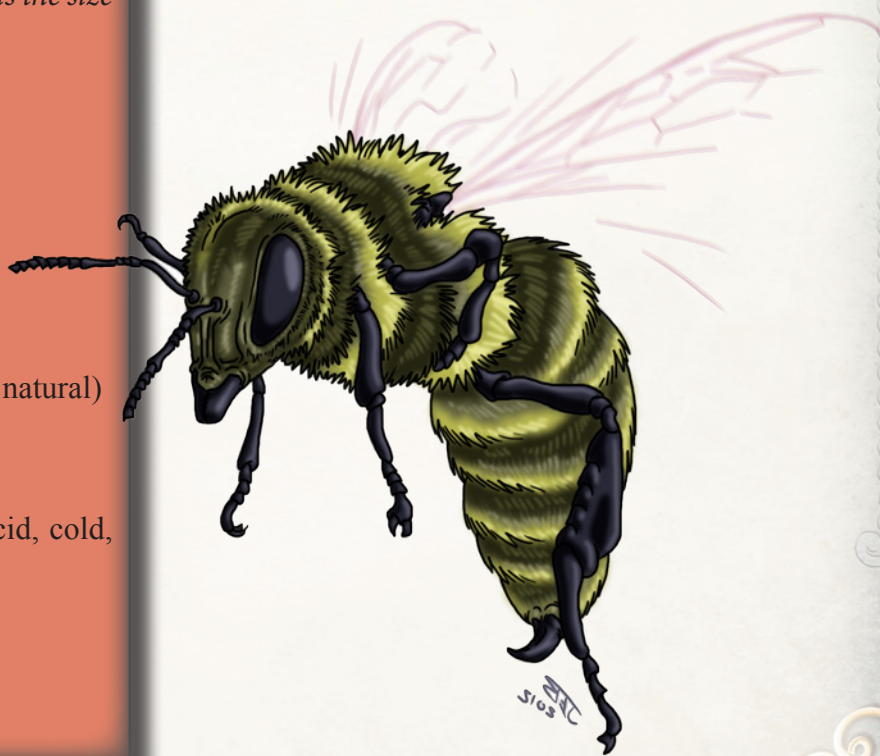
The creature may smite evil 1/day as a swift action (it adds its Cha bonus to attack rolls, and a damage bonus equal to its HD against evil foes; smite persists until the target is dead or the celestial creature rests).

#### Vulnerable to Smoke (Ex)

Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a DC 14 Fortitude save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.

### ECOLOGY

**Environment** temperate or warm plains





**Organization** solitary, group (2–5), or nest (6–19)

**Treasure** incidental

Like their smaller cousins, giant bees fill their ecological niche by playing matchmaker for a vast array of flowering plant life. As a giant bee feeds on plant nectars, clumps of pollen attach to the coarse hairs covering its body and legs.

Giant bees grow to approximately 5 feet in length, with a similar wingspan. These creatures weigh 60 pounds and live in their adult form for nearly 10 years. Giant bees' stingers are not barbed like those of their diminutive counterparts, so these creatures can sting foes repeatedly and do not die after one sting.

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*This giant, furry bat is nearly the size of an ox, with dark leathery wings that open wider than two men with arms outstretched.*

## Dire Bat CR 2

XP 600

N Large animal

**Init** +2; **Senses** blindsense 40 ft.; Perception +12

### DEFENSE

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

**hp** 22 (4d8+4)

**Fort** +5, **Ref** +6, **Will** +3

### OFFENSE

**Speed** 20 ft., fly 40 ft. (good)

**Melee** bite +5 (1d8+4)

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

## STATISTICS

**Str** 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 6

**Base Atk** +3; **CMB** +7; **CMD** 19

**Feats** Alertness, Stealthy

**Skills** Fly +9, Perception +12, Stealth +4; Racial Modifiers +4 Perception when using blindsense

## ECOLOGY

**Environment** any temperate or tropical

**Organization** solitary, pair, or colony (3–8)

**Treasure** incidental

The dire bat is usually found lairing in desolate areas, resting in caves or other secluded areas during the day and taking to the skies in search of prey at night. This immense creature has an average wingspan of 15 feet and weighs roughly 200 pounds.

The dire bat generally doesn't shelter in groups larger than eight, often living a solitary life. A dire bat prefers feeding on livestock and herd animals.

*The squat, waddling badger trudges forth. Thrusting its flattened nose about the ground, it sniffs incessantly.*

## Celestial Dire Badger CR 2

XP 600

LG Medium Magical Beast (extraplanar)

**Init** +3; **Senses** Darkvision 60 ft, low-light vision, scent.; Perception +6

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

**hp** 28 hp (3d8+15)

**Fort** +7, **Ref** +6, **Will** +4

**Resist** acid, cold, and electricity 5; SR 7

### OFFENSE

**Speed** 30 ft. (6 squares), burrow 10 ft.

**Melee** 2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1)

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

**Special Attacks** Rage, Smite Evil

## STATISTICS

**Str** 14, **Dex** 17, **Con** 19, **Int** 3, **Wis** 12, **Cha** 10



**Base Atk** +2; **CMB** +4; **CMD** 17 (21 vs. trip)

**Feats** Alertness, Toughness, TrackB

**Skills** Perception +6

### ECOLOGY

**Environment** Temperate forests in any good-aligned plane

**Organization** Solitary or cete (2–5)

**Treasure** None

These vicious creatures tolerate no intrusions. They cannot burrow into solid rock, but can move through just about any material softer than that. A dire badger usually leaves behind a usable tunnel 5 feet in diameter when burrowing unless the material it's moving through is very loose.

A dire badger is from 5 to 7 feet in length and can weigh up to 500 pounds.

### COMBAT

Dire badgers attack with their sharp claws and teeth.

**Smite Evil (Su)** Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

**Rage (Ex)** A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

## Dire Weasel

**CR 2**

**XP** 600

**N** Medium animal

**Init** +4; **Senses** low-light vision, scent; **Perception** +4

### DEFENSE

**AC** 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

**hp** 13 (3d8)

**Fort** +3, **Ref** +7, **Will** +4

### OFFENSE

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

**Melee** Bite +6 (1d6+3)

**Special Attacks** Attach, blood drain

### STATISTICS

**Str** 14, **Dex** 19, **Con** 10, **Int** 2, **Wis** 12, **Cha** 11

**Base Atk** +2; **CMB** +4; **CMD** 18 (22 vs. trip)

**Feats** Alertness, Stealthy, Weapon FinesseB

**Skills** Perception +4, Stealth +8

### ECOLOGY

**Environment** Temperate hills

**Organization** Solitary or pair

**Treasure** None

Dire weasels grow to be up to 10 feet long and can reach a weight of 700 pounds.

### COMBAT

Dire weasels stalk their prey in the dark and then leap on it, biting and clawing.

**Attach (Ex):** A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

**Blood Drain (Ex):** A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.





## Celestial Lion CR 3

XP 800

LG Large Magical beast

**Init** +3; **Senses** darkvision 60 ft; low-light vision, scent; Perception +5

### DEFENSE

**AC** 15, touch 12, flat-footed 12 (–1 size, +3 Dex, +3 natural)

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

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

**DR** 5/magic; **Resist** acid, cold, and electricity 5; **SR** 8

### OFFENSE

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

**Melee** 2 claws +7 (1d4+5) and bite +2 (1d8+2)

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

**Special Attacks** Pounce, improved grab, rake 1d4+2, smite evil

### STATISTICS

**Str** 21, **Dex** 17, **Con** 15, **Int** 3, **Wis** 12, **Cha** 6

**Base Atk** +3; **CMB** +12; **CMD** 25 (29 vs. trip)

**Feats** Alertness, Run

**Skills** Acrobatics +7, Perception +5, Stealth +7; Racial Modifiers Lions have a +4 racial bonus on Acrobatics and Stealth. In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +12.

### ECOLOGY

**Environment** Warm plains in any good-aligned plane

**Organization** Solitary, pair, or pride (6–10)

**Treasure** None

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

### COMBAT

**Smite Evil (Su)** Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

**Pounce (Ex)** If a lion charges a foe, it can make a full attack, including two rake attacks.

**Improved Grab (Ex)** To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Rake (Ex)** Attack bonus +7 melee, damage 1d4+2.





*The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.*

## **Dire Boar (daeodon) CR 4**

**XP** 1,200

**N** Large animal

**Init** +4; **Senses** low-light vision, scent; **Perception** +12

### **DEFENSE**

**AC** 15, touch 9, flat-footed 15 (+6 natural, –1 size)

**hp** 42 (5d8+20)

**Fort** +7, **Ref** +4, **Will** +2

**Defensive Abilities** ferocity

### **OFFENSE**

**Speed** 40 ft.

**Melee** gore +8 melee (2d6+9)

### **STATISTICS**

**Str** 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +3; **CMB** +10; **CMD** 20

**Feats** Improved Initiative, Skill Focus (Perception), Toughness

**Skills** Perception +12

### **ECOLOGY**

**Environment** temperate or tropical forests

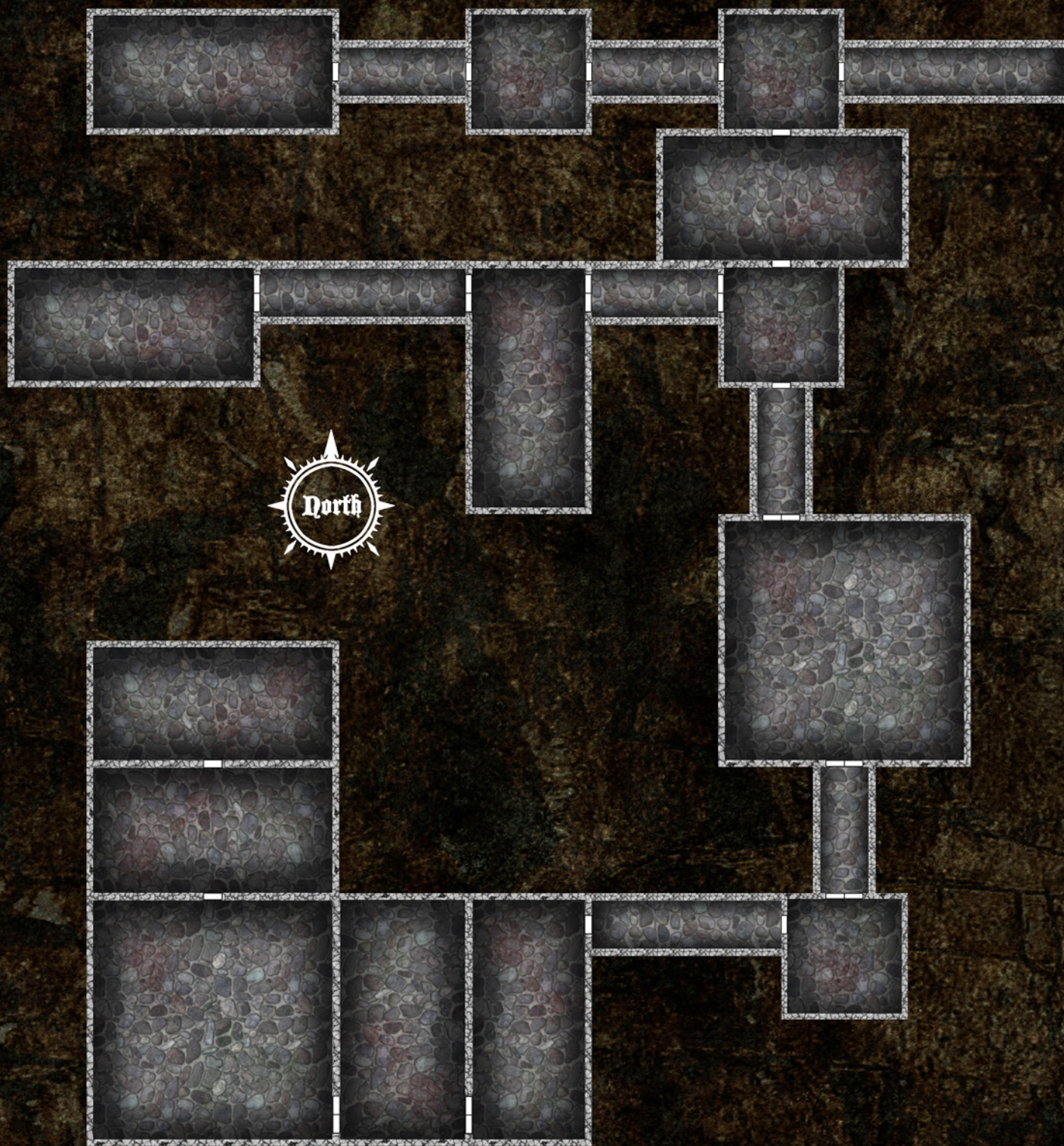
**Organization** solitary, pair, or herd (3–8)

**Treasure** none

Whereas the boar is ill-tempered and generally unfriendly, the towering daeodon (known as the dire boar to most commoners and hunters) is legitimately hateful and violent. Although omnivorous like its smaller kin, the daeodon prefers to feed on flesh, and its razor-sharp tusks and keen eyesight make it particularly well suited as a predator. While the daeodon is primarily a scavenger, it isn't averse to attacking smaller creatures it encounters while searching for easier meals, or those who stumble unwittingly into its territory. Particularly brave or skilled orcs are fond of using daeodons as mounts, and orc cavalry mounted on dire boars make for a fearsome force indeed. A typical adult daeodon is 10 feet long and 7 feet tall at the shoulder. It weighs approximately 2,000 pounds.







# MAAGINEN JEKKU'S DUNGEON





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# Devaneum Arcineas 1

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

Every coin has two sides, every discussion at least two points of view, and magic is no different. If it came from just one source, think how much more straightforward being a spellcaster would be! But magic is strange and fascinating, a force that beguiles and can promise much whilst delivering little. Supporters of its varied sources and uses abound, putting their point of view forward whenever possible.

And so the PCs encounter Maaginen Jekku and Olemus Multa, two casters engaged in a seemingly-eternal discussion about the merits of various magics. Perhaps you have met them before, in a different time and place? Perhaps not, but then now is your chance! Maaginen Jekku has asked you to represent him in his testing gauntlet, with Olemus Multa providing the opposition, which could be anything. You will face foes that will challenge you at the very same time your own abilities catch you by surprise. You will be rewarded well, but may find there is no help that is better than your own skills, wits and perseverance. And you will find yourself changing as you face all that is put in front of you; indeed, it is difficult not to!

Such a demanding test will require help, and Maaginen will definitely provide that. After all, you're each doing him a favour, so he is happy to, well, return those favors. What could be more rewarding than a life-changing experience that leaves you much more than you were before you started it?

## **Part 3 of the Dire, Devilish Deeds quartet contains:**

- A fresh, plane-spanning environment that is far from what it seems
- The first 8 encounter areas of this challenging, arcane-fuelled 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 “Cave of Worlds”, 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!

