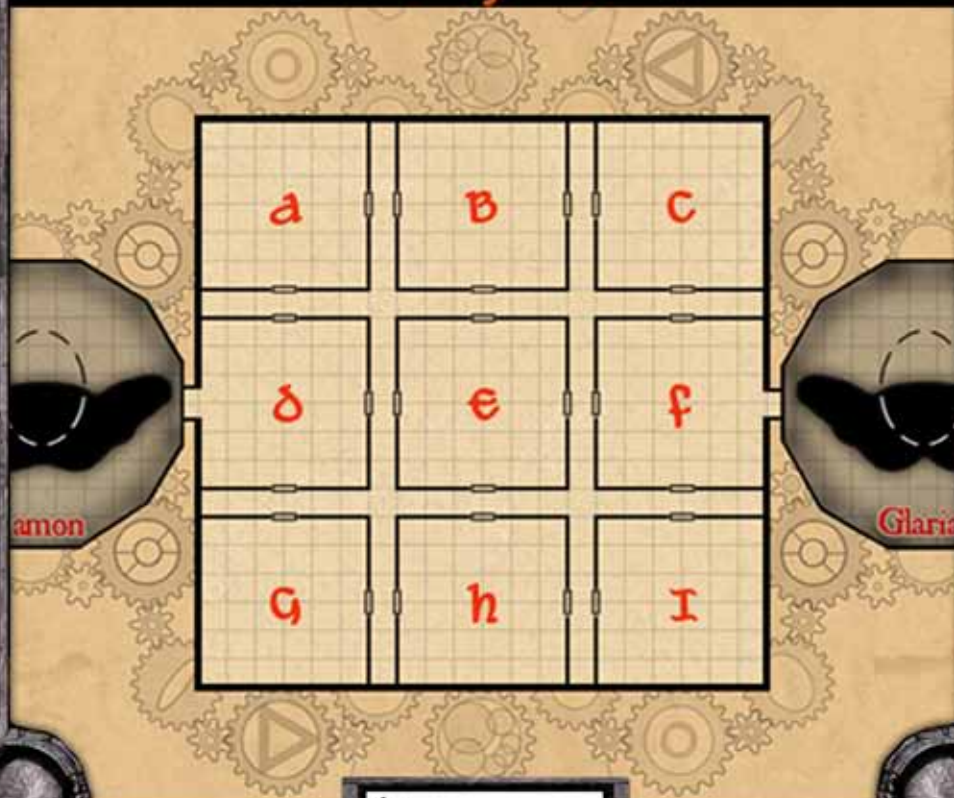


# DUNGEON A DAY

## DRAGON'S DELVE LEVEL 19: The Entropy Engine



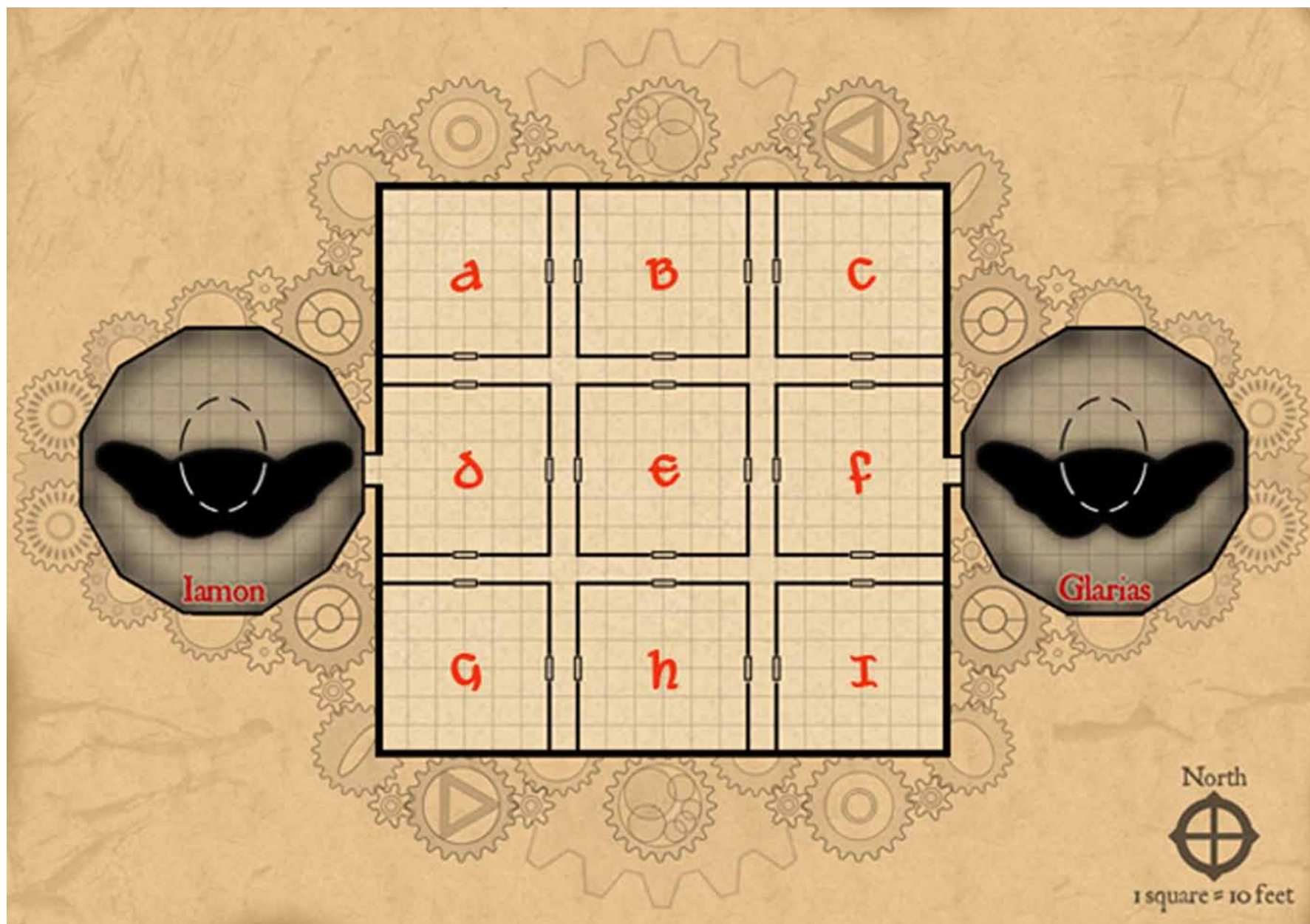
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# DRAGON'S DELVE

## LEVEL 19: THE ENTROPY ENGINE





# LEVEL 19: THE ENTROPY ENGINE

The Entropy Engine is a massive, mystic machine that draws on the power generated as order throughout the universe slides into chaos, then uses that power to reshape reality. It sits below the bulk of Dragon's Delve, occupying an area carved out of the rock to accommodate it. Built by the Mages Four, the creation of the Entropy Engine was made possible by weak planar barriers in the rock surrounding the dungeon, due to the unique combination of the body of the dead god Iamon and the remains of a crashed dimension-traveling craft. Using the chaos energy leaking from the corpse of Iamon and the artifacts that survived the crash, the Mages Four constructed a machine that is, theoretically, capable of nearly anything.

But the Mages Four were unable to maintain control of the Entropy Engine. It was taken from them by Metterak, the Dragon Prince, who used the device to drain vitae deos--the essence of godhood--from the dead body of Iamon. Roughly two centuries ago, when the dead god proved unable to provide enough vitae deos to elevate Metterak to godhood, Metterak captured a second divine being, the Moon Goddess Glarias. The Dragon Prince turned the Entropy Engine to the task of draining Glarias of her full measure of vitae deos, a process that, given time, is certain to kill the goddess and transform Metterak into the Dragon God.

The Entropy Engine is a vast mechanism made of bluesteel cogs, gears, springs, chains, counterweights, and whirling globes of crackling eldritch energy. It is composed of two body hangers (in which rest the bodies of Glarias and Iamon), a vast outer mechanism (that exists simultaneously in multiple dimensions and is beyond the PCs' ability to affect--but also beyond the scope of this story line), access corridors, and nine extra-dimensional modules. The corridors of Level 19 are the access corridors within the Entropy Engine itself, formed of bluesteel mesh that keep those within safely away from the grinding, churning, whirling teeth of the vast Entropy Engine and allowing movement between the nine sectors.

**Sectors and Modules:** Level 19 is core mechanism of the Entropy Engine. It is broke up into nine sectors--physically these are 60-foot-by-60-foot areas with doors connecting them to the access passages of the engine (labeled A through I on the map)--each of them houses a pocket dimension, sometimes referred to as a "module." It is the cosmic tension between these modules that powers the engine. Unfortunately, in order to drain Glarias of her vitae deos, Metterak has sabotaged the Entropy Engine. Currently, only eight of the sectors are properly aligned with an associated pocketed dimension--allowing the modules to shift within the framework of the engine.

It is only possible to enter the pocket dimension by passing through one of the doors attached to the sector it is occupying (see Entering the Modules, below). The

modules make up encounters 521-528. When the PCs first arrive in the Entropy Engine, they are located in sectors A-H, and Sector I has no module in it. If a module is adjacent to an empty sector, a character within the module can use the Runic Arcanulator to cause the module to move into the adjacent empty sector (see Spell Pinions, below). When the modules are properly arranged, they will form the Daedal Configuration (see below) and restore the engine to proper working condition and ending its assault on Glarias.

The functioning of the modules causes each to have its own reality, created by the godlike powers of creation that fuel the engine. While each module is a pocket dimension, they are not considered extraplanar in nature, instead acting as places in the material plane where the normal rules of reality have been severely altered. It is not dangerous to bring a bag of holding or portable hole into a module's pocket dimension, nor does the Runic Arcanulator's prohibition about planar travel apply. While it is only possible to enter or exit a module through a sector door, being inside one of these pocket dimensions counts as being on the material plane for purposes of spell effects.

**Entering the Modules:** Whenever a door to one of the modules is opened, it reveals a swirling curtain of mystic lights. Anyone passing through this curtain enters the pocket dimension contained within the module--the exact effects being described in the encounters of Level 19. The doorways are

10 feet wide, allowing numerous creatures to pass through them at once (giving a party the option of entering the module's pocket dimension together). Regardless of what door is entered, creatures passing through it arrive in the "middle" of the pocket dimension of the module, as specified by each encounter's description.

**Exiting the Modules:** A character within a module's pocket dimension that attempts planar travel (including teleportation, ethereal jaunt, plane shift, or similar magic), is killed, or is unconscious for 3 consecutive rounds, automatically disappears from the pocket dimension and is deposited outside a randomly determined door of the sector the module is sitting in. A character can also will itself to exit the module, in which case it may choose which sector door to appear outside of.

**Spell-Pinions:** Located somewhere within each module's pocket dimension is a spell-pinion--a 12-toothed cog of black diamond (roughly the size of a human hand) that pulses with mystic energy roughly. Characters can affect the movement of a module can by using the Runic Arcanulator with the module's spell-pinion. This requires the character wielding the Runic Arcanulator be adjacent to the spell-pinion and touch the spell-pinion with the artifact. This causes dozens of phantom cogs, wheels and leavers to appear, which the Runic Arcanulator's wielder must manipulate through force of will.

Although some instinctive understanding of how to manipulate this phantom machinery is granted to the Runic

Arcanulator's wielder, actually making the necessary changes can be difficult to accomplish. Three successful skill checks must be made, each requiring a standard action. The potential skills that may be used for these checks (and their DCs) are: Disable Device (DC 35), Knowledge (the planes)(DC 40), or Spellcraft (DC 45). It is not possible to take 20 on these checks, but a character can take 10 if there are no other threats still present (as determined by the GM).

The three successful checks must be made within five minutes, after which the wielder becomes aware of the modules position within the sectors of the Entropy Engine, and may choose to move the module to an adjacent empty sector. If there is no adjacent empty sector, the wielder cannot move the module. The wielder may choose to lock a module whether or not it has been moved, causing it to become immovable for the next 28 days. This immobility can be released if the Runic Arcanulator is again used to control its spell-pinion.

A module can only be moved into an empty sector. So to change the overall configuration of rooms, each module must be slid about like a puzzle. As none of the rooms begin in the correct sector, each module must be entered at least once.

After a creature has entered a module, an instability begins to form within the Entropy Engine. If all the creatures who enter a module exit it without using the Runic Arcanulator to interface with its spell-pinion, this instability causes one randomly selected room adjacent to the empty sector

to move into it (unless that room has been locked, as described above).

It is possible, though extremely difficult, to move modules without using the Runic Arcanulator. The spells wish and miracle, and other effects of the same or greater power, can move a single module into an adjacent empty sector. However, this automatically causes an instability within the Entropy Engine, and causes one randomly selected room adjacent to the empty sector to move into it (unless that room has been locked, as described above). Without the Runic Arcanulator, it is impossible to force the Entropy Engine into a single stable configuration.

**The Daedal Configuration:** Pholaen the Worldweaver determined there is a configuration of modules, called the Daedal Configuration, which would end the drain of deos vitae from Glarias, significantly weaken the Entropy Engine's imprisonment of her, and restore relative stability to the system.. (His notes regarding this configuration are found on a desk in area 520). He also notes that the Runic Arcanulator can be used to identify what module is currently within a given sector, by use of its three crystals. When the Runic Arcanulator touches the door to a sector, one or more of the three crystals within it light up. Which crystals light up depends on which module is on the far side of the door.

Below are two lists, showing the sections, module colors, and positions when the PCs arrive, and what positions the modules must be in for the PCs to successfully create the Daedal Configuration (granting access to area 530).

## Starting Positions

### *Runic Arcanulator*

Sector Crystals (Module)

A Blue-Red (Area 521)

B Blue (Area 522)

C Flashing Blue (Area 523)

D Blue-Yellow-Red (Area 524)

E Blue-Yellow (Area 525)

F Red (Area 526)

G Yellow-Red (Area 527)

H Yellow (Area 528)

I None (Area 529)

## Daedal Configuration Positions

### *Runic Arcanulator*

Sector Crystals (Module)

A Blue (Area 522)

B Blue-Yellow (Area 525)

C None (Area 530)

D Blue-Red (Area 521)

E Red (Area 526)

F Flashing Blue (Area 523)

G Blue-Yellow-Red (Area 524)

H Yellow-Red (Area 527)

I Yellow (Area 528)

**Observation Chambers:** A small observation rooms connect sectors D and F to the chasms where the bodies of the gods Glarias and Iamon float. These chambers can only be seen and entered if the sector currently has no module in it (see area 529). Each observation room appears to be made of white marble, and has a transparent wall revealing the the god in the adjacent hangar (these chambers are about even with the gods' knees). It is not possible to move through the observation rooms into

the hangars, though the crackling chaos of the Elemental Maelstrom can be seen a level above each chamber.

## Pathfinder Stats

Make Knowledge (planes) rather than Knowledge (the planes) checks to control a module's spell pinion with the Runic Arcanulator. Otherwise, no further modifications are required.

## 521. THE GREATER COG (EL 18)

**Summary:** The PCs find themselves floating inside a gigantic bubble that, itself, floats within a featureless void along with hundreds of other similar bubbles.

**Sights and Sounds:** The PCs appear within a bubble of air, 35 feet in diameter. There is no up or down. The area glows with a pale, sourceless light.

The inner surface of the sphere is shiny and reflective, but the dim image of what lies beyond can be seen through it. The spheres visible in the darkness are air pockets similar to the one the PCs are in. There are several of these, comparable in size to theirs, within 40 or 50 feet, while many more are farther off.

Floating within the sphere, five or ten feet away from where the PCs appeared, is a segment of the Greater Cog.

Describe the scene as follows.

*There is no ground below you, nor ceiling above. Instead, you seem to float within an iridescent pocket of reality. The reflective skin of this sphere, fifteen or twenty feet around*

*you, shimmers and wobbles. Through its translucence, in the darkness beyond, scores or hundreds of dim, glowing spheres float weightless in an endless dark, like a constellation of motionless bubbles in the black depths of the sea. A misshapen chunk of metal floats in the air within your bubble, bobbing to and fro as your movements create turbulence.*

**Background:** In the creation of this pocket dimension, the Entropy Engine spun off a Greater Cog. It splintered and tore the proto-dimension apart, leaving only the bubbles. Like the PCs, the parts of the broken cog now float within these bubbles. If these fractions can be reassembled, a spell-pinion will appear in the center of the Greater Cog.

Creatures within the pocket dimension can leave it by means that normally allow inter-dimensional travel (such as a plane shift or gate spell). However, rather than carrying them to their intended destination, these efforts merely deposit the creature in the hallway outside this segment of the Entropy Engine. It is impossible to use such means to enter the pocket dimension--this must be done via the doors in the Entropy Engine's hallways. Determining these facts requires a Spellcraft check (DC 25).

**The Spheres:** The encounter area consists of a number of bubble-like spheres of air suspended weightless in a dark void. Most of the spheres are 20 to 30 feet in diameter, but they can range from roughly 10 to 40 feet in size (determined randomly as 2d4 x 5 feet). Although they are not bounded by walls or any other containment force, there is a sort of surface tension that keeps



each sphere cohesive and roughly spherical in shape. Light objects floating within the spheres tend to bounce off their inner surfaces, but heavier objects moving at speed (or creatures making an effort) can penetrate the surface and pass through it.

A creature can move within a sphere by sort of “swimming” through the air at half its normal move speed. Passing through the surface counts as 5 feet of movement. Creatures that fly can fly normally.

There is no gravity within this encounter area; creatures and objects float within the spheres with no objective sense of up or down. The interiors of the spheres are lit with a diffuse light that seems to emanate from the very air.

While the spheres are virtually featureless, they are not always empty. The sphere in which the PCs first appeared contains a fraction of the Entropy Engine’s Greater Cog (see below). The remaining fractions float within other spheres, but so do other items or creatures.

When a character enters a new sphere, roll d% and consult this table:

01-40	Nothing; the sphere is empty
41-55	Summoned monster. This monster appears when the sphere is entered. Determine the monster randomly from the summon monster IX table, ignoring aquatic creatures.
56-60	Cursed item (determine randomly)
61-70	Minor wondrous item (determine randomly)
71-75	Medium wondrous item (determine randomly)
76-80	Major wondrous item (determine randomly)
81-00	Fraction of the Greater Cog

**Attack of the Clones:** The inner surfaces of the spheres have a disturbing quality: They act in a manner similar to a mirror of opposition. For every round in which a sphere is occupied, roll 1d6. On a result of 1, a duplicate of one of the sphere’s occupant emerges from the mirrored inner surface of the sphere. This opposite is identical to its original, except that it has some negative levels (as detailed below). It immediately attacks the original version of itself. The duplicate has all the possessions and powers of its original (including magic) and is capable of pursuing the original to other spheres and even out of the pocket dimension (if it has the means to do so). Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely.

The first time this effect occurs after arriving in the pocket dimension, the duplicate has 5 negative levels and is noticeably weaker than its original. If it occurs again, the second duplicate has 4 negative levels. This happens regardless of which character is duplicated or whether it happens within the same or a

different sphere. On the third occurrence the duplicate has 3 negative levels, and so on, until on the sixth and subsequent occurrences the duplicate is an exact opposite with no negative levels.

This duplication effect is powered, in part, by the regrets and misdeeds of the duplicated character. As a result, any character who is has a duplicate created in this manner is affected as if he or she was the target of an atonement spell.

**The Void:** The spheres float in an apparently unending dark space. This void is frigid and airless. Any character beginning his turn within the void takes 3d6 cold damage. Additionally, any character who does not have a source of air risks suffocation if he remains in the void for too long. It also means that, among many other inconveniences, it is impossible to speak or otherwise audibly communicate while in the void.

Within the void, the spheres are situated at random distances from one another, 10 to 45 feet apart (determined randomly as 1d8+1 x 5 feet). Each sphere typically has three or four other spheres within such distance.

The void is very dimly lit by the spheres themselves. It is not magically dark, and light sources brought into it function normally. Any flame, however, is extinguished within seconds due to the lack of air.

A creature can cross the void to move from one sphere to the other. To do so, a creature who has exited from a bubble into the void must “push off” from the bubble. Doing so is a move action, and the creature immediately moves a distance equal to one-

half its speed. On each subsequent round the creature moves that distance again. This movement is not an action, and the creature may take its actions either before or after this movement. The creature continues to move in this manner until it strikes and penetrates another sphere. Creatures with magical flying can use it normally.

As an example, Belkar, with a speed of 30, is within a sphere and 10 feet from its surface. As a move action, he moves toward the surface, with a total movement of 15 feet (half his normal speed). After 10 feet he reaches the surface, and he uses his remaining 5 feet to penetrate the surface and enter the void.

The following round, Belkar takes 3d6 cold damage but he uses a move action to push off toward a sphere 25 feet away, immediately moving 15 feet. The following round, he again takes 3d6 cold damage, and (without using an action) moves at a speed of 15 feet. 10 feet into that move, he strikes the target sphere, and with the remaining 5 feet of movement he penetrates the surface. He still has his actions for the round, and can move and act normally.

**The Greater Cog:** There is no telling what this pocket dimension would have been like if the Entropy Engine had not thrown one of its Greater Cogs into the nether spaces, fracturing both the reality and the cog itself into fractions. There are five cog fractions altogether, including the one in the sphere in which the PCs arrived.

The fractions of the Greater Cog have no function in and of themselves. A Spellcraft

check can reveal a few aspects of the fractions, depending on the DC attained:

- \* DC 20 identifies them as coming from a part of the Entropy Engine itself.

- \* DC 30 determines that the key to overcoming this challenge is to reunite all the pieces of the cog.

- \* DC 35 indicates that a fraction or partially-completed cog can lead its bearer to the other fractions. Making use of this function requires a separate Spellcraft check (or a Use Magic Device check). The DC of this check is 30, minus 2 for every additional fraction connected to the first. If successful, the fraction's bearer knows the direction to the nearest fraction not already in her possession.

**Completing the Cog:** If two fractions are brought together, they join, snapping together as if by a powerful magnetic force. When the fifth fraction is connected, making the Greater Cog whole, a spell-pinion appears in the cog's center.

**Connections:** This area does not physically connect to any other. Leaving the encounter deposits characters in the Level 19 hallway outside the segment in which the pocket dimension currently resides.

See the Map of Level 19.

### Pathfinder Stats

Use the Pathfinder version of the mirror of opposition. No further modifications are needed to run this encounter using Pathfinder.

## 522. TEST OF THE CHAMPION (EL 19)

**Summary:** The party finds itself in a great, fiery gladiatorial arena. In order to escape, they must overcome its champion, the indomitable Gigathrax!

**Sights and Sounds:** The party has been transported into a huge, circular gladiatorial arena made entirely of brass. The air is so hot that it singes the PCs' lungs as they breathe and causes their eyes to water incessantly.

The arena floor spans about 100 yards in diameter, with the party 30' from center facing inward (soon enough, their opponent will be in a similar position directly opposite them). There are no meaningful terrain features other than the fact that the brass floor makes burrowing impossible. Wards of protection along the arena walls prevent outsiders from passing beyond its confines during the games.

*You find yourselves standing in the midst of a vast arena with alien surroundings. The high walls and expansive floor are made entirely of engraved brass. In the stands a huge crowd of effreet, salamanders, and other strange beings cheer mightily. Beyond the walls of the coliseum rise tall spires and minarets of brass and lapis lazuli and in the sky glows orange and red as if the entire world was on fire.*

"And now for our final battle!" calls a clear voice that echoes mightily above the din of the crows. "Tonight a gutsy team of adventurers from across the planes faces the reigning champion of the Arena of Brass!"

Some in the crowd cheer as a spotlight briefly falls on the PCs. Most, however, jeer and shout out insults. After just a beat, though, the announcer continues.

"Behold the master of the arena, the titan of terror, the undefeated and undefeatable-Gigathrax!" At which point a great pillar of fire crashes from the heavens, strikes the arena floor, and leaves behind a truly massive individual--a construct of steel and brass decorated with all manner of runes and honorific carvings. Entwined about its form is a serpent made entirely of living fire. The crowd roars its approval!

**Background:** The Arena of Brass is the most popular entertainment venue on the Elemental Plane of Fire. Ruled and run by efreeti nobles, it's famous for featuring gladiators from across the planes who are called to do battle with local heroes and champions. Those strong enough to defeat their champions receive great wealth in the form of valuable trophies of precious metal and gemstones. In this case the party has been called forth to battle the great Gigathrax, the arena's current grand champion.

Gigathrax is actually two individual gladiators who fight together as one. Gigathrax Omega is a huge sentient Iron Golem trained in the martial arts, and Gigathrax Alpha is a fire elemental sorcerer who created Omega and granted him sentience. Together they operate as a single warrior with two souls and one purpose--to crush all who stand against them in the Arena of Brass!

**Plane Trouble:** The PCs are on the Elemental Plane of Fire, an infinite expanse of fire and lava. Under normal conditions, this would be enough to fry most mortals within just a few seconds. However, since the efreet that run the Arena of Brass want the combatants to be able to put up a good fight, they've mitigated those effects somewhat. It's still not pleasant to be in the arena, but it's nowhere near as deadly as the plane would otherwise be.

While the PCs are in this pocket dimension, they suffer the following ongoing effects:

- \* Every round, they must each suffer 2d6 points of fire damage unless they succeed at a Fortitude save (DC 15, save for half).

- \* All skill checks and attack rolls suffer a -4 penalty. If the save above succeeds, this drops to -2. If the creature has protection or immunity from fire damage, the penalty is eliminated altogether.

- \* At the end of any round in which the character makes a full-round action, two move actions, or a standard and a move action, he must make a DC 15 Fortitude save. Failure indicates that the character is fatigued during the following round.

**Leaving the Plane:** Creatures within the pocket dimension can leave it by means that normally allow inter-dimensional travel (such as a plane shift or gate spell). However, rather than carrying them to their intended destination, these efforts merely deposit the creature in the hallway outside this segment of the Entropy Engine. It is impossible to use such means to enter the pocket dimension--this must be done via

the doors in the Entropy Engine's hallways. Determining these facts requires a Spellcraft check (DC 25).

There is a real Arena of Brass on the actual Elemental Plane of Fire. If the PCs go there, however, they will find that no one has ever seen or hear of them--but they are more than willing to invite the group to participate (and, at the GM's discretion, may try to force the issue).

**Gigathrax Combined:** Gigathrax Omega wears Gigathrax Alpha almost as if the elemental were a suit of armor, allowing the two creatures to occupy the same space without penalty. Roll separate initiatives for each of the pair, but instead of moving independently, Alpha simply rides around on Omega until the golem is destroyed. Characters in melee with Gigathrax may attack either monster and neither provides cover or other combat advantages for the other.

Just prior to entering the arena, Gigathrax was able to prepare for the fight by casting a few defensive spells. Alpha is protected by shield, mage armor, blur, and protection from energy (cold) while Omega benefits from blur and protection from energy (electricity). The effect of these is noted parenthetically in the stat blocks.

Gigathrax is not one for conversation and the Arena of Brass is not a place for negotiations. The moment Gigathrax appears in the arena the fight is on!

**Gigathrax Alpha:** Alpha's primary strategy is to support and heal Omega. Alpha's first



action will be to cast *haste* on the both of them. If Alpha's energy protection is exhausted, he will make it a priority to re-cast it. When Omega is in melee combat or has grappled a foe, Alpha will cast wall of fire on top of Omega so that it heals Omega and damages their opponents. If the *wall of fire* is already in effect, he casts *fireball* to likewise damage foes and heal Omega at the same time.

If Omega is in fairly good shape, Alpha will cast *cloud kill* around them both, since they are immune to its effects. After that, Alpha will weaken foes with *enervation*, *touch of idiocy*, and *ray of enfeeblement* as seems most effective, focusing on whoever is proving to be the greatest threat (generally arcane casters.) If he runs out of spells, Alpha will simply attack adjacent foes or, if no other option is available, move away from Omega and pursue flying enemies.

### **Gigathrax Alpha (Greater Fire Elemental) CR 14**

Huge elemental / Level 10 Sorcerer

**HD** 21d8+10d4+116 **hp** 234

**Init** +12 **Speed** 60 feet

**AC** 24 (32), touch 16, flat-footed 16 (24)

**BAB/Grapple** +20/+33

**Attack** Slam +27 (2d8+5 plus 2d8 fire)

**Full Attack** 2 Slams +27 (2d8+5 plus 2d8 fire)

**Space/Reach** 15 ft./15 ft.

**SA** Burn

**SQ** Damage reduction 10/, Darkvision 60ft, elemental traits, immunity to fire, vulnerability to cold, (120 pts protection

from Cold), (immune to magic missile), (20% miss chance)

**Fort** +14, **Ref** +23, **Will** +16

**Str** 20, **Dex** 27, **Con** 18, **Int** 10, **Wis** 11, **Cha** 17

**Languages** Common

**Feats:** Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam), Combat Casting, Spell Focus (evocation)

**Skills:** Spot +29, Concentration +37

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see table). A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

**Spells per day:** (ignoring cantrips) 7(5)/7(5)/7(5)/5/3

**1st level:** *Shield\**, *Mage Armor\**, *Burning Hands* (DC 15), *Ray of Enfeeblement*, *Magic Missile*

**2nd Level:** *Touch of Idiocy*, *Scorching Ray*, *Blur\*\**

**3rd Level:** *Fireball* (DC 17), *Haste*, *Protection from Energy* (cold for Alpha, electricity for Omega)\*\*

**4th Level:** *Wall of Fire*, *Enervation*

**5th Level:** *Cloudkill* (DC 19)

\* Indicates a spell cast prior to the beginning of the encounter and in effect on Alpha

\*\* Indicates a spell cast prior to the beginning of the encounter and in effect on Alpha and Omega

**Gigathrax Omega:** Omega's tactics are fairly straight forward. He will seek to engage the closest enemy in melee combat and pummel it into jelly. Omega loves to take advantage of his size by grappling opponents. On subsequent rounds he selects the "Damage Your Opponent" option which, because of his monk training, he can use to deal full damage while making grapple checks instead of regular attack rolls. Against opponents who regularly escape from a grapple, Omega simply uses his flurry of blows ability. Omega generally concentrates on killing one opponent before moving to the next except under two circumstances: if the opponent proves very elusive and can easily escape his grapple, or if another foe within reach is clearly a much greater threat in terms of dealing damage. Omega will only leave the safety of a firewall if he has no opponent within reach.

### **Gigathrax Omega (Iron Golem) CR 17**

Huge Construct / Level 2 Monk

**HD** 24d10+2d8+40 **hp** 181

**Init** -1 **Speed** 30 feet

**AC** 31, flat-footed 31, touch 6

**BAB/Grapple** +19/+44

**Attack Slam** +32 (4d6+15)

**Full Attack** 3 Slams (flurry of blows) +30 (4d6+22/19-20) or 2 Slams +32 (4d6+22/19-20)

**Space/Reach** 15 ft./15 ft.

**SA** Breath weapon, Flurry of Blows, Powerful Blows

**SQ** Construct traits, dr 15/adamantine, darkvision 60 ft, variable immunity to magic, low-light vision, evasion, (20% miss chance), (120 pts protection from electricity)

**Fort** +11, **Ref** +9, **Will** +13

**Str** 41, **Dex** 7, **Con** --, **Int** 11, **Wis** 15, **Cha** 13

**Languages** Common

**Feats:** Improved Grapple, Stunning Fist (DC 23)

**Skills:** -

**Breath Weapon (Su):** 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

**Variable Immunity to Magic (Ex):** Like an iron golem, Gigathrax Omega is normally immune to any spell or spell-like ability that allows spell resistance. Unlike a normal iron golem, Omega is able to selectively end that immunity against specific spells as a swift action to allow himself to receive beneficial spells. (Alpha and Omega know how they normally fight, so Omega automatically allows Alpha's beneficial spells unless the PCs have done something to make it difficult for Omega to determine what Alpha is about to cast.) In addition, certain spells and effects function differently against Omega, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

**After Defeating Gigathrax:** Once the PCs defeat both Gigathrax Alpha and Gigathrax Omega, a spell-pinion appears in the golem's chest. (If the Omega's body was destroyed or otherwise lost, the spell-pinion can appear in the floor at the center of the Arena of Brass.) How to use the pinion is discussed in the Level 19 overview.

## REVISIT (EL 20 OR 21)

Although it may seem like the actual Arena of Brass on the Elemental Plane of Fire, this is actually just a pocket dimension created by the Entropy Engine. If the PCs return to this pocket dimension, the encounter plays out just as it did previously except that Gigathrax retains any knowledge he gained about the PCs in their previous encounters and can use that to inform his tactics in subsequent battles.

If the GM wishes to make the encounter more difficult, allow either Gigathrax Alpha or Gigathrax Omega to gain a level in their chosen class. This would make the encounter EL 20. Allowing both Alpha and Omega to level up would make this and EL 21 encounter.

**Connections:** This area does not physically connect to any other. Leaving the encounter deposits characters in the Level 19 hallway outside the segment in which the pocket dimension currently resides.

See the Map of Level 19.

## Pathfinder Stats

Use the Pathfinder versions of Gigathrax Alpha and Gigathrax Omega. Otherwise, no modifications are needed in order to run this encounter using Pathfinder.

## GIGATHRAX ALPHA (Fire Elemental) CR 14

Huge elemental / Level 10 Sorcerer (Neutral)

**Init** +12; Senses Perception +26 (darkvision 60 ft.)

## DEFENSE

**AC** 24 (32 with spells), touch 16, flat-footed 16 (24 with spells)

**hp** 244 (21d8+10d6+116)

**Fort** +16, **Ref** +23, **Will** +16

## OFFENSE

**Spd** 60 ft.

**Melee** +27/+27 Slam (2d8+5 plus 2d8 fire)

**Space/Reach** 15 ft./15 ft.

**SA** Burn (2d8 DC 20) **SQ** Damage reduction 10/, elemental traits, immunity to fire,

vulnerability to cold, (120 pts protection from Cold), (immune to magic missile), (20% miss chance)

## STATISTICS

**Str** 20, **Dex** 27, **Con** 18, **Int** 10, **Wis** 11, **Cha** 17

**Base Atk** +20; **CMB** +27; **CMD** 45

**Skills** Acrobatics +33, Climb +30, Escape Artist +31, Intimidate +28, Knowledge (planes) +22, Perception +26

**Feats** Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam), Combat Casting, Spell Focus (evocation), Great Fortitude

**Elemental Ray (Sp):** 30' Ranged Touch 1d6+5 fire damage 6/day

**Elemental Blast (Sp):** 20' burst centered on Alpha 10d6 fire damage, Reflex save for half (DC 18)

**Spells per day:** (ignoring cantrips) 7(5)/7(5)/7(5)/5/5

**1st level:** *Shield\**, *Mage Armor\**, *Burning Hands* (DC 15), *Ray of Enfeeblement*, *Magic Missile*, *Grease*

**2nd Level:** *Touch of Idiocy*, *Scorching Ray*, *Blur\*\**, *See Invisibility*, *Mirror Image*

**3rd Level:** *Fireball* (DC 17), *Haste*, *Protection from Energy* (cold for Alpha, electricity for Omega)\*\*, *Fly*

**4th Level:** *Wall of Fire*, *Enervation*, *Elemental Body I*

**5th Level:** *Cloudkill* (DC 19)

\* Indicates a spell cast prior to the beginning of the encounter and in effect on Alpha

\*\* Indicates a spell cast prior to the beginning of the encounter and in effect on Alpha and Omega

## GIGATHRAX OMEGA (Iron Golem)

**CR** 17

Huge Construct / Level 2 Monk (Neutral)

**Init** -1; Senses Perception +0 (darkvision 60 ft., lowlight vision)

## DEFENSE

**AC** 32, flat-footed 31, touch 7

**hp** 181 (24d10+2d8+40)

**Fort** +11, **Ref** +9, **Will** +13

## OFFENSE

**Spd** 30 ft.

**Melee** +30/+30/+30 Flurry Slam (4d6+15) / +32/+32 Slam (4d6+15)

**Space/Reach** 15 ft./15 ft.

**SA** Breath weapon, Flurry of Blows, Powerful Blows SQ Construct traits, dr 15/ adamantine, variable immunity to magic, low-light vision, evasion, (20% miss chance), (120 pts protection from Electricity)

## STATISTICS

**Str** 41, **Dex** 7, **Con** --, **Int** 11, **Wis** 15, **Cha** 13

**Base Atk** +19; **CMB** +36; **CMD** 44

**Skills** --

**Feats** Improved Grapple, Stunning Fist (DC 23), Dodge

**Breath Weapon (Su):** As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature

within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.

Breath weapon—inhaled; save Fort 19; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. The save DC is Constitution-based.

**Variable Immunity to Magic (Ex):** Like an iron golem, Gigathrax Omega is normally immune to any spell or spell-like ability that allows spell resistance. Unlike a normal iron golem, Omega is able to selectively end that immunity against specific spells as a swift action to allow himself to receive beneficial spells. (Alpha and Omega know how they normally fight, so Omega automatically allows Alpha's beneficial spells unless the PCs have done something to make it difficult for Omega to determine what Alpha is about to cast.) In addition, certain spells and effects function differently against Omega, as noted below.

In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points,



it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

**Powerful Blows(Ex):** An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19-20 with its slam attacks.

## 523. WIND AND WING (EL 21)

**Summary:** The PCs must travel across the back of a massively large arrowhawk soaring through a lightning storm on the Elemental Plane of Air.

**Sights and Sounds:** The PCs appear on the back of a massive arrowhawk flying through the Elemental Plane of Air. This area is open sky all around, though the beast is just now starting to pass through a terrible thunderstorm.

*You find yourselves on a feathered road in the midst of a deafening thunderstorm. You're facing into a blustery wind and immediately find yourselves drenched in a cold rain. By the light of frequent lightning bolts, you see that the sides of the road fall away sharply and all you can see beyond is open sky.*

*Encircling each of you at the waist is a thin glowing red band of light. Stretching out from that band are a handful of thinner beams--one extending the to band on each of your companions so that the entire group is connected by strands of red light.*

A DC 15 Spot check will reveal that the "road" is the tail of a super-colossal beast flying through what seems to be an infinite sky, with clouds and open air being the only things visible in every direction. A DC 15 Knowledge (nature or the planes) check will reveal that the creature seems to be an arrowhawk (though larger than any the PCs have ever heard of) hurtling through the endless skies of the Elemental Plane of Air.

**Background:** Nineteenth-level characters seemingly have answers to nearly any difficulty put before them, but those abilities and resources are only good if the players remember to have their PCs bring them into play. This encounter is meant to challenge the PCs with the overwhelming chaos and noise of riding on the back of a flying monstrosity in the midst of an acidic thunderstorm and being assaulted by unknown attackers.

The PCs arrive in this pocket dimension clustered together in a small group near the end of the arrowhawk's tail. But this is no ordinary arrowhawk--it is a legendary creature known as the "Thunderbird Arrowhawk." Its name is fearfully whispered by the residents of the elemental planes, but it's practically unknown on the Prime Material Plane. Only a successful Knowledge (planes) skill check (DC 30) reveals any information about this awesome elemental creature--and even that only grants the character a general overview of the creature and its powers.

The arrowhawk is 600 feet long, with a 900 foot wingspan, and is flying through a

violent thunderstorm, the like of which is usually only seen on the Elemental Plane of Air. It moves at a speed of 60, forcing anyone not connected its body to move at a similar rate to keep pace. It does not seem to notice the PCs, unless they attack it.

Many creatures of the Elemental Plane of Air revere the Thunderbird Arrowhawk almost as a god. Flying alongside it is considered to grant one good luck and blessings in future endeavors. As the PCs appear, a group of air elementals are doing just that. Seeing the PCs, they immediately conclude that the group are extra-planar ruffians there to assault the arrowhawk, so they swoop in to defend their god and repel the apparent invaders.

In the end, though, the task before the PCs is straightforward--they must find the spell-pinion (which is in "plain sight" inside the arrowhawk's mouth) and apply the Runic Arcanulator to it.

**Weather Conditions:** On arrival from the relatively sedate environment of the Dragon's Delve, the PCs are immediately subjected to the following conditions:

- \* The rain obscures all sight (including darkvision) beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

\* The rain is acidic, dealing 1d6 points of acid damage to everything in the encounter, every round, no save.

\* The noise from the storm and wind is intensely loud. On the first round of the encounter, all extraplanar creatures (such as the PCs and companions) must make a DC 23 Fortitude save or be deafened. Regardless of success, PCs must shout to communicate verbally, and any sonic-based spell or effect (such as a bard's fascinate ability) has a 50% chance of failure.

\* The air currents created by the arrowhawk's four-wing cadence cause all creatures on the arrowhawk's body and tail to be affected by Severe winds. These extinguish unprotected flame, have a 50% chance to extinguish protected flames, and all ranged weapon attacks and Perception checks are at a -4 penalty. Creatures in gaseous form are pushed 60 feet toward the arrowhawk's tail.

**Connector Strands:** Glowing red magical strands of energy connect all PCs to each other (animal companions and familiars are not attached in this way). The strands are incorporeal and do not hinder free movement (the bands pass through each other cleanly, so there is no possibility of them getting tangled). The PCs will not feel the strands at all as long as all of the members of the group stay within 100 feet of one another.

If one of the characters tries to move more than 100 ft. away from the other connected characters, the connection strand prevents

such movement the way a rope or other physical link would. While the band itself remains incorporeal, it exerts physical restriction on its wearers. So two characters could engage in a tug-o-war or use the strand as a safety line, but the band itself will remain untouchable.

The strands do not prevent teleportation effects, but they do limit them so that an attached PC may not move more than 100 feet from any other connected party member. Teleportation effects abruptly cease and deposit subjects exactly 100 feet from the farthest attached PC.

\* A strand has 5 hardness and 20 hp, and may be severed by an attack that affects incorporeal objects.

\* A strand may also be dispelled by any normal means, but each dispel attempt affects only one strand.

\* An anti-magic zone dispels all strands connected to the caster immediately.

\* Leaving the plane (including turning ethereal) dispels all strands connected to the affected PC. However, the PC also ceases to move relative to the Elemental Plane of Air, and immediately "falls" 60 feet toward the tail of the arrowhawk from his or her previous position. Each round spent in another plane moves the PC an additional 60 feet.

**Unsteady Ground:** Every 1d6 rounds, or on any round following a direct attack on its body, the Thunderbird Arrowhawk banks sharply or flips along its longitudinal axis

(the line running from its head to its tail), attempting to shake the pests off its back. Any creature standing on the arrowhawk must succeed at a DC 25 Reflex save to grab feathers and hold on. PCs suddenly holding on to the underside of a giant arrowhawk may try to climb to the new "top" side, or take a free action to reorient their gravity (see Gravity below). A bloody-minded DM might well require PCs to make a successful DC 20 Knowledge (planes) check to know that this is an option.

**Falling:** Anyone departing the arrowhawk's body involuntarily probably does so at some velocity. Anyone who fails a check to hang on to the Arrowhawk and does not have a means to fly or otherwise control his or her movement, is hurled into the endless skies at a speed of 30 feet per round. The victim is also beset by 2d4 large air elementals on the following round (this is in addition to any elementals that are already attacking the party, see Tail below).

Creatures affected by magic connector strands stop moving when they reach a point 100 feet away from the farthest other member of the group. However, a creature without flight or some alternate form of mobility cannot return to the arrowhawk's body unaided, and prevents party members from moving more than 100 feet away until he or she is rescued (or, at the very least, slows them down as they must drag the errant creature behind them). Since the strands are incorporeal, an attached PC cannot "climb" the strand to rejoin his or her companions.

**Gravity:** Gravity is subjective directional on the Elemental Plane of Air, which means that individual creatures determine their own “down.” A successful DC 16 Wisdom check allows a sentient creature to set a new direction of gravity as a free action; this check can be made once per round. A character that fails this Wisdom check receives a +6 bonus (that’s a cumulative +6 per failed attempt) on subsequent checks until he or she succeeds.

An individual “falls” 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. An individual aiming for the arrowhawk will likely take normal falling damage, and might need to make a ranged touch attack to “hit” the moving target.

**Tail:** The arrowhawk’s tail is 200 feet long, starting at a width of 10 feet, and widening proportionally to a width of 100 feet toward the body.

After one round, a group of large air elementals (numbering two for each member of the PCs’ party) converges the Thunderbird Arrowhawk and attacks the party. Any time an elemental is killed, another arrives to take its place the following round. If it is clear that one character is damaging the arrowhawk more than the others, the elementals will focus their attacks on him or her. Otherwise, the elementals favor flying targets, but attack targets on the arrowhawk’s body if no flying ones are available.

The tail section constantly thrashes around, following the arrowhawk’s jagged flight path. Each round that a character on

the tail moves more than 10 feet, he or she must make a successful DC 20 Balance check or be hurled into the sky (see Falling above).

**Large Air Elemental (number varies):** hp 60

**Body:** The body of the arrowhawk is 200 feet long. The body is relatively stable body is 100 feet wide, but its wings extend 400 feet out to each side. Once the first PC reaches the body section, the Thunderbird Arrowhawk begins activating its storm corpus effect every 1d4 rounds. This line of electricity affects its entire body, even striking characters on other body sections. Strong (or well-prepared) PCs might be able to avoid damage by leaping over the 10-foot wide line as it comes at them.

On the round following a storm corpus effect, there is a 70% chance that a lightning strike will arc toward the creature in the area that is wearing the most metal, whether that creature is standing on the arrowhawk’s body or not. The strike acts as a lightning bolt spell cast by a 19th level wizard. This is an extraordinary ability.

**Neck:** The arrowhawk’s neck is a sinuous 100 feet long, and 100 feet wide. At this point, the arrowhawk is vaguely aware of unwanted presences, and begins using its electricity ray ability on a random interloper each round.

In addition, a dozen belker parasites living in the arrowhawk’s feathers are now awakening. They arise and begin attacking the invader farthest to the arrowhawk’s rear (regardless of what body section that character is on or above).

**Belker (x12):** 38 hp

**Head:** The arrowhawk’s head is 100 feet long and tapers from 100 feet wide where it meets the neck to only 10 feet wide at the tip of its beak. By now, the arrowhawk is fully aware of the PCs, and mildly annoyed. Any creature moving within 5 feet of the arrowhawk’s mouth is subject to its awesome bite attack.

The mouth is a 50-foot long cavernous maw with a sharp-edged beak. The arrowhawk has a 40% chance to open its mouth each round it is closed, and a 60% chance to close it each round it is open (free actions it takes on its turn). Ignore these percentages on rounds when the arrowhawk makes a bite attack, just assume that when the attack is over the arrowhead’s mouth is in the same position as it began.

Once inside the mouth, the PCs can see the spell-pinion is in the center of a device that is strapped to the beast’s two mighty tongues. Because the tongues are constantly thrashing about, any Skill checks made to attempt to use the Runic Arcanulator suffer a -5 penalty.

## **Thunderbird Arrowhawk (EL 19)**

N Colossal outsider (air)

**Init** +16; Senses darkvision 120 ft.; Listen/Spot +29, Search +28

### **DEFENSE**

**AC** 58, touch 18, flatfooted 42 (+16 Dex, 8 size, +40 natural)

**hp** 755 (32d8+608)

**Fort** +37, **Ref** +34, **Will** +24



**Immune** acid, death effects, electricity, paralysis, poison, sleep, stun; Resist cold 20, fire 20; DR 10/; SR 40

## OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** bite +46 (4d8+31, 19-20)

**Ranged** Touch electricity ray +41 (6d8, 19-20)

## STATISTICS

**Str** 52, **Dex** 43, **Con** 48, **Int** 10, **Wis** 19, **Cha** 20

**Base Atk** +32; **Grapple** +69

**Feats** Alertness, BlindFight, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (bite), Improved Critical (electricity ray), Iron Will, Mobility, Point Blank Shot, Weapon Focus (Electricity Ray), Weapon Focus (Bite) B

**Skills** Diplomacy +29, Escape Artist +32, Knowledge (planes) +28, Hide +32, Listen +29, Move Silently +32, Search +28, Sense Motive +29, Spot +29, Survival +29

**Language** Auran

## SPECIAL ABILITIES

**Electricity Ray (Su):** The thunderbird arrowhawk can fire this ray once per round, with a range of 1 mile.

**Storm Corpus (Su):** Once every 1d4 rounds, a 10foot wide line of electricity runs down the thunderbird arrowhawk's entire body, from head to tail. Anyone caught in the area of effect must make a successful Reflex save (DC 45) or take 5d10 electricity damage. Everyone caught in the line, regardless of saving throw, is dazed for 1 round. The save DC is Constitution-based.

**Upping the Ante:** If things appear too easy, replace elementals that die with ones a size larger. Large elementals are replaced with Huge, Huge with Gargantuan, and Gargantuan with Colossal.

**Connections:** This area does not physically connect to any other. Leaving the encounter deposits characters in the Level 19 hallway outside the segment in which the pocket dimension currently resides.

See the Map of Level 19.

## Pathfinder Stats

Replace all mentions of Spot checks with Perception checks, and all mentions of Balance checks with Acrobatics checks, of the same difficulty. Also replace references to Knowledge (planes) to Knowledge (the planes). Use the Pathfinder versions of the creatures. Otherwise, no further modifications are needed to run this encounter using Pathfinder.

**Large Air Elemental (number varies):** hp 68

**Belker (x12):** hp 68

## THUNDERBIRD ARROWHAWK (EL 19)

N Colossal outsider (air)

**Init** +16; Senses darkvision 120 ft.; Perception +43

## DEFENSE

**AC** 59, touch 19, flatfooted 42 (+16 Dex, 8 size, +40 natural +1 Dodge feat)

**hp** 784 (32d10+608)

**Fort** +29, **Ref** +34, **Will** +24

**Immune** acid, death effects, electricity, paralysis, poison, sleep, stun; Resist cold 20, fire 20; DR 10/; SR 40

## OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** bite +46 (4d8+31, 19-20)

**Ranged** Touch electricity ray +41 (6d8, 19-20)

## STATISTICS

**Str** 52, **Dex** 43, **Con** 48, **Int** 10, **Wis** 19, **Cha** 20

**Base Atk** +32; **CMB** +71; **CMD** 87

**Feats** Alertness, BlindFight, Combat Reflexes, Critical Focus, Deafening Critical, Dodge, Flyby Attack, Improved Critical (bite), Improved Critical (electricity ray), Improved Iron Will, Iron Will, Lunge, Mobility, Point Blank Shot, Weapon Focus (bite) B, Weapon Focus (electricity ray).

**Skills** Diplomacy +40, Knowledge (planes) +35, Knowledge (nature) +35, Perception +43, Sense Motive +43, Survival +39

**Language** Auran

## SPECIAL ABILITIES

**Electricity Ray (Su):** The thunderbird arrowhawk can fire this ray once per round, with a range of 1 mile.

**Storm Corpus (Su):** Once every 1d4 rounds, a 10foot wide line of electricity runs down the thunderbird arrowhawk's entire body, from head to tail. Anyone caught in the area of effect must make a successful Reflex save (DC 45) or take 5d10 electricity damage. Everyone caught in the line, regardless of saving throw, is dazed for 1 round. The save DC is Constitution-based.

## 524. THE BIRTH OF A WORLD (EL 19)

**Summary:** The characters find themselves floating in a primal void--bereft of anything at all, even light. What can you do with nothing? And how will the PCs escape when there's nowhere to escape to?

**Sights and Sounds:** The characters arrive here floating in an endless, lightless, silent void. They immediately begin suffocating and decompressing. Will not even be aware of one another's presence unless they have light source that can survive the void. If they do, they also see the following.

*Floating a short distance away from you is an ornate wooden chest. Without any frame of reference, it is difficult to be certain exactly how large or how far away it is.*

**Background:** There is no context to these events. Whether the PCs are experiencing the creation of a new universe, have traveled back in time to the beginning of theirs, or are experiencing a kind of virtual planar reality is left solely to their interpretation. Regardless of why exactly this is happening, the events allow the PCs to interact with and contemplate the four raw elements that comprise the prime material plane.

**Floating in the Void:** Unlike in area 521, in this case the PCs are floating in a true void, which has some very dangerous consequences. Modern science has shown us that a person left exposed in space should expect about 15 seconds of conscious action followed by a few brief minutes of dying

in absolute silence. The situation here isn't quite that harsh--the PCs can survive longer than that, but they should feel imminent pressure to act quickly for fear of perishing.

\* **Dark:** It is utterly dark. Dark vision or a light source is required to see anything. Torches and lamps are instantly extinguished due to the lack of oxygen.

\* **Silent:** Sound cannot travel in a vacuum, so there is no sound of any kind.

\* **Extremely Cold:** Use the standard rules for extreme cold (below -20F)

\* **Weightless:** Characters are floating motionless and have nothing to push off of. Pushing off from another character works well, but has the side effect of sending the other character careening off in the opposite direction. A DC 15 Intelligence check will reveal this idea. If the check beats DC 20, it also reveals that throwing a heavy object in one direction can also impart enough momentum to get a character moving in the opposite direction.

\* **Vacuum:** Because of internal fluids and gasses inside a living body, and the complete lack of anything in the void outside it, the physical strain on PCs bodies just from remaining whole is intense. All creatures suffer 3d10 points of damage at the start of each round.

\* **Airless:** Holding your breath in a vacuum actually kills you faster than asphyxiation will, so this encounter uses special suffocation rules. At the start of each character's turn, he or she must decide

whether or not to try to hold his or her breath. Attempting to do so counts as a move action, and requires a Fortitude save, with success indicating that the character holds his or her breath but also takes an additional 3d10 points of damage due to the internal pressure created by the air in their lungs. The difficulty of this save begins at DC 10 and increases by +1 each subsequent round. Failure means the character expels his or her breath.

A character that has expelled his or her breath (either by choice or by having failed the saving throw) has an extremely limited time before falling unconscious. The character no longer needs to spend a move action each round trying to hold his or her breath, but at the end of a number of rounds equal to 3 + the character's Con modifier, the character immediately drops to 0 hp, falls unconscious, and will die in 3 minutes. A character in this condition cannot be revived without air.

**The Chest:** The ornate wooden chest is about 20 ft. away and is the size of an ordinary small chest. The chest is locked, requiring a DC 30 Open Locks check, though the chest has a hardness of 5, 20 hp, and break DC 30. Breaking it will not damage the contents but will ruin the chest.

The chest is an artifact called the Chest of Suppression. When an item is placed into the chest, the velvet compartment morphs itself to conform to the item's shape, providing it with a snug and secure resting place. When the chest is closed and locked, any magic items stored inside of it

lose/suppress their magical properties as long as they remain inside.

Inside the chest lie four metal cubes about 4 inches on a side. Each cube is engraved with a single rune. A DC 15 Spellcraft or Knowledge (planes or religion) check reveals that they are the runes associated with the four basic elements--Air, Earth, Fire, and Water. They are each gently secured in velvet compartments, preventing them from simply falling out as events unfold.

**Elemental Cubes:** Removing a cube from the chest activates it, causing it to glow and introduce the element into the void. Depending on which cube the PCs activate first, something special will happen.

\* **Air Cube:** The cube glows and then vanishes in a gust of howling wind. Instead of void there is air to breathe and your bodies no longer feel as if they are about to burst. Effect: Characters are inside a gigantic sphere of air and no longer suffer from the effects described in Silent, Airless, and Vacuum above.

\* **Earth Cube:** The cube rumbles and grows exponentially in all directions becoming a rocky planetoid. Effect: Characters no longer suffer from the effects described in Weightless above, gravity functions normally and they have a planet on which to walk around.

\* **Fire Cube:** The cube becomes blisteringly hot and then flies out of the character's hands at incredible speed, growing as it does. Before long, the cube has transformed into a blazing sun shedding light and heat

on all around it. Effect: Characters no longer suffer from the effects described in Dark and Extremely Cold above.

\* **Water Cube:** The cube becomes freezing cold, then warms and dissolves into a massive torrent of water that quickly fills the space the PCs. Effect: Characters are inside a gigantic sphere of water and no longer suffer from the effects described in Silent and Vacuum above. However, the normal drowning rules now apply.

**Combining Elements:** As multiple elements are released they combine to spectacular effect until, when they are all free, they form a habitat somewhat like the Prime Material Plane--a place where life can flourish.

\* **Air & Water:** When both air and water are active, the sphere of water floats in the center of the sphere of air--a water world. Clouds form in the distance and the sound of thunder echoes across the waves.

\* **Air & Earth:** When both air and earth are active, the planetoid is surrounded by the sphere of air, giving it an atmosphere and allowing small, scrubby plants to sprout from the ground.

\* **Earth & Water:** When both earth and water are active, the characters will find themselves where land and sea meet on the shore of a mountainous island. If Earth is first the waters will settle into and fill up the sea, if water is first the earth will rise up around them forming the island.

\* **Fire & Earth:** When both earth and fire are active, a volcano forms a few miles away

and begins to disgorge a thick lava flow. This is purely for spectacle and does not pose any particular danger to the PCs.

\* **Fire & Water:** When both fire and water are active, a searing hot core appears at the center of the water sphere, sending off flowing waves of super-heated water. Steam escapes as the waves reach the surface.

**When All The Elements Are Released:** When all four cubes are taken from the case and activated, the PCs find themselves on a tropical volcanic island. The heat of the sun and moisture of the sea form clouds and wind, the heat from the earth spews magma flowing down the mountain to the sea and sending plumes of steam into the air, and life blooms everywhere in the blink of an eye creating a lush paradise of natural beauty.

The characters can safely rest and subsist on the tropical island for as long as they like. Edible plants and animals are in abundance and the climate is temperate. There are no sights of civilization here with one exception--where all four elements meet, a Janni oracle waits patiently to be discovered. The PCs do not know this but a successful DC 15 Intelligence check will let them realize that, given all they've been through, there's something special about a spot where the elements meet. In this case, it's the end of the lava flow where fire, earth, water, and air combine as the lava flows into the ocean. If they do not determine this fact on their own, they will accidentally discover the site in 1d8 hours if they begin exploring the island.



**The Oracle:** The Oracle here is a Janni sage who wears a simple loincloth and has a gold medallion on a chain around his neck. The oracle stands contemplatively watching the lava flow into the sea.

If the PCs approach him, he will greet them warmly--as friends. The Oracle is a bit detached from ordinary concerns. He knows what the PCs have been through, but doesn't have any greater context to give them. "You have created the world. Without you, there would be only void." He asks each of the characters present what element he or she most identifies with. If the group covers all four elements, the Oracle will remark that their "completeness" is what allowed them to succeed at this very difficult task. If one or more elements is missing (or vastly outnumbered), he will comment that there is an imbalance within the group and that they must be wary of this weakness if they hope to fulfill their ultimate destiny.

The Oracle then goes on to point out the wondrous beauty of raw nature. Any specific questions the PCs pose to him will get, at best, oblique, allegorical answers. The Oracle is not being evasive--this is all he knows. If the characters focus on asking about how to leave this place, the Janni will offer them his medallion and instruct them to bring it to point where all four elements meet--the steaming cauldron of a spot where the lava, sea, land, and air meet.

If the characters attack the Oracle he will attempt to escape rather than fight and will insist he is no danger to the party. Once he suffers any hit point damage, though, the Oracle

will transform into a Primal Tyrannosaur (described in the Revist section below).

**Janni:** hp 33

**Where The Elements Meet:** Getting to the exact spot where the elements meet is difficult (because of the rough terrain and hazardous environment), but whatever character holds the medallion is immune to all effects of those areas. He or she can easily walk across the lava or water and reach the prescribed spot. Only one character may be holding the medallion--if more than one character is touching it or its chain, the protective powers become temporarily inert.

Once the character with the medallion is standing on the exact right spot (which is actually an ever-shifting line as the lava and water flow), the medallion transforms into a spell-pinion and may be activated by the Runic Arcanulator.

## REVISIT (EL 19)

If the PCs successfully complete this encounter once (finding and activating the spell-pinion), the experience is very different on subsequent visits. Rather than beginning the empty void of space, the PCs find themselves immediately on the tropical island. However, the Oracle is not there. Instead, the island is home to a pair of Primal Tyrannosaurs that the party must hunt and kill.

Once the beasts are dispatched, the characters can hear a deep, low thrumming coming from the creatures' chest cavities. Cutting the carcasses open reveals that in place of a heart, each dinosaur has half

of a spell-pinion. When the two halves are brought near one another, they snap together as if by magnetic attraction and become a whole, working pinion.

## Primal Tyrannosaur CR 17

Gargantuan Animal

**HD** 45d8+315    **hp** 517

**Init** -1                      **Speed** 40 feet

**AC** 16, flat-footed 15, touch 7

**BAB/Grapple** +33/+58

**Attack** Bite +42 (3d8+19)

**Space/Reach** 20 ft./15 ft.

**SA** Improved grab, swallow whole

**SQ** Low-light vision, scent

**Fort** +31, **Ref** +25, **Will** +17

**Str** 36, **Dex** 12, **Con** 25, **Int** 2, **Wis** 15, **Cha** 10

**Languages** --

**Feats:** Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track

**Skills:** Hide -2, Listen +24, Spot +24

**Improved Grab (Ex):** To use this ability, a tyrannosaur must hit an opponent of up to one size smaller 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 try to swallow the foe the following round.

**Swallow Whole (Ex):** A tyrannosaur can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature

takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan tyrannosaurus's gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

**Connections:** This area does not physically connect to any other. Leaving the encounter deposits characters in the Level 19 hallway outside the segment in which the pocket dimension currently resides.

See the Map of Level 19.

### Pathfinder Stats

Use the Pathfinder rules for extreme cold, drowning, and hazardous environments. Also, use the Pathfinder version of the Janni and Primal Tyrannosaur. Otherwise, no further modifications are needed to run this encounter using Pathfinder.

**Jani:** hp 39

### Primal Tyrannosaur CR 17

Gargantuan Animal

**Init** +5; Senses low-light vision, scent; Perception +47

### DEFENSE

**AC** 21, flat-footed 20, touch 7

**hp** 357 (42d8+168)

**Fort** +31, **Ref** +25, **Will** +17

### OFFENSE

**Spd** 40 ft.

**Melee** +38 Bite (4d6+22 / 19-20 plus grab)

**Space/Reach** 20 ft./20 ft.

**Special Attacks** swallow whole (2d8+11, AC 17, hp 15)

### STATISTICS

**Str** 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

**Base Atk** +31; **CMB** +45 (+49 grapple); **CMD** 56

**Skills** Perception +47; Racial Modifiers +8 Perception

**Feats** Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

**SQ** Powerful Bite

**Powerful Bite (Ex):** A tyrannosaurus applies twice its Strength modifier to bite damage.

**Swallow Whole (Ex):** A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan tyrannosaurus's gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

## 525. CRYSTAL HUE INTONATION (EL 19)

**Summary:** Amid a swirl of crystalline death, the PCs must sound the notes that summon the motes, which won't abate until you've opened the gate.

**Sights and Sounds:** The encounter takes place in a void of utter blackness that appears to go on infinitely in every direction. The PCs appear on the surface of a crystalline sphereoid that is about 80 feet in diameter but which still has normal earth-like gravity. It will be difficult for the PCs to know this at first as there are no existing light sources in the pocket dimension. Although the air is breathable, mundane light sources do not function at all--ordinary fire will not catch, even alchemical substances will fail to yield their expected effects. Magical light sources, on the other hand, illuminate at half their normal distance and fade out in 1d4 rounds (think of a flashlight with its batteries dying very rapidly). Darkvision reveals nothing except the other characters. If the PCs do not have a magical light source that works, describe the situation as follows.

*You find yourselves in utter darkness, standing on a hard, slick surface. The air is cool and unmoving. At irregular intervals, you can detect the sounds of violent impacts in the distance, as though great glass steins were being slammed together and shattering into millions of fragments.*

If the characters have a magical light source available (or bring one into existence), add the following:

	Connect to North D	Connects to North C	Connects to North B	Connects to North A	
Connects to North D	north a	north b	north c	north d	Connects to North A
Connects to South D	south a	south b	south c	south d	Connects to South A
	Connects to South D	Connects to South C	Connects to South B	Connects to South A	

*The darkness seems to resist the light, holding it somewhat at bay. Along the light's edges, great crystalline objects--resembling nothing so much as massive three-dimensional snowflakes--occasionally pass into view only to tumble out of sight again, whizzing on seemingly random paths through the blackness all around you.*

If the group has a light, they can see that they are standing on a small planetoid that appears to be made of the same crystal as the objects in the sky.

**Background:** The characters are stranded on the surface of what amounts to a tiny crystalline planet. They are free to explore the void around it, but the only means out of this pocket dimension is at the center of the planetoid, and the only way to reach

the center is through a combination of puzzle-solving skills and magical effort, all while dealing with the highly hazardous environment.

The PCs appear in the northern hemisphere in the center of Quadrant A (see Notes On Mapping below)--the only quadrant on the map that is completely empty. All the other quadrants each have a crystal column protruding through the crystalline crust of the planetoid. The columns are magically attuned to both light and sound, and the solution to this puzzle depends on the PCs inducing the columns to produce musical tones in a specific order.

To complicate matters, the pocket dimension is not as completely devoid of creatures as it originally seemed. Living

motes of light slumber in the darkness, and they are awakened when the columns produce their musical tones. These creatures are not intentionally violent, but their very nature is hazardous to the PCs.

**Notes On Mapping:** One of the challenges of this scenario is dealing with the spacial limitations caused by being on such a small sphere. This, however, creates a new challenge when it comes to mapping the encounter. To make matters easier to understand, and track to the existing grid-based movement system, the spherical planetoid is represented as a flat plane--two hemispheres, each broken into quadrants where the outer edges have hyper-spacial connections (see map).

For GMs who are comfortable with tracking motion on the surface of a sphere, we encourage you to use a more physically accurate representation.

Over the course of this encounter, the size of the planetoid will shrink (see Crystal Columns below). As it does, the map will shrink proportionally. That is, at the start of the encounter each quadrant will be 80'x80'. Each time the planet shrinks, so do all the quadrants, first becoming 70'x70', then 60'x60', and so on. The GM should do his best allow the PCs to retain their relative positioning, but some shifting of quadrants may occur as the planetoid shrinks. The most important thing is to make equitable and consistent rulings on PC placement so that the players know what to expect each time.



The crystal columns are just a few feet around and are presumed to be in the center of their quadrants. They sit roughly at an intersection of four map squares rather than in one in particular. This allows PCs to occupy all of the surrounding squares and move past/through the area normally.

At the start of this encounter, line of sight only extends 80 ft. in any direction. The horizon and curvature of the planetoid prevent being able to see any further. As the planetoid shrinks, so does the line of site. At any point, line of site only extends a distance equal to the width of an individual quadrant.

**Crystal Meteoroids:** The objects flying through the void are nothing more than visual distractions--massive crystal meteoroids in roughly spherical form, with thousands of spiky protrusions all over their surfaces. There are literally millions of them drifting through this black void, and they inevitably slam together, shattering and scattering their tiny fragments into clouds

which eventually coalesce back together and go drifting through the void again. They look and sound impressive, but they pose very little threat to the PCs.

Occasionally, one of the meteoroids impacts the surface of the planetoid. Once per minute, roll 1d10; if the result is a 1 or 2, a crystal meteorite strikes the planetoid. Roll 1d8 to determine which hemisphere and quadrant it hits by consulting the table below. Any PCs that are in the affected quadrant each suffer 2d8+10 points of damage (considered both bludgeoning and piercing for purposes of DR), DC 15 Reflex save for half (considered slashing damage for purposes of DR), as the razor-sharp shards spray out in every direction. Note that the planetoid and its columns are not affected by these strikes.

**Crystal Columns:** The crystal shafts jutting from the surface of the planetoid are of different heights, and each is shaded a different color (see table above). The colors

1d8	Quadrant	Column Color	Column Height	Tone	Spell Level Needed to Activate	Quadrant Size after Activation
1	North A	-	-	-	-	80'x80'
2	North B	red	70'	do	1st	70'x70'
3	North C	orange	60'	re	2nd	60'x60'
4	North D	yellow	50'	mi	3rd	50'x50'
5	South A	green	40'	fa	4th	40'x40'
6	South B	blue	30'	so	5th	30'x30'
7	South C	indigo	20'	la	6th	20'x20'
8	South D	violet	10'	ti	7th	10'x10'

correspond to the colors of the spectrum (red, orange, yellow, green, blue, indigo, and violet). The height of the columns correspond to the notes they can be made to sound, which are all notes on a standard major scale (do, re,

mi, fa, so, la, and ti). Like on a pipe organ, the lowest note comes from the longest column, so the red column juts out the farthest, while the violet one is the shortest. The heights listed on the chart above represent the height of the columns at the beginning of the encounter, but each of the pipes reaches all the way to the planetoid's core. Every time the planetoid shrinks (see below), the length of visible the pipe increases by 10'.

Striking a column with a blunt object causes the crystal to vibrate softly at exact pitch for a short time. The column also brightens into a soft glow corresponding to its color. Both the sound and the glow last for only a single round before fading away. However, seeing this effect allows the PCs to attempt a DC 40 Spellcraft or Knowledge (arcana) check. If the check fails, the PCs may attempt it again the next time they see the effect performed, but the difficulty drops to DC 35. This continues, with new attempts at lower difficulty levels, until the PCs succeed.

If the check succeeds, the character realizes that channeling magical energy into a column will cause it to shine brighter and sound its note louder. The magical energy must come from a spell cast into the column, and each column will be attuned to spells a particular level or higher (see table above). The magic can be either arcane or divine and can come directly from a spellcaster, a charge from a wand, a potion poured onto the surface, or any other source the GM deems appropriate. The normal spell effect does not occur--the energy is completely absorbed into the column.

One trick remains--the columns can only be activated in a particular sequence. The red column must be powered up first, and only then can the orange column be brought to life. Once both the red and orange columns are active, the yellow one can then be activated, and so forth. If a spell is channeled into a column before the previous ones in the sequence are activated (or if a spell of too low a level is used), the column glows dimly and hums softly for a single round and then returns to quiescence. The spell is still used up.

As each column is activated in the proper order, the tone emitted sounds not only around the planet, but through to its very core. On the following round, the ground suddenly shudders as the outer layer of its crust shatters into crystalline shards (like those that make up the meteoroids) and the entire planetoid loses a portion of its thickness. Anyone standing on the previous surface falls 10 feet (with appropriate falling damage, if applicable) to land on the new surface. The columns do not move; they simply have more of their lengths revealed as the planetoid "shrinks."

One round after the last column (violet) is activated, the characters fall the last 10 feet and, instead of landing on a 10-foot-diameter crystal sphere, they instead find themselves on a 10'x10' platform with a spell-pinion embedded in its center. If there is not enough room for the entire party on this platform, those without a square to stand in find themselves weightless and

floating away from the platform. If nothing is done to tether them, they will drift off into the void. Those with any kind of flight ability can use it to move through space the way a character normally would use the Swim skill in water.

**Light Motes:** The one major complication to the process of getting the colored columns up and running are the light motes that live in the void. Most of the time, they are invisible and do not bother anything or anyone, but when the columns start vibrating and glowing, the motes are drawn to the planetoid like moths to a flame.

The individual motes function very much like will o' wisps--having identical game stats. However, the motes do not attack individually. Rather, they function as a swarm, attacking everyone within the area they cover and, unfortunately for the PCs, they will soon cover the entire planet. So while the PCs can attack individual motes, doing so will gain them nothing. Even destroying several squares worth of the creatures is only a stopgap measure.

On the round following the activation of the first column (the red one), role initiative for the swarm and that is when the motes will begin to arrive. Initially, the mote swarm will fill 25 adjacent squares and must include the square that has the red column. At the start of each round thereafter, another 3d6+6 squares worth of motes will arrive. They can be placed anywhere on the planetoid that is either adjacent to a square that is already covered by the mote swarm or is next to an activated column.

The mote swarm's attack functions like a prismatic spray spell, except that only the colors corresponding to activated columns can be used. So, for example, when they first arrive, all of the motes squares will do fire damage because only the red column will be active. Once the PCs activate the orange column, each square will have a random chance to do either fire or acid damage. When the yellow column is activated, electricity damage will become a possibility, and so on. Every round, at the start of the swarm's turn, each square of the swarm determines its damage randomly. Otherwise, the effects function in every way like the spell as if cast by a 16th-level caster.

Creatures that are size Large or bigger take damage from every square that they occupy.

**Light Mote (thousands):** hp 40 (with *prismatic spray* attack)

**Connections:** This area does not physically connect to any other. Leaving the encounter deposits characters in the Level 19 hallway outside the segment in which the pocket dimension currently resides.

See the Map of Level 19.

### Pathfinder Stats

Use the Pathfinder versions of the *will o' wisps* and the *prismatic spray* spell. Otherwise, no further changes are needed to run this encounter using Pathfinder.

**Light Mote (thousands):** hp 40 (with *prismatic spray* attack)

## 526. EXPONENTIAL CUBE (EL 19)

**Summary:** The PCs appear in a tremendous cube of a room. But the cube is not empty--there is a cube within the cube, and that cube is growing.

**Sights and Sounds:** The PCs appear along one edge of a long stone wall in an enormous cube of a room, 150 feet on a side. The floor, walls, and ceiling are all of the exact same dimensions and all made of the same gray limestone. The PCs see the following.

*The room is lit by dozens of glowing globes hanging in the center of the room in a 100-foot cube area. The light is bright enough to leave the edges and corners of the room dim and shadowed, but they appear to be slowly spreading apart, moving toward the walls. In the center of all these lights, a tall stone figure floats immobile in the air.*

*The quiet murmur of dozens of voices echoes from the center of the room.*

A black 12-toothed gear is carved into a 10-foot square section in the center of each surface of the room (wall, floor, and ceiling).

**Background:** This room, deep within a vault in the elemental plane of earth, was created by a mad sorcerer who challenged the Mages Four and lost. His gambit failed, but left this room along with the sorcerer's leftover components. Because of the broken energies and unusual planar location, it was a convenient module for the mages to use while constructing the Entropy Engine.

Hanging in mid-air at the very center of the space is a tremendous gelatinous cube.

The other, more easily spotted features--a greater stone golem and some lantern archons--all are suspended within the cube. Immediately upon the PCs' arrival, the cube begins to grow, and will continue to do so until it fills the whole room.

The gear carvings are in the shape of a spell-pinion, but they serve an entirely different purpose. These are devices that emit force effects, the very effects that hold the gelatinous cube and other objects suspended in the center of the room.

The actual spell-pinion is located within the stone golem, so the task at hand is to discover this fact and then defeat the creature. The task will be made more difficult and more time-sensitive by the growing gelatinous cube. Beating a stone golem is never an easy matter (given their impressive array of immunities), but it will be even more challenging if it must be done while trapped within the body of a gelatinous cube.

**Gelatinous Cube:** Although gelatinous cubes are difficult to see, with characters this experienced adventurers it seems certain that someone will make the DC 15 Spot check to notice a colossal, 100-foot cube specimen suspended in the center of the room. If they do not, for some reason, any attack or spell aimed at the creatures in the center of the room will impact on the skin of the cube before ever reaching their intended targets.

When the PCs appear, the cube begins growing 5 feet per round in every direction. This gives the PCs 5 rounds to act before the cube fills the room and engulfs them. Once

engulfed, the cube's grapple attempts are the least of the PCs' worries. Each round, they will take acid damage, and must make a DC 20 Fortitude save against paralysis for 3d6 rounds.

Clever PCs can buy additional time before being engulfed (by digging into the room's surface, for instance), but the gelatinous cube will continue to grow until, eventually, all the available space has been swallowed by the cube's expanding mass.

There is no air inside the cube's mass, requiring PCs to hold their breaths. You can hold your breath for a number of rounds equal to twice your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

Casting spells with verbal components is impossible while engulfed within the cube's mass.

Movement within the viscous mass of the cube is done at half speed. This is done in addition to any movement imposed by the gear carvings (see below).

Rather than a single solid creature, treat the colossal cube as if it was made up of a



collection of regular Large gelatinous cubes. Each ten-foot section of the cube attacks, defends, and damages separately, even though it all exists as one great mass.

When a source of damage would slay a normal gelatinous cube (54 points), it instead destroys that particular 10-foot cube of the massive ooze. This creates an air bubble within the larger ooze, where the characters may take a moment to catch their breathes. However, undulations of the cube force the bubble toward the outer edge of the room, moving 5 feet in that direction each round. When it reaches the wall, the bubble is expelled from the creature and that space is filled with a new gelatinous cube the following round.

The exception to this is if the PCs destroy the gelatinous cube at the very center of the room (in which the stone golem hangs suspended. In that case, the remaining mass of gelatinous material immediately collapses inward to fill the void, doing 6d10 bludgeoning damage to any creature within the bubble and forcing them all into the central 10 ft. x 10 ft. section with the golem.

**Gelatinous Cube (as many as needed):** hp 54

**Lights:** The lights scattered within the cube's mass are dozens of lantern archons trapped alive, but permanently paralyzed by repeated application of the cube's anesthetizing slime. They are driven mad by their imprisonment, and babble senselessly in all languages.

Each lantern archon has damage reduction and has developed sufficient acid

resistance to survive the constant onslaught of the cube's grappling and acid damage, but cannot escape by teleporting because of their complete unfamiliarity with their surroundings. The viscosity of the cube holds their slight weight in place so they do not fall.

In addition, because of the persistent struggle, the archons always have their magic circle against evil and aura of menace abilities (Will DC 12) active against the cube. As the gelatinous cube expands, the archons scattered evenly through its body, so that any given point in the cube's mass is affected by 1d4 lantern archons. This affects the cube and any other creatures within 20 feet of the archons, but not the stone golem (due to its immune to magic).

**Lantern Archon (dozens):** hp 4 (add acid resistance 6 to each archon)

**Gear Carvings:** Each gear carving emits an invisible force beam aimed at the center of the room. The intersection of these beams holds the stone golem and the center of the cube's mass in the center of the room.

Any creature that is in the path of this beam is pushed away from the outside of the room at a speed of 10 feet per round (this occurs at the beginning of each round, before any creature gets to act)--even while they are within the mass of the gelatinous cube. Creatures that cross the line of effect during other movement are pushed 5 feet toward the center of the room, but each individual beam can only move a creature a maximum of 10 feet within a single round.

Creatures may enter and leave the path of the beam freely assuming they have appropriate forms of movement to do so. Beams override gravity when pushing against it, but gravity still affects creatures moving in the direction of gravity, or perpendicular to it.

If the force beams move a creature into the central 10 ft. x 10 ft. section of the room (where the stone golem is) the creature is immobilized in that space, unable to escape the unrelenting pressures from the six force beams. All creatures within that space become part of an enforced grapple that, short of magical intervention, can only be escaped by destroying the golem and activating the spell-pinion.

**Stone Golem:** The golem's eyes are both in the shape of black gears that resemble the spell-pinion. The pinion itself, however, is hidden inside the golem's chest. The golem must be destroyed to retrieve it.

Because of the gelatinous medium in which it hangs, the golem must touch an opponent to use its slow effect, but does so as a free action.

If the central mass of the gelatinous cube is destroyed, forcing the outer mass to collapse inward (see Gelatinous Cube above), all creatures within the temporary bubble are forced into the central space with the stone golem. In effect, they become part of an enforced grapple. This uses the normal grappling rules, except that because of the six force beams aimed at the area, it is impossible to escape (see Gear Carvings above).

**Greater Stone Golem:** hp 271

**Connections:** This area does not physically connect to any other. Leaving the encounter deposits characters in the Level 19 hallway outside the segment in which the pocket dimension currently resides.

See the Map of Level 19.

## Pathfinder Stats

Use the Pathfinder versions of the gelatinous cube, lantern archons, and greater stone golem. Otherwise, no modifications are needed in order to run this encounter using Pathfinder.

**Gelatinous Cube (as many as needed):** hp 50

**Lantern Archon (dozens):** hp 13

**Greater Stone Golem:** stats to be posted soon

## 527. THE SWAP MEET OF SOULS (EL 19)

**Summary:** The party must contend with a group of potentially hostile creatures in a place where acts of violence or bodily contact can cause their souls to move from one body to the next.

**Sights and Sounds:** The action takes place in a large magical laboratory constructed from various kinds of crystals. It is reminiscent of a modern prison cellblock and features three large crystal devices. The main room is 80-foot long, 50-foot wide, and 30-foot high. In the dead center of the room is a 10' diameter crystal column, spanning floor to ceiling. At the north end is a black crystal altar and in

the south a red crystal summoning circle. A 5-foot wide balcony/walkway encircles the room 15 feet up. Finally, at the ground level along the east and west walls are large doorways leading to 10' x 10' cells--there are eight such rooms per side.

*You find yourself at one end of a long room, standing within a ring of red crystals. A huge luminescent quartz-like crystal column dominates the center of the room and provides illumination for the whole place. Sprouting from the ceiling, surrounding the column, are dozens of foot-long crystals arranged in spiral patterns. Many of them glow in a wide array of colors, but others are clear.*

*A makeshift ladder constructed from weapon handles, frayed rope, and other detritus leans against the crystal pillar at its base and leads up to a narrow balcony of translucent milky stone that encircles the outer wall of the room. On the balcony, near the ladder, you see some kind of metal panel and lying next to it what appears to be the unmoving body of a humanoid woman.*

*Along the walls to the right and left of you are a series of large doorways leading to what look to be storage rooms filled with collections of junk. A few are closed off by crystal doors, but most are open. Above each you can see a small green crystal--the crystals above the doors are glowing. At the far end of the room you can see an altar made of some kind of black stone and an array of sharp crystals jutting out of the wall, more or less aimed at the altar.*

*The entire room is cluttered with various bits of junk and inhabited by a motley assembly of unlikely creatures. A man in warrior's garb stands near the central crystal, a large troll peers*

*out from a nearby side chamber to your left, a mangy Rakshasa sits on the balcony to your right dangling its feet and looking down at you, and just a short distance in front of you a large gray dog barks at you and wags its tail, eager to make your acquaintance.*

**Background:** This little slice of reality is based on an experiment that Pholaen designed, but never found time to actually perform. Within the pocket dimensions of the Entropy Engine, though, he was able to construct a functioning replica. The experiment was to test whether souls could be moved from one living vessel to another, suspended in crystal, or consumed to create magical effects, and what effect this had on the creatures whose souls were being manipulated. (Exactly what Pholaen meant by "soul" is unclear, since it seems certain that he did not have a particularly religious definition in mind. "Essence" covers the general meaning, but the fact of the matter remains that Pholaen and all of the creatures within this encounter, refer to it as one's "soul.")

The central crystal does the heavy lifting of moving souls from one place to another and the array of crystals around its top are storage containers for souls that have no other place to go. These souls are then used to power the equipment in the laboratory as needed and surplus souls were intended for use while bargaining with infernal powers.

The place was built to be self-sustaining with the black altar, known as the Soul Forge, being used to create food and supplies as needed. Therefore, while the current residents are just constructs of the Entropy

Engine, the believe and act like they have all been here a good long time, in one body or another, and are not quite skilled enough to affect escape. They categorized new visitors into the following categories: potential avenues for freedom, potential threats, better bodies, and sometimes an exotic meal.

**Overview:** This encounter is designed to create a confusing, practically surreal situation the players must deal with before obtaining a spell-pinion from the Soul Forge. The key challenge lies in the fact that any time two creatures physically touch or attack each other, they exchange souls. The lab is occupied by a diverse group of creatures with varying motives. The intent of the encounter is for the PCs to get caught in a quick bout of soul swapping to break out and suddenly, inexplicably find themselves in the body of a dog, troll, invisible stalker, or even another member of the party. They can use violence, diplomacy, or some combination of both to resolve the situation. Once the soul swapping is resolved characters will have time to experiment with the magical devices in the room and, in relatively short order, be able to gain access to a spell-pinion.

**Soul Swapping:** The heart of this encounter is the fact that a person's "soul" can be swapped from one body to another, or from a body into one of the four crystal soul devices in the room. The GM should use the following rules when adjudicating this process. (Players will have to discover these details through experience or by getting the other residents to explain them.)

- \* Only living creatures with an intelligence score greater than 1 have "souls" that are subject to soul swapping.
- \* When two creatures make physical contact they will swap souls. Clothing and armor does not prevent this from happening. The most common examples of ways that the soul swap is instigated include: A melee attack that deals damage; A successful touch attack; Voluntary physical contact (hand shake, kiss, beneficial touch spell, heal check, etc.).
- \* Ranged spells and ranged attacks do not cause soul swapping.
- \* Touching a willing target for the purpose of swapping souls is a move action that does not provoke an attack of opportunity.
- \* If making a maneuver that consists of multiple melee attacks, the first attack that results in damage initiate the soul swap and ends maneuver. All subsequent attacks do not take place.
- \* If physical contact is maintained from one round to the next (such as during a grapple) the targets will swap again at the beginning of each new combat round until contact is broken.
- \* A melee attack that does enough damage to kill the opponent does not initiate a soul swap.
- \* Any creatures killed while within the chamber have their souls deposited in one of the storage crystals around the Soul Crucible (see below). Their bodies remain in the chamber, lifeless and soulless. (This effect overrides the normal functioning of

the Entropy Engine, which removes dead characters from the pocket dimension.)

- \* Dead bodies cannot be possessed though soul swapping. There is no saving throw and spell resistance does not apply, however anyone outright immune to possession or mind control is immune to the soul swap.
- \* A creature that touches one of the crystals on the Wall Panel (see below) will transfer its soul into the appropriate crystal device. If there is no soul in the device already, its body becomes soulless but remains alive. If there is a soul in the device, that soul enters the creature's body while theirs enters the device.
- \* Any creature touching a living-but-soulless body transfers its soul into that body and its becomes living-but-soulless.
- \* Soulless bodies are not in immediate danger, but they can die of natural causes such as thirst or starvation.
- \* Anyone using the power of the Entropy Engine to will themselves to leave the pocket dimension can do so, but will arrive in the body they currently possess rather than their original. Souls not currently in bodies cannot will themselves to leave.

From a character's perspective there are a few more important facts regarding what it's like to your "soul" transferred to another body. The goal is to keep these rules pretty simple (not requiring the re-calculation of stats), but still allow players to be creative in what actions their characters can take. Once a character swaps souls, these effects will be evident to them so explain it to the players when it first happens.



\* The first time any character swaps souls, he or she will be stunned for 1 round as the magnitude of the experience sinks in. The residents of the room are not subject to this as they have all had their souls swapped many times before.

\* Characters keep their Int, Wis, and Cha scores, alignment, memories, and personalities no matter what body their souls are in.

\* Characters can use their Int-, Wis-, and Cha-based skills no matter what body their souls are in.

\* Characters use all the combat statistics and physical abilities of their souls' host bodies, with the following exceptions: Spontaneous spell casters can still cast their spells so long as they can meet all the casting requirements in their new body; Characters whose souls are in the bodies of prepared-spell spellcasters can cast available spells if their appropriate primary casting ability score is high enough; and Characters do not gain knowledge of the inventory carried by the body their soul is in, nor how to activate any magic items it has.

\* Initiative should be tracked by soul not by body, and it does not change once established.

**Soul Swapping in Combat:** Soul swapping can really turn combat on its head, and that is what makes this a fun and interesting encounter. While most of the monsters here are not very strong compared to the PCs, touch attacks are not terribly hard to land

and completely turn the balance of power around once they are made. An archer may well be the most dangerous type of character in this situation, and likely has the added advantage of a good touch AC.

Most of the creatures in the room are not as interested in killing the PCs as they are in gaining control of the situation in some fashion. Most have learned to use soul swapping as a weapon to sow confusion or manipulate others. Some might attempt to hold a body hostage to get their way, while others may try to get control of the most powerful body so they can cow others into submission, though physical threats often tend to backfire.

The goal of this encounter is to put the PCs in a chaotic situation that they must sort out and solve non-violently, rather than to threaten the party's lives. As a GM your job is to stir the pot sufficiently and then let them work their way out of it.

**The Residents:** The monsters/people inhabiting this place have been here quite a while and know well how the place works. They each also have slightly different motivations and potential to aid or thwart the party's goals.

## NICOLAI

**Body:** Human Male Werewolf Lord

**Soul:** Nicolai was originally a horned devil who wound up here and quickly lost his body to another soul which promptly teleported away with it. He has not been here especially long but has obtained the most powerful body and, through threats

and cunning, is more or less in control, bossing the other residents around. He likes being the boss and to come out the winner of any negotiation or confrontation.

**Soul Stats:** (Int 14, Wis 18, Cha 22; Bluff +24, Intimidate +26, Sense Motive +22; Lawful Evil)

**Motivation:** Nicolai would like to leave but his pride requires he do so on his terms. He will not surrender in return for freedom, but if he feels like he is calling the shots he will work with the party. He is a true alpha personality and will brook no challenges.

**Tactics:** Nicolai begins by talking to the new arrivals. He will want to know who they are, how they got here, and if they have a means for leaving. If possible, he will try to judge their individual strengths and weaknesses before engaging in any combat. If the party does what he asks he will not initiate combat, but if they prove defiant he will. Should hostilities break out, he will attempt to gain control of the most powerful PC's body (if he believes it stronger than his own). His first action is to order the dog to "attack" a member of the party (which, for the dog, involves jumping up and licking them). If the dog is successful, he will kill the dog with a powerful blow to take that soul out of the fight quickly.

**Aid:** Nicolai can explain in general how the devices in the room works, though he cannot operate them.

## AGNUS

**Body:** Rakshasa Male

**Soul:** Agnus was originally a night hag and has worn quite a few bodies while in this place. She really enjoys wearing different skins and has gone a bit crazy after so many body swaps. She laughs a lot and often says crazy things at inappropriate moments. Agnus often does as Nicolai asks, but she has no actual loyalty to him.

**Soul Stats:** (Int 11, Wis 15, Cha 12; Spellcraft +11; Chaotic Evil)

**Motivation:** Agnus has no real interest in escape and just likes to create chaos and confusion (which she calls “playing”). She sees the arrival of the characters as a chance to “play” and is eager to try out their bodies for herself.

**Tactics:** Agnus will initially wait for Nicolai to talk to the party, but if this goes on for too long (or they seem to be reaching some boring agreement where everyone will get to leave) she will leap at the nearest character making a touch attack in an attempt to swap bodies with them. She will also do this if any kind of soul swapping or combat breaks out. From there she will keep switching bodies every chance she gets until she has tried them all, at which point she will settle on whatever one she deems most fun.

**Aid:** Agnus will not help the party unless they can offer her something “fun,” which for her means some kind of degenerate mayhem. She can operate the doors, and create food and water with the Soul Forge.

## DREFF

**Body:** Invisible Stalker

**Soul:** Dreff was a common human street thief (and sometimes highwayman) who one day found himself transported here. He initially survived by killing others in their sleep and similar underhanded tactics, but Nikolai put a stop to that shortly after he arrived. When the invisible stalker was first summoned it created a lot of confusion until Dreff managed to get control of it. Since then he has remained elusive, biding his time and concocting schemes to get rid of Nicolai and, ultimately, escape from this place.

**Soul Stats:** (Int 15, Wis 10, Cha 8; Bluff +15, Spellcraft +6; Neutral Evil)

**Motivation:** What Dreff most wants is to get a decent human body and return to some place vaguely resembling home. He would also like to accumulate power and wealth, and to kill Nicolai (hopefully being able to laugh at him as he dies).

**Tactics:** Dreff takes a wait and see attitude when the party arrives. If discovered, he will remain as elusive as possible. If he senses an opportunity for escape, he will take it but will first try to get a different body, preferably a human male. He is also willing to make himself known if an opportunity to kill Nicolai (or convince someone else to do the job for him).

**Aid:** Dreff can operate the crystal devices to a very limited degree, having learned a bit from Sootbeard’s notes and mutterings. He will, however, only aid the party if he believes they mean him no harm and will help him escape.

## KIKIKIK

**Body:** Male Troll Hunter

**Soul:** Kikikik was originally an awakened dolphin summoned here for food but ended up flopping into a troll just before expiring from arrow wounds. She is traumatized by the whole situation and only knows a very minimal smattering of common speech. She likes to be left alone, not wanting to touch anyone or let anyone touch her. She fears Nicolai and will do as he commands. Kikikik is very fond of Dog.

**Soul Stats:** (Int 10, Wis 12, Cha 6; Neutral Good)

**Motivation:** Kikikik would like to escape but doesn’t really understand anything that is going on in the lab. She will follow Nicolai’s orders. However, if anyone kills Dog (even if it’s only his body) she will become enraged and attack that person relentlessly (swapping bodies with each blow until the attacker is dead).

**Tactics:** Kikikik will be curious but wary of the PCs and will only try to communicate if Nicolai is out of the picture and if the group seems nice. If they have killed Dog, though, she will not trust them. She generally does not like body switching and will only do it if enraged or ordered by Nicolai.

**Aid:** Kikikik can offer little aid to the party but may try to defend them in combat if they seem nice and strong enough to defeat Nicolai and Agnus.

## SOOTBEARD

**Body:** Unconscious Female Elf (currently in the Soul Forge making pot-roast)

**Soul:** Sootbeard was a dwarven librarian and engineer who once wished to see the greatest machine ever constructed and ended up inside the Entropy Engine. While trying to figure it out, he got trapped in this pocket dimension. He's managed to survive by being the foremost expert on the operation of the crystal devices. He currently does Nikolai's bidding with some reluctance. He is a practical man and will align himself with whomever has the upper hand. He would also like to get a stronger body if possible--the elf woman is quite vulnerable. While in the Soul Forge, Sootbeard is not really aware of what is going on in the room.

**Soul Stats:** (Int 16, Wis 14, Cha 12; Spellcraft 15; Neutral)

**Motivation:** Sootbeard would like to escape, but survival is his primary interest. He will not throw his lot in with the party unless they clearly have the upper hand. If the party seems reasonable and in control, he may side with them and is certainly open to trading his knowledge for their help. If he becomes aware that a fight is ongoing, his first action will be to get back into the elf woman's body and then try and to swap souls into a more durable body.

**Tactics:** As the party arrives, Sootbeard's soul is in the Soul Forge and his soulless body lies next to the Wall Panel. He is manipulating the machine into making some pot-roast and is not aware of the situation until he

finishes, which will take 1d4 minutes from when the characters arrive. At that point, the forge will light up and a nice juicy pot-roast will appear on the altar. The next round he will return to his body and begin to discover what is going on. If Nikolai is not in control of the situation when he comes out of the device he will try to discern which way the proverbial wind is blowing. If fighting starts he will try to get a more durable body as soon as possible and, from there, seeks to simply survive the conflict.

**Aid:** Sootbeard can operate the forge quite well. If the characters describe the look and function of a spell-pinion, he is aware of the recipe and will offer to make it for them. He can also operate the cell doors. He has almost figured what the Soul Crucible can do, but lacks the expertise to operate it.

## DOG

**Body:** Male Riding Dog

**Soul:** Dog is a dog, and the only creature here with its original soul. He has been trained by Nicolai and generally follows his commands.

**Soul Stats:** (Int 2, Wis 12, Cha 6)

**Motivation:** Dog loves people and wants to jump up and lick their faces and be petted. Because of the soul swapping, he doesn't get that kind of attention often.

**Tactics:** If a character offers him food or encourages him with a smile or kind words, dog breaks discipline and jumps on that character to deliver wet dog licks. He also does this if Nicolai orders him to "attack."

Dog gets quite confused when possessing another body and generally just stands around dumbfounded (which is why he tends to end up back in his original body).

**The Crystal Devices:** Each crystal device is a magical machine that is controlled by possessing it with your "soul" and then issuing mental commands that is somewhat related to the act of spellcasting. The devices are possessed by touching a control panel located at the top of the ladder. The panel consists of a metal plate in the wall holding four crystal hemispheres of various colors: black, green, and white. The black operates the Soul Forge, the green the cell doors, and the white is for the Soul Crucible. Touching the appropriate crystal moves your soul from your body into the device. To operate and understand the devices, the characters must make successful Spellcraft checks. Those untrained in Spellcraft will feel as if they are lost in some kind of mental maze, but have the sense that they can return to their body at any time as long as it is nearby (and currently unoccupied by another soul). Souls inside the devices can take 10 or take 20 on skill checks.

The devices can be destroyed though they are extremely strong (use adamantite as a material profile). A disintegrate spell can effectively destroy any device, removing most of its mass at which point it can no longer function and any irrevocably destroying any soul(s) inside the device.

**The Soul Crucible:** The central crystal pillar is called the Soul Crucible--a powerful magical artifact that can move souls from



one vessel to another. The crystals on the ceiling around it are storage devices for souls. Those that are illuminated contain souls collected by the device over the years. These souls are used to power all the devices. While in possession of the Crucible the user becomes aware of all the souls currently in the room, their identities, and their locations. Activating the crucible is a full round action.

Action	Spellcraft DC
Understanding what it does	25
Moving a soul *	40
Disable auto soul swapping	45

\* This allows the operator to swap souls between any creatures or devices in the lab-including the storage crystals, which are otherwise inaccessible. If the player swaps in an unidentified soul from a storage crystal, it is up to the GM to determine what that soul is.

**The Soul Forge:** The black altar with crystals aimed at it is a kind of transmutation device designed primarily to create food and water for the experiment's subjects, but it can also used to manufacture other mundane items. It has an internal library where the designs for previously made items are stored. A soul using the device can select among these and command the machine to produce them. In addition, a soul can teach the Soul Forge a new "recipe," creating something the machine never has before. This is particularly difficult, but once done, the Soul Forge will store the recipe in its library for all time. The Soul Forge also maintains the air in the chamber and eliminates hazardous waste

products to maintain the lab. Activating the Soul Forge takes about 1d4+6 minutes.

Items the Soul Forge creates appear on the altar in a small flash of lights coming from the crystals aimed at it. The device cannot manufacture magical weapons, only mundane ones. It can make gold, gems, or other precious items, but doing so take four times as long as ordinary items. Of course, these items are only "real" in the context of this pocket dimension--they will dissipate into smoke if taken outside of this module.

Action	Spellcraft DC
Understanding what it does	20
Making food and drink	25
Making small mundane objects	30
Creating a Spell Pinion	35
Disable environmental maintenance*	40
Creating a new recipe	50

\* This causes the Soul Forge to stop cleansing air. One day later, the air becomes unbreathable and all creatures within the lab begin to suffocate.

**The Cell Doors:** This device is quite simple compared to the others. Its operator can open and close the doors to the cells along the sides of the main chamber. Three of the cells are broken but the others all operate normally with crystal wall panels sliding up to close the cell and down to open it. The device also makes its user aware if there are any souls inside the cells or not. Any number of doors may be opened or closed as a standard action.

Action	Spellcraft DC
Understanding what it does	20
Open or close doors	20

**Cells and junk in the room:** Over the ages a lot of junk has accumulated in the place from civilized creatures summoned into the chamber and from items created with the Soul Forge. The current residents have used these to make beds and other comforts for themselves while others have been fashioned into tools or the like. A lot of junk is simply piled up into the cells for when it's needed. Nearly all the items are of the size and sort one would carry on their person and little of it is of any commercial value.

## REVISIT

If the PCs return to this encounter, it functions identically to the description above, except that the starting positions for the souls is mixed up. So, rather than being in the werewolf, Nicholai could be in any of the other bodies. The GM can assign specific body/soul pairings if he or she wishes, but we suggest simply assigning them randomly.

Remember that whatever body Sootbeard has will be unconscious, as the dwarf's soul still begins the encounter inside the Soul Forge. Also, unless the GM specifically wishes it otherwise, Dog's soul should remain within his body.

**Connections:** This area does not physically connect to any other. Leaving the encounter deposits characters in the Level 19 hallway outside the segment in which the pocket dimension currently resides.

See the Map of Level 19.

## Pathfinder Stats

Have the resident souls be inside the following the Pathfinder creatures. Otherwise, no further modifications are needed to run this encounter using Pathfinder.

### Nicolai (Werewolf in human form)

#### CR 14

Medium Humanoid Human Shapechanger / Level 10 Fighter (Lawful Evil)

**Init** +2; Senses Perception +13 (lowlight vision, scent)

#### DEFENSE

**AC** 21, flat-footed 19, touch 12

**hp** 133 (10d10+6d8+32)

**Fort** +16, **Ref** +12, **Will** +13

#### OFFENSE

**Spd** 30 ft.

**Melee** +23/+16/+13 Bastard Sword (1d10+12/17-20) or +18/+13/+8 Masterwork Composite Longbow (1d8+5/x3) or Touch attack to Swap +18

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

**SQ** Bravery +3, Change shape, lycanthropic empathy, low-light vision, scent, weapon training 2 (blades, heavy / bows)

#### STATISTICS

**Str** 18, **Dex** 14, **Con** 14, **Int** NA, **Wis** NA, **Cha** NA

**Base Atk** +14; **CMB** +18; **CMD** +30

**Skills** Handle Animal +4, Hide +6, Listen +9, Move Silently +8, Spot +13, Survival +5

**Feats** Alertness, Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword, Improved Critical (bite), Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Power Attack, Run, Stealthy, Track, Weapon Focus (bastard sword), Weapon Focus (bite), Weapon Specialization (bastard sword)

**Gear** +2 *bastard sword*, +2 *mithral chain shirt*, masterwork composite longbow (+4 Str), *cloak of resistance* +2

### NICOLAI (Werewolf in Hybrid Form form) CR 14

Large Humanoid Human Shapechanger / Level 10 Fighter (Lawful Evil)

**Init** +2; Senses Perception +13 (lowlight vision, scent)

#### DEFENSE

**AC** 19, flat-footed 15, touch 13

**hp** 181 (10d10+6d8+80)

**Fort** +19, **Ref** +14, **Will** +13

**SD** DR 15/silver

#### OFFENSE

**Spd** 30 ft.

**Melee** +29/+24/+19 Bastard Sword (1d10+17/17-20) & +20 bite (2d6+5/19-20) or Touch attack to swap +24 or +24/+24 Claw (1d6+11) & +20 bite (2d6+5/19-20)

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

**SQ** Bravery +3, Change shape, lycanthropic empathy, low-light vision, scent, weapon training 2 (blades, heavy / bows)

**SA** Curse of lycanthropy

#### STATISTICS

**Str** 32, **Dex** 18, **Con** 20, **Int** NA, **Wis** NA, **Cha** NA

**Base Atk** +14; **CMB** +26; **CMD** +40

**Skills** Handle Animal +4, Hide +6, Listen +9, Move Silently +8, Spot +13, Survival +7

**Feats** Alertness, Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword, Improved Critical (bite), Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Power Attack, Run, Stealthy, Track, Weapon Focus (bastard sword), Weapon Focus (bite), Weapon Specialization (bastard sword)

**Gear** +2 *bastard sword*, masterwork composite longbow (+4 Str), *cloak of resistance* +2

**Change Shape (Su):** All lycanthropes have three forms--a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. A natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. An afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a -5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to its humanoid

form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.

**Lycanthropic Empathy (Ex):** In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

**Curse of Lycanthropy (Su):** A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with the lycanthropy curse (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

**Agnus:** Rakshasa Male

**Dreff:** Invisible Stalker

**Kikikik:** Two-Headed Troll

**Sootbeard:** Unconscious Drow Woman

**Dog:** Riding Dog

## 528. INFINITE KOBOLDS

**Summary:** The PCs appear on what seems to be an endless plane covered as far as the eye can see with berserk kobolds who seem to want nothing more than to die gloriously at the group's hands.

**Sights and Sounds:** This encounter takes place at dusk on a wide, open plain. Natural light comes from the setting sun, but will

fade to darkness over the course of the next half hour or less.

*The rays of the sun as it sets cast a long, pale light over all the many miles between you and the horizon. But you cannot see even an inch of the land itself because the whole vista is alive with tiny reptilian bodies. Kobolds! Kobolds swarm over the land, their razor-sharp fangs glinting in the dusk. Everywhere you look, they surge forward--toward you. And if they are all as filled with rage and bloodlust as the ones immediately surrounding you, this is just the start of a very long night.*

**Background:** When you're a high-level PC, a kobold isn't any kind of threat, and a tribe of them isn't much better. In fact dozens of them wouldn't even be called a challenge. But what about thousands, or even millions of kobolds? What about an infinite wave of the beasts crashing in from all sides without pause or respite?

That's what the PCs face at the start of this encounter--an infinite plain covered with an endless horde of kobolds whose only purpose is to bring down the PCs, or die trying (quite probably the latter). At first it might seem that the goal is to kill of the kobolds, but that is not the case (though some players may have a good time in the attempt), but the truth of the matter is much simpler.

Somewhere under all the trampling kobold feet, a spell-pinion is set into the ground. The PCs merely have to find the pinion, clear the kobolds off that spot, and keep them off long enough to use the Runic Arcanulator to activate it.

There are, of course, complications. The kobolds detect as magical, so it isn't possible to simply cast detect magic and find the right spot to go. The PCs will have to spend some time slaying kobolds and searching the vacated squares.

In the end, the purpose of this encounter is to give the PCs a relatively straightforward challenge that, in the very act of solving it, lets them demonstrate and revel in just how much power they have at their command.

**The Infinite Plain:** The land here is not artificially flat, it is the subtly rolling land one would find on a great, grassy plain. Any grass that might have grown here, though, has been trampled by the endless stream of reptilian feet.

Technically, the plain is infinite, but the GM only needs to map out as much as seems reasonable for the play group. Start the PCs in the center of the map and tell them that every square that they do not occupy is currently occupied by kobolds. As the encounter develops, it will become important to track which squares are empty at any given time. This can be done by putting a marker in all the squares and removing them as they are emptied, but it will probably be easier to simply mark squares that are empty and tell the players that an unmarked square is filled with kobolds.

The GM should place the spell-pinion somewhere on the initial map--exactly where depends on how difficult a task the GM wishes to set for the PCs. At the very least, the pinion should be a minimum of 40 feet away from the closest PC. If the PCs



have a good tactical grip on how to clear large swaths of terrain of lesser opponents, though, the GM may want to place it 60 or even 100 feet away. The further away, the more time consuming it will be for the PCs to find it (though it should not increase the actual difficulty of the task, simply the amount of time it takes to accomplish it).

In addition, the GM should select a handful of squares (one for every two members of the party) that contain a stone tablet half sunk into the ground. If a square with such a tablet is empty of kobolds and the PCs are in it or an adjacent square, they can read the following.

*The pinion you seek  
Is not below your feet  
But those of the meek  
Who will sound no retreat*

If the GM wants to introduce a bit of sublime farce to the encounter could have these tablets be present in random spots across the field. Rather than repeating the message above, these tablets could contain snippets of wisdom and generic advice, like fortune cookie sayings. These tablets also have identical auras to that of the spell-pinion, in case the PCs come up with a way to screen out the kobolds while scanning for the spell-pinion.

**The Kobold Horde:** For most purposes, these are plain, simple CR 1/4 kobolds. They do, as mentioned above, detect as magical. This is because they are not actual living creatures, but creations of this pocket dimension and, if the GM chooses to use the Upping the Ante option, even have an ability beyond those of any ordinary kobold.

They are also whipped into an unnatural frenzy and fight with a tireless rage. Rather than attacking individually (which would be doomed to failure on anything but a natural 20), the kobolds function similarly to the way a swarm does. Normally, Small creatures each take up a single 5-foot square, but these kobolds are so intent on getting to the PCs that they are literally stepping on and over one another to do so. Each 5-foot square holds four kobolds, all attacking at the same time.

In combat, for every twenty kobolds adjacent to a character (that's five 5-foot squares, if they are all full), that character suffers 1d6+3 points of damage. For Medium creatures, who have a total of nine adjacent squares, this only adds up to a maximum of 1d6+3 points of damage per round (Large or bigger creatures will be subject to more damage). If a PC cannot defend him- or herself (paralyzed or other such effect), the kobolds do 1d6+3 points of damage for every ten of their number adjacent to the character.

On their turn each round, the kobold hordes will surge forward to fill any empty squares they can reach. They have no greater plan than to throw themselves at the PCs until they run out of kobolds or the PCs run out of hit points. Since there are an infinite number of kobolds, it seems possible that eventually they could succeed.

One of the difficult questions of this combat is what happens to the slain kobolds. At first it seems reasonable to say that the horde just surges over them, but eventually the bodies would begin to literally raise the level of the battlefield. GM's are free to

ignore this bit of realism, if they like. Those that wish to include it as part of the tactical difficulty should consider that ten kobold corpses in a single 5-foot square raise the level of that square by 1 foot and turn it into difficult terrain.

**Kobold (infinite horde):** hp 4

**Collateral Damage:** Special rules were given above for how the kobolds fight en masse and, since the rules normally only allow melee attacks to target one creature at a time, it seems only fair to give martial PCs some kind of counterbalancing ability.

In this case, PCs (and their allies) can be said to be attacking not just a single kobold, but a mass of kobolds. And since all the kobolds have the same AC, it seems logical that any blow that would strike one, would strike any (or all) of them. Whenever a PC lands a melee or ranged attack, the damage is applied to one kobold in the square. Once that kobold is dropped below -9 hp, the remaining damage may be applied to another kobold in the square. This continues until the square is emptied of all kobolds, at which point the PC may, if he or she chooses and is able, use an attack of opportunity to gain a one-time use of the Great Cleave feat and continue dealing damage to kobolds in an adjacent square, continuing until the damage is entirely spent.

**Activating the Spell-Pinion:** Once the PCs locate the spell-pinion, they will have to keep the kobolds at bay long enough to make the three successful skill checks needed to activate it (as described in the Level 19 Overview). Because they are more

than simple single opponents, the kobolds' constant wriggling, slashing, and biting make it impossible to even attempt these checks if any of the squares adjacent to the spell-pinion is occupied by kobolds.

Some of the PCs will have to take on the assignment of keeping the kobold horde away, while others use their actions to attempt the skill checks.

**Upping the Ante (EL varies):** If an infinite plain of magically-created kobolds is not enough of a challenge, give the horde the following ability.

**Draconic Upgrade:** Once every 1d6 rounds, a section of the kobold horde can coalesce, turning into a single dragon. The size of the dragon depends on the number of squares involved (it must be enough to cover the area that the dragon will take up), and all of the involved squares must have a full complement of four kobolds. So four 5-foot squares of kobolds could become a large dragon, nine squares could become a huge dragon, and so on. This is an instantaneous effect, and the dragon may immediately take a full round worth of actions.

The GM may decide what size, age category, and type of dragon the kobolds coalesce into. Once formed, it is a typical specimen of its type. Like the kobolds, the dragon has no other wish other than to kill the PCs.

**Connections:** This area does not physically connect to any other. Leaving the encounter deposits characters in the Level 19 hallway outside the segment in which the pocket dimension currently resides.

See the Map of Level 19.

### Pathfinder Stats

Use the Pathfinder version of the kobold (and dragon, if the Upping The Ante section is used). Otherwise, no further modifications are needed to run this encounter using Pathfinder.

**Kobold (infinite horde):** hp 5

## 529. THE UNDYING FLAME

**Summary:** The imbalance in the Entropy Engine is caused by an empty sector within its core. But the chamber isn't completely empty--it contains the Undying Flame, the greatest of Metterak's minions.

**Sights and Sounds:** Unless the PCs bring another light source, this chamber is dimly illuminated by the energy coursing over the bluesteel walls. Describe the room as follows.

*The large cubic room is echoingly empty, its every surface a bluish metal framework forming a barrier between the open air and an endless grinding and flashing of gears, cogs, crystal globes and crackling energies just beyond. A single figure stands in the center of the room, a dragonlike humanoid wrapped in tattered rags covered in runes, with long, ragged wings stretched out to either side. Light and hope seem to dim near him, and horrid whispers come from the very air around him.*

While most of the sectors within the Entropy Engine are simple cubes, Sectors

D and F also contain observation chambers that allow observation of the bodies of Iamon and Glarias. If the PCs encounter Vel Veltherix in one of these locations, they will also be able to see into the chasms where the bodies float.

**Background:** Metterak, the Dragon Prince, has had many servants over the centuries. Of these, few are as powerful--and none are as trusted--as the undead, humanoid dragon Vel Veltherix (also known as the Undying Flame). The source of Veltherix's power is a combination of his long and storied bloodline (he is the product of an ancient effort to breed dragons with the most powerful of human sorcerers) combined with his intense study of magics that are powered by personal sacrifices so deep and terrible that few mortal beings can even comprehend their nature. The source of his loyalty is easier to grasp--it is based on the fact Veltherix is a lich and Metterak possesses his phylactery. However, as the phylactery is an antimimension which also the fourth (and final) lost sacrament of Glarias the Moon Goddess, and destroying it would risk freeing the goddess, Veltherix knows with utter certainty that his master, the Dragon Prince, has no intention of using the phylactery to destroy him. Only the most absolute of betrayals could move Metterak to even consider such an action.

Vel Veltherix has performed thousands of rituals on himself to alter his base form, give himself new powers, and even just to idly satisfy his own curiosity. He originally came to serve Metterak in hopes that the Dragon

Prince would indeed become a god who would grant him clerical powers, allowing him to add divine magic to his repertoire. He was an instrumental part in Metterak's war to take the Entropy Engine from the Mages Four, and in modifying it to imprison Glarias and drain her godly energy.

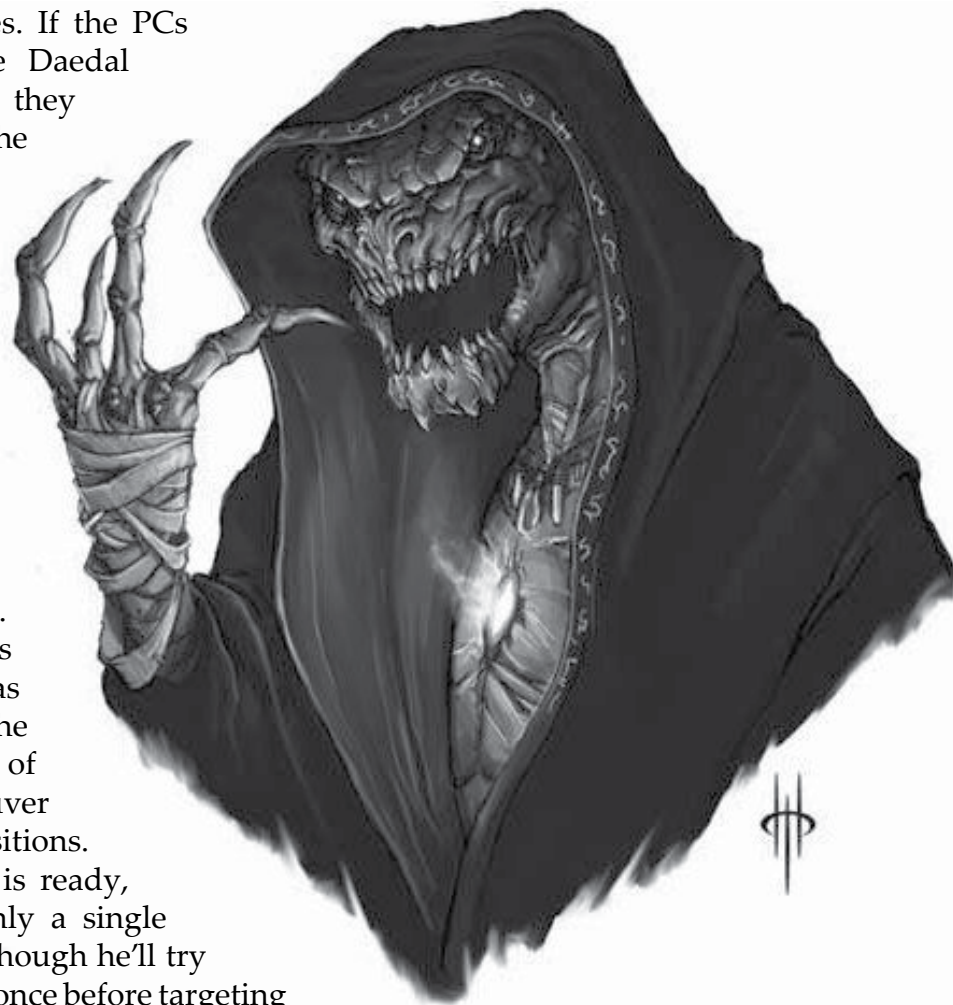
He dwells within the engine to serve as Metterak's final line of defense (the eighteen dungeon levels above being lines of defense one through twenty-two or so) and to monitor the Entropy Engine and continue studying its potential uses. In theory, Vel Veltherix is supposed to regularly patrol the corridors of the engine, but as it has been decades since any intruder has dared appear here and the mighty dragon lich's arrogance has led to complacency. Veltherix has fought even Pholaen the Worldweaver to a standstill, so he has no fear at all of being bested by a group of ragamuffin adventurers. His focus is solely on his own observations of the engine from within its empty sector--right up until the moment intruders enter that sector.

Vel Veltherix knows that only a precious few creatures have leave to enter the Entropy Engine, and he knows them all exceedingly well. He has no interest in allowing these intruders to live long enough to reveal his dereliction of duty to Metterak. Once he realizes the PCs are there, he attacks immediately. Note that if PCs move modules around so Sector I is no longer the empty sector, Vel Veltherix simply considers this a normal shift within the chaotic Entropy Engine and teleports to the empty sector

to continue his studies. If the PCs successfully form the Daedal Configuration before they encounter Veltherix, he appears in Sector C and Encounter 530 does not occur until the PCs kill him or drive him away.

**Vel Veltherix:** Vel Veltherix is well aware his breath weapon is his most powerful attack, and uses it in preference to all other powers. While he captures as many foes in its area as he can safely manage, he does not risk attacks of opportunity to maneuver himself into better positions. If the breath weapon is ready, he'll use it even if only a single target presents itself, though he'll try to hit every foe at least once before targeting solo enemies multiple times.

Veltherix uses his quickened spells to put up low-level defenses beginning in the first round of combat. Normally he puts up quickened *shield*, *protection from good*, *mirror image*, *blink*, and *cat's grace* in rounds 1-5, but he may take a round to cast quickened *resist energy* or *protection from energy* instead if a foe seems able to significantly harm him with some elemental attack, or *see invisibility* if such a foe is present.



When unable to use his breath weapon, Veltherix uses his higher-level attack spells first, interposing a clenched fist between him and the most dangerous melee opponent, and using finger of death on a foe that seems likely to be an arcane spellcaster. The exception to these plans is that Veltherix saves power word, stun until an opponent that proves him- or herself particularly dangerous is clearly low on hit points.



## Vel Veltherix

CR 21

LE Medium Undead (Dragon)

**Init** +5; Senses Darkvision (120 feet), Low-Light Visions; Spot +22

### DEFENSE

**AC** 23, touch 11, flatfooted 22 (+8 armor, +1 Dex, +4 natural)

**hp** 242 (16d12+160)

**Fort** +20, **Ref** +11, **Will** +18

**DR** 15/bludgeoning and magic, immunity to cold, electricity, polymorph, turning, and mindaffecting attacks, resist fire 30, dragon traits, undead traits.

### OFFENSE

**Spd** 30 ft., Flight (60 feet, Average)

**Melee** Touch +11/+11 (paralysis, DC 33 negates) or Claw +11/+11 (1d6+3)

**Special Attacks** Breath Weapon 60 ft. cone, 16d8 +1d4 negative levels (DC 30)

### Sorcerer Spells Known (CL 16):

**8** (4/day) *Clenched fist*, *power word stun*

**7** (6/day) *Delayed blast fireball* (DC 27), *ethereal jaunt*, *finger of death* (DC 28)

**6** (8/day) *Circle of Death* (DC 27), *disintegrate* (DC 26), *eyebite* (DC 27), *greater dispel magic*

**5** (8/day) *Cloudkill* (DC 25), *sending*, *spell resistance*, *teleport*, *waves of fatigue*, *wall of force*

**4** (8/day) *Animate dead*, *bestow curse* (DC 25), *contagion* (DC 25), *enervation*, *fear* (DC 25), *solid fog*

**3** (8/day) *Blink*, *clairaudience/clairvoyance*, *dispel magic*, *lightning bolt*, *protection from energy*, *vampiric touch*

**2** (9/day) *Blur*, *cat's grace*, *ghoul touch* (DC 23), *mirror image* (DC 22), *resist energy*, *scorching ray*, *see invisibility*

**1** (9/day) *Alarm*, *grease* (DC 21), *identify*, *magic missile*, *protection from good*, *shield*, *true strike*

**0** (at will) *Arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *prestidigitation* (DC 20), *read magic*

### STATISTICS

**Str** 16, **Dex** 13, **Con** --, **Int** 17, **Wis** 17, **Cha** 24/30

**Base Atk** +8; Grapple +11

**Feats** Ability Focus (breath weapon), Blind Fight, Combat Reflexes, Eschew Materials, Improved Initiative, Quicken Spell, Spell Focus (necromancy).

**Skills** Concentration +29, Intimidate +31, Knowledge (arcana) +22, Knowledge (dungeoneering) +19, Knowledge (religion) +19, Listen +22, Spot +22, Spellcraft +22

**Languages** Common, Draconic, Ignan

**SQ** Draconic power, quick magic, dragon traits, undead traits.

**Gear:** *Bracers of Armor*, +8, *Cloak of Resistance*, +5, *Gloves of Arrow Snaring*, *Headband of Alluring Charisma*, +6, *Ring of Fire Resistance*, *Greater*, *Ring of Freedom of Movement*

### SPECIAL ABILITIES

**Breath Weapon (Su):** The Undying Flame. 60-foot cone, once every 1d4 rounds, damage 16d6 untyped magic damage and 1d4 negative levels, Reflex DC 33 half and no negative levels. No creature may have

more than 4 total negative levels as a result of Veltherix's breath weapon. For each creature that fails its save against the breath weapon but is not killed, Veltherix is healed for 32 hit points. Any creature killed by this breath weapon become a wraith under Veltherix's control 1d4 rounds later.

**Draconic Power (Su):** Vel Veltherix adds his Charisma modifier to his hide dice to determine hit points at each level and to his Concentration checks.

**Fear Aura (Su):** Vel Veltherix is shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60foot radius that look at him must succeed on a DC Will save or be affected as though by a fear spell from a sorcerer of the lich's level. All other creatures must save each round or be shaken for 1 round, though this shaken effect does not stack with other fear effects. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

**Paralyzing Touch (Su):** Any living creature Veltherix hits with a touch attack must succeed on a DC 33 Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive. Veltherix may use his touch attack any time he can make a melee attack, including attacks of opportunity.

**Quick Magic (Su):** even though he is a spontaneous spellcaster, Veltherix can use

Quicken Spell to cast a spell as a swift action, simply using a spell slot 4 levels higher.

**Upping the Ante:** Add 1-4 dread wraiths to the encounter, the damned souls of adventurers slain decades ago by Vel Veltherix's breath weapon and sworn to serve him in eternal undeath.

## REVISIT

Vel Veltherix's phylactery is the fourth sacrament of Glarias, an antimimension (a holy altar cloth) held by Metterak himself. Unless it is destroyed or consecrated to Glarias, Veltherix returns to his place in the Entropy Engine 1d10 days after being destroyed. He is not caught unaware a second time, and patrols the engine's corridors diligently, seeking an opportunity to take out his frustrations on intruders.

**Connections:** This area connects to the Entropy Engine hallways that are outside whatever Sector the encounter currently resides.

See the Map of Level 19.

## Pathfinder Stats

Use the pathfinder version of Vel Veltherix (and the dread wraith, if you are using the Upping The Ante option). Otherwise, no changes are needed to run this encounter using Pathfinder.

### VEL VELTHERIX CR 21

LE Medium Undead (Dragon)

**Init** +5; Senses Darkvision (120 feet), Low-Light Vision; Perception +22

## DEFENSE

**AC** 23, touch 11, flatfooted 22 (+8 armor, +1 Dex, +4 natural)

**hp** 258 (16d12+176)

**Fort** +20, **Ref** +11, **Will** +18

**DR** 15/bludgeoning and magic, immunity to cold, electricity, polymorph, Turn Undead feat, and mindaffecting attacks, resist fire 30, dragon traits, undead traits.

## OFFENSE

**Spd** 30 ft., Flight (60 feet, Average)

**Melee** Touch +11/+11 (paralysis, DC 33 negates) or Claw +11/+11 (1d6+3)

**Special Attacks** Breath Weapon 60 ft. cone, 16d8 +1d4 negative levels (DC 30)

**Sorcerer Spells Known (CL 16):**

8 (4/day) *Clenched fist*, *power word stun*

7 (6/day) *Delayed blast fireball* (DC 27), *ethereal jaunt*, *finger of death* (DC 28)

6 (8/day) *Circle of death* (DC 27), *disintegrate* (DC 26), *eyebite* (DC 27), *greater dispel magic*

5 (8/day) *Cloudkill* (DC 25), *sending*, *spell resistance*, *teleport*, *waves of fatigue*, *wall of force*

4 (8/day) *Animate dead*, *bestow curse* (DC 25), *contagion* (DC 25), *enervation*, *fear* (DC 25), *solid fog*

3 (8/day) *Blink*, *clairaudience/clairvoyance*, *dispel magic*, *lightning bolt*, *protection from energy*, *vampiric touch*

2 (9/day) *Blur*, *cat's grace*, *ghoul touch* (DC 23), *mirror image* (DC 22), *resist energy*, *scorching ray*, *see invisibility*

1 (9/day) *Alarm*, *grease* (DC 21), *identify*, *magic missile*, *protection from good*, *shield*, *true strike*

0 (at will) *Arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *prestidigitation* (DC 20), *read magic*

## STATISTICS

**Str** 16, **Dex** 13, **Con** -, **Int** 17, **Wis** 17, **Cha** 24/30

**Base Atk** +8; **CMB** +11; **CMD** 22

**Feats** Ability Focus (breath weapon), BlindFight, Combat Casting, Combat Reflexes, Eschew Materials, Improved Initiative, Maximize Spell, Quicken Spell, Skill Focus: Intimidate, Spell Focus (necromancy), Toughness +16

**Skills** Intimidate +37, Knowledge (arcana) +22, Knowledge (dungeoneering) +19, Knowledge (religion) +19, Perception +22, Spellcraft +22

**Languages** Common, Draconic, Ignan

**SQ** Dragon traits, undead traits.

**Gear:** *Bracers of Armor*, +8, *Cloak of Resistance*, +5, *Gloves of Arrow Snaring*, *Headband of Alluring Charisma*, +6, *Ring of Cold Resistance*, *Greater Ring of Freedom of Movement*

## SPECIAL ABILITIES

**Breath Weapon (Su):** The Undying Flame. 60-foot cone, once every 1d4 rounds, damage 16d6 untyped magic damage and 1d4 negative levels, Reflex DC 33 half and no negative levels. No creature may have more than four total negative levels as a result of Veltherix's breath weapon. For each creature that fails its save against the breath weapon

but is not killed, Veltherix is healed for 32 hit points. Any creature killed by this breath weapon become a wraith under Veltherix's control 1d4 rounds later.

**Fear Aura (Su):** Vel Veltherix is shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60foot radius that look at him must succeed on a DC Will save or be affected as though by a fear spell from a sorcerer of the lich's level. All other creatures must save each round or be shaken for 1 round, though this shaken effect does not stack with other fear effects. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

**Paralyzing Touch (Su):** Any living creature Veltherix hits with a touch attack must succeed on a DC 33 Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive. Veltherix may use his touch attack any time he can make a melee attack, including attacks of opportunity.

## 530. MOON WELL

**Summary:** With the Entropy Engine repaired, the PCs find they have a meeting with a goddess.

**Note to the GM:** This encounter only occurs if the PCs successfully reconfigure the Entropy Engine into the Daedal

Configuration, and have dealt with the Undying Flame. If all of those conditions have not been met when sector C of Level 19 is cleared of a module, it is just an empty room with a bluesteel trapdoor (impossible to open without a password possessed only by Metterak, which he can change to ensure he is not disturbed) that leads to Area 531.

If all the required conditions have been met, the empty Sector C becomes Area 530, through the will of Glarias the Moon Goddess.

**Sights and Sounds:** The floor stretches out before you, a mottled blend of grey and silver that flows like a cloud under a sheet of glass. Walls of creamy white stretch up into infinity, and give off a pale pewter light. Three huge rings of rune-covered iron, each ten feet in diameter, sit anchored at the base of each wall. Piled around eleven of the iron rings are ghostly, misty coils of heavy chains, each ending in a flaming manacle. The iron ring in the center of the north wall also has a chain, but its entire length is made of flame, and it stretches up toward the infinite ceiling of the chamber.

*The far end of the flame chain is wrapped tightly to the ankle of an enormous female form floating in the sky above you. The figure's legs have numerous burns marks ringing them, each the size and shape of the flaming manacles laying on the ground. While the burns are horrific, they are also healing, each slowly shrinking and reverting to creamy skin even as you watch.*

*The female figure shudders, then shifts slightly. She takes a long ragged breath and looks down at you, her eyes twin moons shining silver light.*

**Background:** This is Glarias, the Moon Goddess, who has long been a prisoner of Metterak and had her divine power sapped by the Entropy Engine. Now she is nearly freed and has appeared to the PCs here (despite her body still being trapped in a nearby chasm) to thank and reward them for their efforts, and to warn them of the threats to come.

The rune-covered iron rings and chains are visual representations of the powers tying Glarias to the Entropy Engine, they have no other physical existence and cannot be affected, moved, or modified in any way. After the PCs have had a moment to explore the room, Glarias speaks to all of them at once through divine telepathy, her voice ringing clear, cool, and quiet in the heads of every creature in the room.

*I am Glarias, the Moon Maid, the Great Calendar, and Keeper of Madness and Passions. Through your efforts, I am nearly free of the horrific torment I have suffered as the Dragon Prince has used this abomination of a mechanism to leach my celestial prerogatives. Only one link holds me here still, and though my power is limited, I am no longer helpless. I have but a fraction of my former potency, but I am yet a god, and I focus all my remaining power upon you. You have the gratitude of the Moon herself, and that will bolster you for the battle to come.*

Glarias is happily willing to talk to the PCs, though her senses are largely limited to the Entropy Engine, her binding preventing her from having the normal near-omnipotence gods enjoy (despite that, the commune she grants as part of her boons to the PCs,



see below, works normally). Though her senses are limited, she can tell the PCs the following things:

\* Metterak is the most powerful dragon she has ever encountered. Though he is a beast of fire and heat, he has learned to master most elements to one degree or another. He also possesses powerful guards and allies the PCs must overcome before they face him. However, his guards fear his wrath if they seem weak and, as a result, each post will fight to the death before asking any of the Dragon Prince's other servants for aid.

\* Her fourth sacrament is an antimimension (a holy altar cloth) held by Metterak himself. It is also Vel Veltherix's phylactery. If it is brought to her here, she can purify it (destroying Vel Veltherix) and finally free herself.

\* The rough outlines of the story of how she was captured, though her memory of the event isn't clear enough for details (and she'd be unhappy with anyone who showed too much interest in learning how to capture a god).

**The Boons:** Glarias offers each PC rewards only a god can provide. First, each has earned the right to call on her once each year--this takes the form of a commune spell (caster level equal to character level) with no components or cost required. Second, each PC is raised to 20th level if they haven't already advanced that high via their gained XP. Third, each PC receives a divine gift that comes in one of three forms: the Moon domain, Celestial Lunacy, or Cynthain Championship (all of which are explained below).

Glarias grants these rewards regardless of the alignment or faith of the PCs. (Indeed they aren't optional--each PC is getting these rewards, though obviously they may choose not to use them). She does this out of gratitude and enlightened self-interest (after all, in order for her to be freed, they must defeat Metterak), and because gods dislike being in the debt of mortals. She happily assures any devout worshiper of other deities that her boons come with no strings attached, and she speaks the truth. These are permanent rewards granted to the PCs by divine decree, which can only be removed through direct divine interference (and which Glarias will never revoke, even if the PCs act against her later in life--again, she wants this debt paid in full).

**The Moon Domain:** Glarias is still regaining her powers and is suffering from a lack of divine clarity. She can grant access to the Moon domain, but the domain itself is an unfocused set of powers that draw on the moon's many aspects--it's ever-changing nature, it's effect on the tides, weather, animals, and madness, it's ability to vanish, and it's use as a tool of divination and protection. In time, Glarias will gain other domains that tie into her powers, but for now her confused Moon domain is her only option.

Any character may take this reward, not just clerics. For spellcaster who prepare spells in advance and eventually gain access to spells of at least 6th level (such as clerics, druids and wizards) they gain one additional spell slot for each spell level they can cast, and add the Moon domain spells

(of those levels) to their spells known. Such casters may prepare any spells known in these additional slots, not merely the Moon domain spells.

For spontaneous spellcasters who eventually gain access to spells of at least 6th level (such as bards and sorcerers) they add the Moon domain spells (of the spell levels they are able to cast) to their spells known, but gain no additional spell slots.

For characters who have no spellcasting ability (or are limited to spells of less than 6th level), they gain access to all the Moon domain spells with a spell level less than half their character level, and can cast each spell once per day.

**Granted Power:** Turn or destroy lycanthropes as a good cleric turns undead. Rebuke, command, or bolster lycanthropes as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

### **Moon Domain Spells**

1. *Protection from Law:* +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. *Invisibility:* Subject invisible 1 min./level or until it attacks.
3. *Rage:* Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
4. *Dominate Animal:* Subject animal obeys silent mental commands.
5. *Control Water:* Raises or lowers bodies of water.

6. *Banishment*: Banishes 2 HD/level of extraplanar creatures.

7. *Control Weather*: Changes weather in local area.

8. *Symbol of Insanity (M)*: Triggered rune renders nearby creatures insane.

9. *Etherealness*: Travel to Ethereal Plane with companions.

**Celestial Lunacy**: Characters that select this boon gain the rage class ability, equal to that of a barbarian of half their level.

**Cynthian Championship**: The unarmed, natural, and weapon attacks of a character that becomes a cynthian champion count as silver for purposes of bypassing DR. (This is in addition to the benefits of any material such weapons are actually made of.) Against shapeshifters, they gain a +2 bonus to attack and damage rolls, and deal +2d6 damage on any successful weapon attack.

Also, once per month, they may cast a heal spell as a cleric of their character level.

**The Way Down**: Once the PCs seem ready, Glarias offers to use her limited powers to open a pathway to the court of Metterak. Assuming the PCs agree, a bluesteel trapdoor appears in the center of the room, and Glarias tells the PCs it will open at their touch. She also notes her powers, limited though they are, can conceal the PCs until they are actually within Metterak's court--granting them the chance to take the Dragon Prince's guards by surprise if they hurry and are skilled in their efforts.

Just before the last PC leaves the room, Glarias shudders, and weakly mutters how exhausted she is from this effort. Her eyes close, and she becomes motionless once more. She falls into a godsleep, and does not interact with the PCs again until and unless they free her fourth sacrament from Metterak.

**Connections**: This area connects to the Entropy Engine hallways outside whatever Sector this encounter currently resides. It also connects to area 531.

See the Map for Level 19.

### Pathfinder Stats

Instead of the granted power listed above, give characters that select the Moon domain the following granted powers (plus the appropriate Moon Domain spells). No further modification is needed to run this encounter using Pathfinder.

**Night Hunter (Su)**: As a standard action, you can blend into the shadows of the night, becoming nearly invisible. As long as you are in an area of dim light or darkness, you are invisible (as per invisibility) to creatures without darkvision. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + the ability bonus of your highest ability score.

**Secret Light (Su)**: At 6th level you can summon forth a silvery light that can only be seen by you and allies you designate. This functions as the light spell, but with a duration of 1 minute/level (the minutes

need not be used consecutively), but the light is only visible to you and your allies. See invisibility and detect magic do not reveal the silvery light, but more powerful divinations (such as true seeing) do.

## APPENDIX A: MONSTERS & NPCS

### Gigathrax Alpha (Greater Fire Elemental) CR 14

Huge elemental / Level 10 Sorcerer

**HD** 21d8+10d4+116 **hp** 234

**Init** +12 **Speed** 60 feet

**AC** 24 (32), touch 16, flat-footed 16 (24)

**BAB/Grapple** +20/+33

**Attack** Slam +27 (2d8+5 plus 2d8 fire)

**Full Attack** 2 Slams +27 (2d8+5 plus 2d8 fire)

**Space/Reach** 15 ft./15 ft.

**SA** Burn

**SQ** Damage reduction 10/, Darkvision 60ft, elemental traits, immunity to fire, vulnerability to cold, (120 pts protection from Cold), (immune to magic missile), (20% miss chance)

**Fort** +14, **Ref** +23, **Will** +16

**Str** 20, **Dex** 27, **Con** 18, **Int** 10, **Wis** 11, **Cha** 17

**Languages** Common

**Feats:** Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam), Combat Casting, Spell Focus (evocation)

**Skills:** Spot +29, Concentration +37

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also

must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see table). A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

**Spells per day:** (ignoring cantrips) 7(5)/7(5)/7(5)/5/3

**1st level:** *Shield\**, *Mage Armor\**, *Burning Hands* (DC 15), *Ray of Enfeeblement*, *Magic Missile*

**2nd Level:** *Touch of Idiocy*, *Scorching Ray*, *Blur\*\**

**3rd Level:** *Fireball* (DC 17), *Haste*, *Protection from Energy* (cold for Alpha, electricity for Omega)\*\*

**4th Level:** *Wall of Fire*, *Enervation*

**5th Level:** *Cloudkill* (DC 19)

\* Indicates a spell cast prior to the beginning of the encounter and in effect on Alpha

\*\* Indicates a spell cast prior to the beginning of the encounter and in effect on Alpha and Omega

**Gigathrax Omega:** Omega's tactics are fairly straight forward. He will seek to engage the closest enemy in melee combat and pummel it into jelly. Omega loves to take advantage of his size by grappling opponents. On subsequent rounds he selects the "Damage Your Opponent" option which, because of his monk training, he can use to deal full damage while making grapple checks

instead of regular attack rolls. Against opponents who regularly escape from a grapple, Omega simply uses his flurry of blows ability. Omega generally concentrates on killing one opponent before moving to the next except under two circumstances: if the opponent proves very elusive and can easily escape his grapple, or if another foe within reach is clearly a much greater threat in terms of dealing damage. Omega will only leave the safety of a firewall if he has no opponent within reach.

### Gigathrax Omega (Iron Golem) CR 17

Huge Construct / Level 2 Monk

**HD** 24d10+2d8+40 **hp** 181

**Init** -1 **Speed** 30 feet

**AC** 31, flat-footed 31, touch 6

**BAB/Grapple** +19/+44

**Attack** Slam +32 (4d6+15)

**Full Attack** 3 Slams (flurry of blows) +30 (4d6+22/19-20) or 2 Slams +32 (4d6+22/19-20)

**Space/Reach** 15 ft./15 ft.

**SA** Breath weapon, Flurry of Blows, Powerful Blows

**SQ** Construct traits, dr 15/adamantine, darkvision 60 ft, variable immunity to magic, low-light vision, evasion, (20% miss chance), (120 pts protection from electricity)

**Fort** +11, **Ref** +9, **Will** +13

**Str** 41, **Dex** 7, **Con** --, **Int** 11, **Wis** 15, **Cha** 13

**Languages** Common

**Feats:** Improved Grapple, Stunning Fist (DC 23)



**Skills:** -

**Breath Weapon (Su):** 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

**Variable Immunity to Magic (Ex):** Like an iron golem, Gigathrax Omega is normally immune to any spell or spell-like ability that allows spell resistance. Unlike a normal iron golem, Omega is able to selectively end that immunity against specific spells as a swift action to allow himself to receive beneficial spells. (Alpha and Omega know how they normally fight, so Omega automatically allows Alpha's beneficial spells unless the PCs have done something to make it difficult for Omega to determine what Alpha is about to cast.) In addition, certain spells and effects function differently against Omega, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

## **Thunderbird Arrowhawk (EL 19)**

N Colossal outsider (air)

**Init** +16; Senses darkvision 120 ft.; Listen/Spot +29, Search +28

### **DEFENSE**

**AC** 58, touch 18, flatfooted 42 (+16 Dex, 8 size, +40 natural)

**hp** 755 (32d8+608)

**Fort** +37, **Ref** +34, **Will** +24

**Immune** acid, death effects, electricity, paralysis, poison, sleep, stun; Resist cold 20, fire 20; DR 10/; SR 40

### **OFFENSE**

**Speed** fly 60 ft. (perfect)

**Melee** bite +46 (4d8+31, 19-20)

**Ranged** Touch electricity ray +41 (6d8, 19-20)

### **STATISTICS**

**Str** 52, **Dex** 43, **Con** 48, **Int** 10, **Wis** 19, **Cha** 20

**Base Atk** +32; **Grapple** +69

**Feats** Alertness, BlindFight, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (bite), Improved Critical (electricity ray), Iron Will, Mobility, Point Blank Shot, Weapon Focus (Electricity Ray), Weapon Focus (Bite) B

**Skills** Diplomacy +29, Escape Artist +32, Knowledge (planes) +28, Hide +32, Listen +29, Move Silently +32, Search +28, Sense Motive +29, Spot +29, Survival +29

**Language** Auran

### **SPECIAL ABILITIES**

**Electricity Ray (Su):** The thunderbird arrowhawk can fire this ray once per round, with a range of 1 mile.

**Storm Corpus (Su):** Once every 1d4 rounds, a 10foot wide line of electricity runs down the thunderbird arrowhawk's entire body, from head to tail. Anyone caught in the area of effect must make a successful Reflex save (DC 45) or take 5d10 electricity damage. Everyone caught in the line, regardless of saving throw, is dazed for 1 round. The save DC is Constitution-based.

## **Primal Tyrannosaur CR 17**

Gargantuan Animal

**HD** 45d8+315 **hp** 517

**Init** -1 **Speed** 40 feet

**AC** 16, flat-footed 15, touch 7

**BAB/Grapple** +33/+58

**Attack** Bite +42 (3d8+19)

**Space/Reach** 20 ft./15 ft.

**SA** Improved grab, swallow whole

**SQ** Low-light vision, scent

**Fort** +31, **Ref** +25, **Will** +17

**Str** 36, **Dex** 12, **Con** 25, **Int** 2, **Wis** 15, **Cha** 10

**Languages** --

**Feats:** Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track

**Skills:** Hide -2, Listen +24, Spot +24

**Improved Grab (Ex):** To use this ability, a tyrannosaur must hit an opponent of up to one size smaller 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 try to swallow the foe the following round.

**Swallow Whole (Ex):** A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan tyrannosaurus's gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

## NICOLAI

**Body:** Human Male Werewolf Lord

**Soul:** Nicolai was originally a horned devil who wound up here and quickly lost his body to another soul which promptly teleported away with it. He has not been here especially long but has obtained the most powerful body and, through threats and cunning, is more or less in control, bossing the other residents around. He likes being the boss and to come out the winner of any negotiation or confrontation.

**Soul Stats:** (Int 14, Wis 18, Cha 22; Bluff +24, Intimidate +26, Sense Motive +22; Lawful Evil)

**Motivation:** Nicolai would like to leave but his pride requires he do so on his terms. He will not surrender in return for freedom, but if he feels like he is calling the shots he will work with the party. He is a true alpha personality and will brook no challenges.

**Tactics:** Nicolai begins by talking to the new arrivals. He will want to know who they are, how they got here, and if they have a means for leaving. If possible, he will try to judge their individual strengths and weaknesses before engaging in any combat. If the party does what he asks he will not initiate combat, but if they prove defiant he will. Should hostilities break out, he will attempt to gain control of the most powerful PC's body (if he believes it stronger than his own). His first action is to order the dog to "attack" a member of the party (which, for the dog, involves jumping up and licking them). If the dog is successful, he will kill the dog with a powerful blow to take that soul out of the fight quickly.

**Aid:** Nicolai can explain in general how the devices in the room works, though he cannot operate them.

## AGNUS

**Body:** Rakshasa Male

**Soul:** Agnus was originally a night hag and has worn quite a few bodies while in this place. She really enjoys wearing different skins and has gone a bit crazy after so many body swaps. She laughs a lot and often says crazy things at inappropriate moments. Agnus often does as Nicolai asks, but she has no actual loyalty to him.

**Soul Stats:** (Int 11, Wis 15, Cha 12; Spellcraft +11; Chaotic Evil)

**Motivation:** Agnus has no real interest in escape and just likes to create chaos and confusion (which she calls "playing"). She sees the arrival of the characters as a chance to "play" and is eager to try out their bodies for herself.

**Tactics:** Agnus will initially wait for Nicolai to talk to the party, but if this goes on for too long (or they seem to be reaching some boring agreement where everyone will get to leave) she will leap at the nearest character making a touch attack in an attempt to swap bodies with them. She will also do this if any kind of soul swapping or combat breaks out. From there she will keep switching bodies every chance she gets until she has tried them all, at which point she will settle on whatever one she deems most fun.

**Aid:** Agnus will not help the party unless they can offer her something "fun," which for her means some kind of degenerate mayhem. She can operate the doors, and create food and water with the Soul Forge.

## DREFF

**Body:** Invisible Stalker

**Soul:** Dreff was a common human street thief (and sometimes highwayman) who one day found himself transported here. He initially survived by killing others in their sleep and similar underhanded tactics, but Nikolai put a stop to that shortly after he arrived. When the invisible stalker was first summoned it created a lot of confusion until

Dreff managed to get control of it. Since then he has remained elusive, biding his time and concocting schemes to get rid of Nicolai and, ultimately, escape from this place.

**Soul Stats:** (Int 15, Wis 10, Cha 8; Bluff +15, Spellcraft +6; Neutral Evil)

**Motivation:** What Dreff most wants is to get a decent human body and return to some place vaguely resembling home. He would also like to accumulate power and wealth, and to kill Nicolai (hopefully being able to laugh at him as he dies).

**Tactics:** Dreff takes a wait and see attitude when the party arrives. If discovered, he will remain as elusive as possible. If he senses an opportunity for escape, he will take it but will first try to get a different body, preferably a human male. He is also willing to make himself known if an opportunity to kill Nikolai (or convince someone else to do the job for him).

**Aid:** Dreff can operate the crystal devices to a very limited degree, having learned a bit from Sootbeard's notes and mutterings. He will, however, only aid the party if he believes they mean him no harm and will help him escape.

## KIKIKIK

**Body:** Male Troll Hunter

**Soul:** Kikikik was originally an awakened dolphin summoned here for food but ended up flopping into a troll just before expiring from arrow wounds. She is traumatized by the whole situation and only knows a very minimal smattering of common speech. She likes to be left alone, not wanting to touch anyone or let anyone touch her. She

fears Nicolai and will do as he commands. Kikikik is very fond of Dog.

**Soul Stats:** (Int 10, Wis 12, Cha 6; Neutral Good)

**Motivation:** Kikikik would like to escape but doesn't really understand anything that is going on in the lab. She will follow Nicolai's orders. However, if anyone kills Dog (even if it's only his body) she will become enraged and attack that person relentlessly (swapping bodies with each blow until the attacker is dead).

**Tactics:** Kikikik will be curious but wary of the PCs and will only try to communicate if Nikolai is out of the picture and if the group seems nice. If they have killed Dog, though, she will not trust them. She generally does not like body switching and will only do it if enraged or ordered by Nicolai.

**Aid:** Kikikik can offer little aid to the party but may try to defend them in combat if they seem nice and strong enough to defeat Nicolai and Agnus.

## SOOTBEARD

**Body:** Unconscious Female Elf (currently in the Soul Forge making pot-roast)

**Soul:** Sootbeard was a dwarven librarian and engineer who once wished to see the greatest machine ever constructed and ended up inside the Entropy Engine. While trying to figure it out, he got trapped in this pocket dimension. He's managed to survive by being the foremost expert on the operation of the crystal devices. He currently does Nikolai's bidding with some reluctance. He

is a practical man and will align himself with whomever has the upper hand. He would also like to get a stronger body if possible--the elf woman is quite vulnerable. While in the Soul Forge, Sootbeard is not really aware of what is going on in the room.

**Soul Stats:** (Int 16, Wis 14, Cha 12; Spellcraft 15; Neutral)

**Motivation:** Sootbeard would like to escape, but survival is his primary interest. He will not throw his lot in with the party unless they clearly have the upper hand. If the party seems reasonable and in control, he may side with them and is certainly open to trading his knowledge for their help. If he becomes aware that a fight is ongoing, his first action will be to get back into the elf woman's body and then try and to swap souls into a more durable body.

**Tactics:** As the party arrives, Sootbeard's soul is in the Soul Forge and his soulless body lies next to the Wall Panel. He is manipulating the machine into making some pot-roast and is not aware of the situation until he finishes, which will take 1d4 minutes from when the characters arrive. At that point, the forge will light up and a nice juicy pot-roast will appear on the altar. The next round he will return to his body and begin to discover what is going on. If Nikolai is not in control of the situation when he comes out of the device he will try to discern which way the proverbial wind is blowing. If fighting starts he will try to get a more durable body as soon as possible and, from there, seeks to simply survive the conflict.



**Aid:** Sootbeard can operate the forge quite well. If the characters describe the look and function of a spell-pinion, he is aware of the recipe and will offer to make it for them. He can also operate the cell doors. He has almost figured what the Soul Crucible can do, but lacks the expertise to operate it.

## DOG

**Body:** Male Riding Dog

**Soul:** Dog is a dog, and the only creature here with its original soul. He has been trained by Nicolai and generally follows his commands.

**Soul Stats:** (Int 2, Wis 12, Cha 6)

**Motivation:** Dog loves people and wants to jump up and lick their faces and be petted. Because of the soul swapping, he doesn't get that kind of attention often.

**Tactics:** If a character offers him food or encourages him with a smile or kind words, dog breaks discipline and jumps on that character to deliver wet dog licks. He also does this if Nicolai orders him to "attack." Dog gets quite confused when possessing another body and generally just stands around dumbfounded (which is why he tends to end up back in his original body).

## Vel Veltherix

CR 21

LE Medium Undead (Dragon)

**Init** +5; Senses Darkvision (120 feet), Low-Light Visions; Spot +22

## DEFENSE

**AC** 23, touch 11, flatfooted 22 (+8 armor, +1 Dex, +4 natural)

**hp** 242 (16d12+160)

**Fort** +20, **Ref** +11, **Will** +18

**DR** 15/bludgeoning and magic, immunity to cold, electricity, polymorph, turning, and mindaffecting attacks, resist fire 30, dragon traits, undead traits.

## OFFENSE

**Spd** 30 ft., Flight (60 feet, Average)

**Melee** Touch +11/+11 (paralysis, DC 33 negates) or Claw +11/+11 (1d6+3)

**Special Attacks** Breath Weapon 60 ft. cone, 16d8 +1d4 negative levels (DC 30)

**Sorcerer Spells Known (CL 16):**

8 (4/day) *Clenched fist*, *power word stun*

7 (6/day) *Delayed blast fireball* (DC 27), *ethereal jaunt*, *finger of death* (DC 28)

6 (8/day) *Circle of Death* (DC 27), *disintegrate* (DC 26), *eyebite* (DC 27), *greater dispel magic*

5 (8/day) *Cloudkill* (DC 25), *sending*, *spell resistance*, *teleport*, *waves of fatigue*, *wall of force*

4 (8/day) *Animate dead*, *bestow curse* (DC 25), *contagion* (DC 25), *enervation*, *fear* (DC 25), *solid fog*

3 (8/day) *Blink*, *clairaudience/clairvoyance*, *dispel magic*, *lightning bolt*, *protection from energy*, *vampiric touch*

2 (9/day) *Blur*, *cat's grace*, *ghoul touch* (DC 23), *mirror image* (DC 22), *resist energy*, *scorching ray*, *see invisibility*

1 (9/day) *Alarm*, *grease* (DC 21), *identify*, *magic missile*, *protection from good*, *shield*, *true strike*

0 (at will) *Arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *prestidigitation* (DC 20), *read magic*

## STATISTICS

**Str** 16, **Dex** 13, **Con** --, **Int** 17, **Wis** 17, **Cha** 24/30

**Base Atk** +8; Grapple +11

**Feats** Ability Focus (breath weapon), Blind Fight, Combat Reflexes, Eschew Materials, Improved Initiative, Quicken Spell, Spell Focus (necromancy).

**Skills** Concentration +29, Intimidate +31, Knowledge (arcana) +22, Knowledge (dungeoneering) +19, Knowledge (religion) +19, Listen +22, Spot +22, Spellcraft +22

**Languages** Common, Draconic, Ignan

**SQ** Draconic power, quick magic, dragon traits, undead traits.

**Gear:** *Bracers of Armor*, +8, *Cloak of Resistance*, +5, *Gloves of Arrow Snaring*, *Headband of Alluring Charisma*, +6, *Ring of Fire Resistance*, *Greater*, *Ring of Freedom of Movement*

## SPECIAL ABILITIES

**Breath Weapon (Su):** The Undying Flame. 60-foot cone, once every 1d4 rounds, damage 16d6 untyped magic damage and 1d4 negative levels, Reflex DC 33 half and no negative levels. No creature may have more than 4 total negative levels as a result of Veltherix's breath weapon. For each creature that fails its save against the breath weapon but is not killed, Veltherix is healed for 32 hit points. Any creature killed by this breath weapon become a wraith under Veltherix's control 1d4 rounds later.

**Draconic Power (Su):** Vel Veltherix adds his Charisma modifier to his hide dice to determine hit points at each level and to his Concentration checks.

**Fear Aura (Su):** Vel Veltherix is shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60foot radius that look at him must succeed on a DC Will save or be affected as though by a fear spell from a sorcerer of the lich's level. All other creatures must save each round or be shaken for 1 round, though this shaken effect does not stack with other fear effects. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

**Paralyzing Touch (Su):** Any living creature Veltherix hits with a touch attack must succeed on a DC 33 Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive. Veltherix may use his touch attack any time he can make a melee attack, including attacks of opportunity.

**Quick Magic (Su):** even though he is a spontaneous spellcaster, Veltherix can use Quicken Spell to cast a spell as a swift action, simply using a spell slot 4 levels higher.

**Upping the Ante:** Add 1-4 dread wraiths to the encounter, the damned souls of adventurers slain decades ago by Vel Veltherix's breath weapon and sworn to serve him in eternal undeath.

## PATHFINDER STATS

### GIGATHRAX ALPHA (Fire Elemental) CR 14

Huge elemental / Level 10 Sorcerer (Neutral)

**Init** +12; Senses Perception +26 (darkvision 60 ft.)

#### DEFENSE

**AC** 24 (32 with spells), touch 16, flat-footed 16 (24 with spells)

**hp** 244 (21d8+10d6+116)

**Fort** +16, **Ref** +23, **Will** +16

#### OFFENSE

**Spd** 60 ft.

**Melee** +27/+27 Slam (2d8+5 plus 2d8 fire)

**Space/Reach** 15 ft./15 ft.

**SA** Burn (2d8 DC 20) SQ Damage reduction 10/, elemental traits, immunity to fire, vulnerability to cold, (120 pts protection from Cold), (immune to magic missile), (20% miss chance)

#### STATISTICS

**Str** 20, **Dex** 27, **Con** 18, **Int** 10, **Wis** 11, **Cha** 17

**Base Atk** +20; **CMB** +27; **CMD** 45

**Skills** Acrobatics +33, Climb +30, Escape Artist +31, Intimidate +28, Knowledge (planes) +22, Perception +26

**Feats** Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam), Combat Casting, Spell Focus (evocation), Great Fortitude

**Elemental Ray (Sp):** 30' Ranged Touch 1d6+5 fire damage 6/day

**Elemental Blast (Sp):** 20' burst centered on Alpha 10d6 fire damage, Reflex save for half (DC 18)

**Spells per day:** (ignoring cantrips) 7(5)/7(5)/7(5)/5/5

**1st level:** *Shield\**, *Mage Armor\**, *Burning Hands* (DC 15), *Ray of Enfeeblement*, *Magic Missile*, *Grease*

**2nd Level:** *Touch of Idiocy*, *Scorching Ray*, *Blur\*\**, *See Invisibility*, *Mirror Image*

**3rd Level:** *Fireball* (DC 17), *Haste*, *Protection from Energy* (cold for Alpha, electricity for Omega)\*\*, *Fly*

**4th Level:** *Wall of Fire*, *Enervation*, *Elemental Body I*

**5th Level:** *Cloudkill* (DC 19)

\* Indicates a spell cast prior to the beginning of the encounter and in effect on Alpha

\*\* Indicates a spell cast prior to the beginning of the encounter and in effect on Alpha and Omega

### GIGATHRAX OMEGA (Iron Golem) CR 17

Huge Construct / Level 2 Monk (Neutral)

**Init** -1; Senses Perception +0 (darkvision 60 ft., lowlight vision)

#### DEFENSE

**AC** 32, flat-footed 31, touch 7

**hp** 181 (24d10+2d8+40)

**Fort** +11, **Ref** +9, **Will** +13

#### OFFENSE

**Spd** 30 ft.

**Melee** +30/+30/+30 Flurry Slam (4d6+15) / +32/+32 Slam (4d6+15)

**Space/Reach** 15 ft./15 ft.

**SA** Breath weapon, Flurry of Blows, Powerful Blows SQ Construct traits, dr 15/ adamantine, variable immunity to magic, low-light vision, evasion, (20% miss chance), (120 pts protection from Electricity)

### STATISTICS

**Str** 41, **Dex** 7, **Con** --, **Int** 11, **Wis** 15, **Cha** 13

**Base Atk** +19; **CMB** +36; **CMD** 44

**Skills** --

**Feats** Improved Grapple, Stunning Fist (DC 23), Dodge

**Breath Weapon (Su):** As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.

Breath weapon—inhaled; save Fort 19; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. The save DC is Constitution-based.

**Variable Immunity to Magic (Ex):** Like an iron golem, Gigathrax Omega is normally immune to any spell or spell-like ability that allows spell resistance. Unlike a normal iron golem, Omega is able to selectively end that

immunity against specific spells as a swift action to allow himself to receive beneficial spells. (Alpha and Omega know how they normally fight, so Omega automatically allows Alpha's beneficial spells unless the PCs have done something to make it difficult for Omega to determine what Alpha is about to cast.) In addition, certain spells and effects function differently against Omega, as noted below.

In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

**Powerful Blows(Ex):** An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19-20 with its slam attacks.

## THUNDERBIRD ARROWHAWK (EL 19)

N Colossal outsider (air)

**Init** +16; Senses darkvision 120 ft.; Perception +43

### DEFENSE

**AC** 59, touch 19, flatfooted 42 (+16 Dex, 8 size, +40 natural +1 Dodge feat)

**hp** 784 (32d10+608)

**Fort** +29, **Ref** +34, **Will** +24

**Immune** acid, death effects, electricity, paralysis, poison, sleep, stun; Resist cold 20, fire 20; DR 10/; SR 40

### OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** bite +46 (4d8+31, 19-20)

**Ranged** Touch electricity ray +41 (6d8, 19-20)

### STATISTICS

**Str** 52, **Dex** 43, **Con** 48, **Int** 10, **Wis** 19, **Cha** 20

**Base Atk** +32; **CMB** +71; **CMD** 87

**Feats** Alertness, BlindFight, Combat Reflexes, Critical Focus, Deafening Critical, Dodge, Flyby Attack, Improved Critical (bite), Improved Critical (electricity ray), Improved Iron Will, Iron Will, Lunge, Mobility, Point Blank Shot, Weapon Focus (bite) B, Weapon Focus (electricity ray).

**Skills** Diplomacy +40, Knowledge (planes) +35, Knowledge (nature) +35, Perception +43, Sense Motive +43, Survival +39

**Language** Auran



## SPECIAL ABILITIES

**Electricity Ray (Su):** The thunderbird arrowhawk can fire this ray once per round, with a range of 1 mile.

**Storm Corpus (Su):** Once every 1d4 rounds, a 10foot wide line of electricity runs down the thunderbird arrowhawk's entire body, from head to tail. Anyone caught in the area of effect must make a successful Reflex save (DC 45) or take 5d10 electricity damage. Everyone caught in the line, regardless of saving throw, is dazed for 1 round. The save DC is Constitution-based.

## Primal Tyrannosaur CR 17

Gargantuan Animal

**Init** +5; Senses low-light vision, scent; Perception +47

### DEFENSE

**AC** 21, flat-footed 20, touch 7

**hp** 357 (42d8+168)

**Fort** +31, **Ref** +25, **Will** +17

### OFFENSE

**Spd** 40 ft.

**Melee** +38 Bite (4d6+22 / 19-20 plus grab)

**Space/Reach** 20 ft./20 ft.

**Special Attacks** swallow whole (2d8+11, AC 17, hp 15)

### STATISTICS

**Str** 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

**Base Atk** +31; **CMB** +45 (+49 grapple); **CMD** 56

**Skills** Perception +47; Racial Modifiers +8 Perception

**Feats** Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

**SQ** Powerful Bite

**Powerful Bite (Ex):** A tyrannosaur applies twice its Strength modifier to bite damage.

**Swallow Whole (Ex):** A tyrannosaur can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaur's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan tyrannosaur's gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

## Nicolai (Werewolf in human form) CR 14

Medium Humanoid Human Shapechanger / Level 10 Fighter (Lawful Evil)

**Init** +2; Senses Perception +13 (lowlight vision, scent)

### DEFENSE

**AC** 21, flat-footed 19, touch 12

**hp** 133 (10d10+6d8+32)

**Fort** +16, **Ref** +12, **Will** +13

### OFFENSE

**Spd** 30 ft.

**Melee** +23/+16/+13 Bastard Sword (1d10+12/17-20) or +18/+13/+8 Masterwork Composite Longbow (1d8+5/x3) or Touch attack to Swap +18

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

**SQ** Bravery +3, Change shape, lycanthropic empathy, low-light vision, scent, weapon training 2 (blades, heavy / bows)

### STATISTICS

**Str** 18, **Dex** 14, **Con** 14, **Int** NA, **Wis** NA, **Cha** NA

**Base Atk** +14; **CMB** +18; **CMD** +30

**Skills** Handle Animal +4, Hide +6, Listen +9, Move Silently +8, Spot +13, Survival +5

**Feats** Alertness, Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword, Improved Critical (bite), Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Power Attack, Run, Stealthy, Track, Weapon Focus (bastard sword), Weapon Focus (bite), Weapon Specialization (bastard sword)

**Gear** +2 *bastard sword*, +2 *mithral chain shirt*, masterwork composite longbow (+4 Str), *cloak of resistance* +2

## NICOLAI (Werewolf in Hybrid Form form) CR 14

Large Humanoid Human Shapechanger / Level 10 Fighter (Lawful Evil)

**Init** +2; Senses Perception +13 (lowlight vision, scent)

### DEFENSE

**AC** 19, flat-footed 15, touch 13

**hp** 181 (10d10+6d8+80)

**Fort** +19, **Ref** +14, **Will** +13

**SD** DR 15/silver

## OFFENSE

**Spd** 30 ft.

**Melee** +29/+24/+19 Bastard Sword (1d10+17/17-20) & +20 bite (2d6+5/19-20) or Touch attack to swap +24 or +24/+24 Claw (1d6+11) & +20 bite (2d6+5/19-20)

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

**SQ** Bravery +3, Change shape, lycanthropic empathy, low-light vision, scent, weapon training 2 (blades, heavy / bows)

**SA** Curse of lycanthropy

## STATISTICS

**Str** 32, **Dex** 18, **Con** 20, **Int** NA, **Wis** NA, **Cha** NA

**Base Atk** +14; **CMB** +26; **CMD** +40

**Skills** Handle Animal +4, Hide +6, Listen +9, Move Silently +8, Spot +13, Survival +7

**Feats** Alertness, Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword, Improved Critical (bite), Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Power Attack, Run, Stealthy, Track, Weapon Focus (bastard sword), Weapon Focus (bite), Weapon Specialization (bastard sword)

**Gear** +2 *bastard sword*, masterwork composite longbow (+4 Str), *cloak of resistance* +2

**Change Shape (Su):** All lycanthropes have three forms--a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. A natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. An afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a -5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.

**Lycanthropic Empathy (Ex):** In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

**Curse of Lycanthropy (Su):** A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with the lycanthropy curse (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

## VEL VELTHERIX CR 21

LE Medium Undead (Dragon)

**Init** +5; Senses Darkvision (120 feet), Low-Light Vision; Perception +22

## DEFENSE

**AC** 23, touch 11, flatfooted 22 (+8 armor, +1 Dex, +4 natural)

**hp** 258 (16d12+176)

**Fort** +20, **Ref** +11, **Will** +18

**DR** 15/bludgeoning and magic, immunity to cold, electricity, polymorph, Turn Undead feat, and mindaffecting attacks, resist fire 30, dragon traits, undead traits.

## OFFENSE

**Spd** 30 ft., Flight (60 feet, Average)

**Melee** Touch +11/+11 (paralysis, DC 33 negates) or Claw +11/+11 (1d6+3)

**Special Attacks** Breath Weapon 60 ft. cone, 16d8 +1d4 negative levels (DC 30)

**Sorcerer Spells Known (CL 16):**

8 (4/day) *Clenched fist*, *power word stun*

7 (6/day) *Delayed blast fireball* (DC 27), *ethereal jaunt*, *finger of death* (DC 28)

6 (8/day) *Circle of death* (DC 27), *disintegrate* (DC 26), *eyebite* (DC 27), *greater dispel magic*

5 (8/day) *Cloudkill* (DC 25), *sending*, *spell resistance*, *teleport*, *waves of fatigue*, *wall of force*

4 (8/day) *Animate dead*, *bestow curse* (DC 25), *contagion* (DC 25), *enervation*, *fear* (DC 25), *solid fog*

**3** (8/day) *Blink, clairaudience/clairvoyance, dispel magic, lightning bolt, protection from energy, vampiric touch*

**2** (9/day) *Blur, cat's grace, ghoul touch (DC 23), mirror image (DC 22), resist energy, scorching ray, see invisibility*

**1** (9/day) *Alarm, grease (DC 21), identify, magic missile, protection from good, shield, true strike*

**0** (at will) *Arcane mark, dancing lights, detect magic, detect poison, light, mage hand, mending, prestidigitation (DC 20), read magic*

### STATISTICS

**Str** 16, **Dex** 13, **Con** -, **Int** 17, **Wis** 17, **Cha** 24/30

**Base Atk** +8; **CMB** +11; **CMD** 22

**Feats** Ability Focus (breath weapon), BlindFight, Combat Casting, Combat Reflexes, Eschew Materials, Improved Initiative, Maximize Spell, Quicken Spell, Skill Focus: Intimidate, Spell Focus (necromancy), Toughness +16

**Skills** Intimidate +37, Knowledge (arcana) +22, Knowledge (dungeoneering) +19, Knowledge (religion) +19, Perception +22, Spellcraft +22

**Languages** Common, Draconic, Ignan

**SQ** Dragon traits, undead traits.

**Gear:** *Bracers of Armor*, +8, *Cloak of Resistance*, +5, *Gloves of Arrow Snaring*, *Headband of Alluring Charisma*, +6, *Ring of Cold Resistance*, *Greater*, *Ring of Freedom of Movement*

### SPECIAL ABILITIES

**Breath Weapon (Su):** The Undying Flame. 60-foot cone, once every 1d4 rounds, damage 16d6 untyped magic damage and 1d4 negative levels, Reflex DC 33 half and no negative levels. No creature may have more than four total negative levels as a result of Veltherix's breath weapon. For each creature that fails its save against the breath weapon but is not killed, Veltherix is healed for 32 hit points. Any creature killed by this breath weapon become a wraith under Veltherix's control 1d4 rounds later.

**Fear Aura (Su):** Vel Veltherix is shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60foot radius that look at him must succeed on a DC Will save or be affected as though by a fear spell from a sorcerer of the lich's level. All other creatures must save each round or be shaken for 1 round, though this shaken effect does not stack with other fear effects. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

**Paralyzing Touch (Su):** Any living creature Veltherix hits with a touch attack must succeed on a DC 33 Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive. Veltherix may use his touch attack any time he can make a melee attack, including attacks of opportunity.



## APPENDIX B: GLOSSARY

The following terms are referenced in various places throughout Dragon's Delve.

**Anra Saddana:** Female human that serves as Lord Mayor of Brindenford. She's also a business owner in the town. Pronounced "Ann-Rah Sah-donah" See the Gathering Hall for more information.

**Baine Strongbow:** A paladin that once aided the town of Brindenford. Although slain by assassins, his soul is held within his sword, which lies somewhere on Level 5. See also The Paladin's Sword.

**Bargelos:** A draconic descendant of Metterak that dwells on Level 10 of the dungeon. "Cursed" to be a gold dragon rather than a red. Hated enemy of Theophrastus. Pronounced "Bar-gell-oss."

**Barzonyn DuMair:** A human necromancer that has taken up residence in Terregaunt's Tower. She is a close friend of Jarla Vreech. Pronounced "Bar-zohn-in Dew-Mayr"

**Beast God:** A relatively minor god of ferocity and blood. Dark and savage, the Beast God calls upon the primal, bestial nature of his followers, encouraging them to revel in blood and violence.

The Beast God is Chaotic Evil. His domains are Chaos, Evil, and Destruction. His favored weapon is a battle axe.

**Belestros:** A god of strength, stone, and all things tangible. Belestros' followers are practical and usually live off of some natural resource, such as farmers, herders,

or miners. For more information, see The Temple of Belestros.

Belestros is Lawful Neutral. His domains are Law, Strength, and Earth. His favored weapon is the mace or cudgel.

**Bestial Host:** A strange religious cult dedicated to a deity known simply as the Beast God. The host is a mixture of goblins, kobolds, hobgoblins, orcs, bugbears, and degenerate humans (basically, Neanderthals). They emulate the savagery of their god and usually fight with little fear of pain or death. Not all the members of the host speak the same language, but most speak either Common or Goblin. See also Using the Bestial Host.

**Bethirion:** Elven knight that served the Red Saint and ultimately betrayed him. Pronounced "Beth-ee-ree-on"

**Birshwar:** Half-dragon cleric that reveres Metterak and builds shrines around the twelve secret sigils that he finds.

**Bluesteel Doors:** Occasionally, delvers report coming upon strange "bluesteel" doors, so named because they are made of steel with a distinct bluish tint. These doors are sealed and particularly sturdy; one cannot open them by normal magical means, such as a knock spell. They have no lock to pick. Instead, each door will open to a specific word. Sometimes, those who search can find the key word hidden in a nearby relief carved in the wall or scrawled upon a stone. Other times, they must discover it through separate investigation or divination.

Typical bluesteel doors are 3 inches thick with a hardness of 12, 120 hit points, and a break DC of 31.

**Brindenford:** A small town in what is now called the Fallen Duchy. Brindenford lies near the ruined Chordille Keep, and the numerous entrances to the dungeons underneath it. For more information, see Surrounding Environs.

**Captain Darkblood:** Undead pirate captain and self-proclaimed "Pirate King" on Khorant. Discovered the secret of sailing safely to the island.

**Caval the Conjurer:** One of the Mages Four, this human male wizard specialized in conjuration spells and summoning tricks. Pronounced "Cav-el."

**Chaster:** Halfling wizard that was once an adventurer exploring Dragon's Delve, now a thrall of the Font of Dreams. He can be found in area 42 or area 58.

**Chordille Keep:** The home of Duke Bryson Chordille, razed about 100 years ago. It stood above Dragon's Delve and connected with Level 1. The ruins are still visible, although there is little left. Potentially reappears as a ghostly keep after the Ghost Door is activated on Level 8.

**Crasien:** Tiefling wizard on Level 7 of Dragon's Delve with many half-fiends under his control. He can be found in area 225. Pronounced "Crass-ee-ehn."

**Croshof:** The butler of Duke Bryson Chordille. He was faithful to the duke, but knew of Duchess Andra Chordille's evil

schemes. He is now a ghost in Chordille Keep. Pronounced "Crosh-off."

**Czarzem the Wicked:** A unique demon that appears to be a man composed entirely of living, buzzing flies. Can be found on Level 7. Pronounced "S-zar-zem."

**Dagon:** One of many "old ones" worshipped by the ancient Khorantians. Today his cult has been resurrected using the name "The Shark God."

Dagon is Chaotic Evil. His domains are Evil, Chaos, and Water. His favored weapon is a spear. Pronounced "Day-gon."

**Devil's Maw:** An old cave from which an underground river flows into the River Turant. Most locals consider the cave to be a place to avoid--haunted, cursed, or otherwise possessed of ill magic.

**Dorana:** The dangerous water deity representing the threat and the vengeance of nature. Dorana is the Chaotic Neutral goddess of the sea and vengeance and, to a limited extent, all conflict and even war. She is revered by all those in and on the sea as well as by fighters and some paladins. See the Temple of the River Gods.

Her domains are Air, Chaos, and Water. Her favored weapon is the longsword and her symbol is a wave pierced by a lightning bolt. Pronounced "Door-an-ah."

**Drathos:** An evil, domineering fighter living on Level 5 of Dragon's Delve.

**Duchess Andra Chordille:** Wife of Duke Bryson Chordille. Secretly, she revered Rivenyk.

**Duke Bryson Chordille:** Dead ruler of what is now called the Fallen Duchy. Pronounced "Cor-deel."

**Entropy Engine:** A huge magical artifact created by the Mages Four to harness some of the ambient magical energies found in the lower levels. The Entropy Engine is currently malfunctioning and leaking energy.

**Erralak:** Ocular tyrant that serves Bargelos. Erralak has a shaft that connects Levels 1, 2, 5, 7, 8, and 10. Pronounced "Air-uh-lack."

**Erro Mansan:** The sheriff in Brindenford--a human fighter of considerable skill. Pronounced "Air-oh Man-san" See The Gathering Hall for more information.

**Essoch and Enaul:** These gods are twins who use the river's power to mirror the stream of time, with its many branches and forks. Enaul is the Lawful Neutral god of cities and civilization (bards often worship him), while his brother Essoch is the Chaotic Neutral patron of the wilderness and the primal aspects of all people (thus appealing to druids, barbarians, and even rangers). The brothers make for interesting patrons of the different aspects of elven nature. See the Temple of the River Gods.

Enaul's domains are Travel, Knowledge, and Law. His favored weapon is the rapiera and his symbol is an hourglass and an arrow. Essoch's domains are Chaos, Animal, and Strength. His favored weapon is the staff and his symbol is a staff hooked around a crescent moon. Pronounced "Eess-ock" and "Ee-nawl."

**Eulalai Pujalt:** Halfling wizard friend of Serrestique who was a prisoner of the demons on Level 7 for a very long time. Can be found in area 217. Pronounced "yoo-lal-eye Poo-jalt"

**Fallen Duchy:** Once known as the verdant and flourishing Duchy of Chordille, this remote and sparsely populated region is now without a ruler.

**Felstor Knoveli:** A half-elven sage in Brindenford. See Felstor Knoveli, Master Sage for more information.

**Font of Dreams:** Magical fountain on Level 2 that controls creatures through their dreams. This fountain was originally created by the Mages Four. The font can be found in area 62. See also Fights and Dreams.

**Gardok:** A wealthy farmer living just on the outskirts of Brindenford who is a high-ranking member of the Venom Cult. His full name is Devin Gardok, but everyone just knows him as Gardok. Pronounced "Gar-dock."

**Ghost Door:** A metaphysical construct created by the ghost of Duchess Andra Chordille on Level 8 of the dungeon to give herself and her home a new "life." This magical creation, as a side effect, draws the attention of ghosts and spirits throughout the region.

**Glarias, the Moon Goddess:** A minor goddess worshipped in the lands surrounding the Fallen Duchy and revered there in its heyday. Glarias presides over the moon, so while she is not an evil goddess, she uses shadow (and even darkness) as well as light as both tools and raiment.

When she was captured and imprisoned by the Dragon Prince, her godly power was given to the Beast God.

**Glarias** is Chaotic Good. Her domains are Good, Knowledge, and Luck. Her favored weapon is a mace. Pronounced "Glah-ree-as."

**Harrud:** Brother Harrud is the priest of Belestros in Brindenford. He is an opponent of the power structure of the town. For more information, see The Temple of Belestros.

**Hell coins:** Reddish-gold coins with faces of the tormented upon them, these perverse coins are minted by demons and devils and contain doomed souls. Worth 200 gp to a fiend, 10 gp to others (or 0 gp to those who find such things abhorrent). Also known as "hell money." See Area 205 for more.

**Iamon:** Ancient god who died in a divine war in the very earliest days of the world. His corpse fell to earth and is now buried deep below what is now Dragon's Delve. The ambient energies radiated by the corpse are the source of "chaos magic" that affects many sites in the dungeon. Pronounced "Ee-ay-mon"

**Iris Gellow:** High priestess of the temple of Vune. See the Temple of Vune for more information. Pronounced "Eye-ris Gell-oh."

**Jamissan:** Greatest of the Warrior Bards of the South, Jamissan is known to have found and created many unique magical items.

**Jarla Vreech:** Blackguard that has taken up residence in Terregaunt's Tower. Close friend of Barzonyn DuMair. Pronounced "Jar-lah Vreech"

**Jaskon Tully:** Miller in Brindenford. He is secretly a high-ranking member of the Venom Cult.

**Jumanik:** Satyr cleric-bard from centuries ago, Jumanik loved puzzles. He lived in Dragon's Delve for many years. Pronounced "Ju-man-ick."

**Kelmanosh:** Distant land whose high king technically rules over the Lost Duchy. (In truth, the former duchy is a remote region all but forgotten by the outside world.) Pronounced "Kell-man-osh."

**Khorant:** A distant island reachable through a magical gate on Level 5 of Dragon's Delve. No other means exists to reach this mysterious locale located somewhere on the Sea of Eternal Storms.

**Khorantians:** An ancient folk native to the island of Khorant. Although originally elvenkind, the foul practices and ceremonies they conducted eventually turned them into a degenerate piscine race, akin to sharks.

**Kulaj:** The creator goddess of the pantheon of the River Gods, she represents the source of the Celestial River. She is the mother of all the other gods in the pantheon. Kulaj is the creator deity and the patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. See the Temple of the River Gods.

Kulaj is Lawful Neutral. Her domains are Law, Magic, and Plants. Her symbol is a hand that appears to hold a mountain range in the palm. Her weapon is a mace. Pronounced "Koo-lahj."

**Lissandera the Enchanter:** One of the Mages Four, this female human wizard loved various enchantment spells and also excelled in alchemy and magic item creation. Pronounced "Lis-an-dayr-ah."

**Logger's Guild:** Guild of foresters and loggers active in Brindenford and north of the town. The group has frequent disputes with the elves of the northern woods. See also the Logger's Landing.

**Lord Darrulm:** Leader of the grahlus in the Grahlus Fort on the island of Khorant.

**Lord Saral:** A powerful fighter that explored and eventually lived in Dragon's Delve for a time. He was an expert of weapons of all kinds and led a legion of soldiers and creatures at one time. Pronounced "Sayr-all."

**Lost Shepherd:** A tavern in Brindenford owned by a former adventurer. This tavern draws most of those interested in exploring Dragon's Delve.

**Lost Temple:** An old temple of Glarias somewhere deep in the woods about three miles southwest of Brindenford. Some lingering magic of the imprisoned goddess keeps it hidden from the forces of the Beast God who would love to claim it.

**Mages Four:** A group of four aligned mages of infamous power. Centuries after Queen Ryssa's people overthrew her and abandoned the dungeon, they claimed most of it for themselves. They built the Entropy Engine, among other powerful artifacts.

**Mallock:** This god represents the treachery of a river that appears to be a gentle stream one



moment, but becomes dangerous rapids the next. Mallock is the dark god whose deceptive nature makes him appealing to some rogues. See the Temple of the River Gods.

He is Lawful Evil, and his domains are Evil, Law, and Trickery. His favored weapon is the dagger and his symbol is a serpent entwined around a crescent moon. Pronounced "Mal-ock."

**Master Mui Yan:** An infamously skilled warrior who teaches fighting secrets in a hidden dojo deep in Dragon's Delve. Pronounced "Mwee Yahn."

**Metterak:** The self-styled Prince of Dragons, this red dragon is one of the most infamous wyrms in all the world. He reportedly lairs deep within Dragon's Delve (in fact, that's what gives the place its name). Pronounced "Met-er-ak."

**Moontree:** A huge tree located in Chordille Keep, sacred to Glarias. It eventually became tainted with evil. Even though the tree was chopped down, its roots live on in the dungeon.

**Nag:** A minor god of serpents and poison. Nag appears to be a giant cobra made of darkness. He is revered by the Venom Cult and a few serpentine creatures (nagas, for example). His mate is Nagaina, and they are frequently worshipped together, although Nagaina is never mentioned without Nag. See Level 6: Domain of the Venom Cult.

Nag is Lawful Evil. His domains are Evil, Knowledge, and Death. His favored weapon is a very long, curved knife (a short sword). Pronounced "Nog" and "Nog-ah-eena"

**Nibul of the Seven Arches:** A mysterious magical being that sought to become a god. Traveled with Lord Saral when he explored Dragon's Delve. Nibul was slain by Metterak, and his spirit still lingers in the Tomb of Nibul. Pronounced "Nie-bull."

**Old Man's Tunnel:** An entrance into the dungeon via a natural tunnel that runs just south of Brindenford into Level 6 of Dragon's Delve. Although most of the locals have heard of it, very few know where it can be found or if it's real.

**Orr:** A fabled wizard-priest whose tomb lies hidden in Dragon's Delve. Pronounced "Or."

**Phaedor Rhendelmar:** A half-elven druid most believe to have been mad. In ages past, he attempted to create methods to grow plants underground and tested his theories in Dragon's Delve.

**Pholaen the Worldweaver:** An elven wizard and member of the Mages Four. He has a mobile laboratory deep in the dungeon. Pronounced "Fo-layn."

**Pit in the Woods:** South of Dragon's Delve is a pit where, hundreds of years ago, locals threw criminals and madmen. The pit leads, eventually, to Level 9, where some descendents of those thrown in the pit dwell.

**Poet's Bridge:** An ancient stone bridge over the River Turant south of Brindenford. Site of a huge battle between the forces of Lord Saral and the Red Saint.

**Queen Ryssa:** A cruel dwarven queen of antiquity who forced her people to delve deep into the earth, creating much of the dungeon. Pronounced "Rie-sah."

**Ramscorn:** Ferocious orc barbarian that is the leader of the Bestial Host guards of the Beast God temple on the first level of the dungeon. He set out to explore and conquer the rest of the dungeon and can be found on Level 2 in area 51. See also The Stolen Bracer.

**Red Saint:** A powerful cleric named Azassarah that led an army against the forces of Lord Saral. Once he had defeated Lord Saral and cleared the upper levels of Dragon's Delve, he created a magical prison in which to place his enemies. Azassarah is pronounced "Azz-ah-sayr-ah."

**Rivenyk:** A demon lord that holds sway on Level 7. He was secretly worshipped by Duchess Chordille. Pronounced "Riv-en-ik."

**Scroll:** The troll priest-king of the Bestial Host. He dwells in the hills far from the dungeon but sends guards and priests there to watch over the temple on Level 1. In theory, he may visit himself one day.

**Sea of Eternal Storms:** A magical ocean far, far away. At least one terrible storm rages upon these waters at all times, making them virtually impossible to navigate. At the center lies the island of Khorant.

**Shakaran Titanslayer:** This human male sorcerer was one of the Mages Four and specialized in physical combat, enhanced by magic. Pronounced "Shah-kar-an."

**Signar Fuen:** Powerful adventurer who died in the dungeon. Signar was once a high-level fighter and explored much of the dungeon. He reached Level 14, where his party all died, and he was drained by

undead down to 3rd level. He was killed in area 2. In his flight from the dungeon, he lost an intelligent amulet on Level 12. Pronounced "Sig-nar Fway-en."

**Sillitta Ederus:** Cleric of Vune. Engaged to Whedon Rasholt. See the Temple of Vune

**Serrestique:** Female human wizard who came to the dungeon to seek information about the Mages Four. She used a number of chambers on Level 1, but is currently in stasis in the prison on Level 5. Pronounced "Sayr-est-eeek."

**Stoneseek:** Name that Queen Ryssa's dwarves gave to the location now known as Dragon's Delve.

**Teigel Fascher:** Male human shopkeeper in Brindenford that caters specifically to adventurers headed off to Dragon's Delve. He sells regular gear as well as the occasional magic item. See also Fascher's Supply.

**Tekunki:** A powerful spirit (a "fire god") that dwells atop the Angry Mountain on Khorant. Likely a representative of the gods or other forces that destroyed the original civilization on the island. Pronounced "Teck-oon-ee."

**Tenebrynn Glimmersight:** Male elf in Brindenford being considered for the town's council, despite the fact that he opposes the actions of the the Logger's Guild. Pronounced "Ten-ee-brin." See Logger's Landing for more information.

**Terregaunt:** A dark, brooding fighter. Terregaunt was a henchman of Lord Saral when he first came to Dragon's Delve, but

eventually became an important figure all his own. He built a tower to the southwest of the dungeon. Pronounced "Terr-ah-gawnt"

**Theophrastus:** Human sorcerer who has sealed himself up in an indestructible gem on Level 8 of the dungeon in order to awaken 1,000 years in the future (and to hopefully outlast his enemy Bargelos). Pronounced "Theo-frass-tuss."

**Tral-Ferrer:** A djinni lord trapped in Dragon's Delve by a strange curse for many years more than a thousand years ago. To enact his escape, he wove a magical carpet said to hold some secret of the dungeon. The carpet was divided into three parts.

**Twelve Secret Sigils:** Physical manifestations of the Dragon Prince's power in Dragon's Delve, these symbols have appeared throughout the dungeon. Finding and indentifying them will grant creatures power, usually having a draconic aspect of some kind. Each of the twelve sigils is more powerful than those that come before it, so the twelfth is the greatest of them.

**Uoto:** Half-celestial warrior who served the Red Saint. Now buried in Terregaunt's Tower. Pronounced "Oo-oh-toe"

**Urlaster:** Sorcerer from more than 100 years ago that explored Dragon's Delve. He lived in Brindenford, and his former home is now the tavern, the Lost Shepherd. He fashioned a key that provides one of the ways into the Prison of the Red Saint. Pronounced "Ur-las-ter."

**Urgan:** Oldest of the children of Kulaj, Urgan is the worker who uses the power

of the river for his own ends as he shapes steel and stone. Urgan is the Neutral Good god of the earth and metalworkers and stoneworkers. He appeals to dwarves, gnomes, and perhaps orcs. See the Temple of the River Gods.

His domains are Earth, Fire, and Good. His favored weapon is the warhammer and his symbol is a wheel with a hammer and gemstones set upon it. Pronounced "Er-gahn."

**Val Donage:** Retired female human adventurer who explored Dragon's Delve who now owns the Lost Shepherd. Pronounced "Val Don-adge"

**Vangell:** Human male sorcerer who explored much of Dragon's Delve and now lives among the pirates on Khorant. Pronounced "Van-gel."

**Venom Cult:** A secretive, evil cult devoted to murder, death, poison, and serpents. The cult uses a portion of Dragon's Delve as its base of operations, although it has secretly infiltrated the town of Brindenford as well. The cult's patron is Nag, a minor but extremely sinister god.

**Vesh:** Humanoid creatures descended from either blind cave fish or very deep sea fish, or perhaps both. These blind, freshwater carnivores are strictly subterranean and can be found mainly on Level 3 of Dragon's Delve, although a few have wandered elsewhere. Use locathah stats.

**Vraedix:** A magical information storage device based on a semi-sentient thinking machine the Mages Four discovered on

a different world. Found on Level 7 of Dragon's Delve.

**Vimble Mirhoffal:** Wealthy halfling male in Brindenford. Proprietor of Queen's Crafts. Pronounced "Vim-bul Meer-hof-al."

**Vune:** A goddess of light, purity, and charity. Most, but not all of Vune's clerics are female. Those that are not belong to a sub-sect called the Brothers of Charity and focus on aiding the poor, the sick, and orphans in the name of their goddess. The rest of the clergy is interested in spreading Vune's teachings of helping others before helping oneself. Vune's worship is widespread and extremely popular. Her clerics are often treated as a special, highly respected social class. See also the Temple of Vune.

Vune is Lawful Good. Her domains are Good, Healing, and Sun. Her favored weapon is a mace. Pronounced "Voon."

**Wendways:** A mystical conduit stretching through Dragon's Delve allowing near-instantaneous travel between key spots throughout the dungeon.

**Whedon Rasholt:** Head guildsman of the Logger's Guild. Engaged to Sillitta Ederus of the Temple of Vune. See also the Logger's Landing.

## BRING A GENIUS TO THE TABLE!

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