



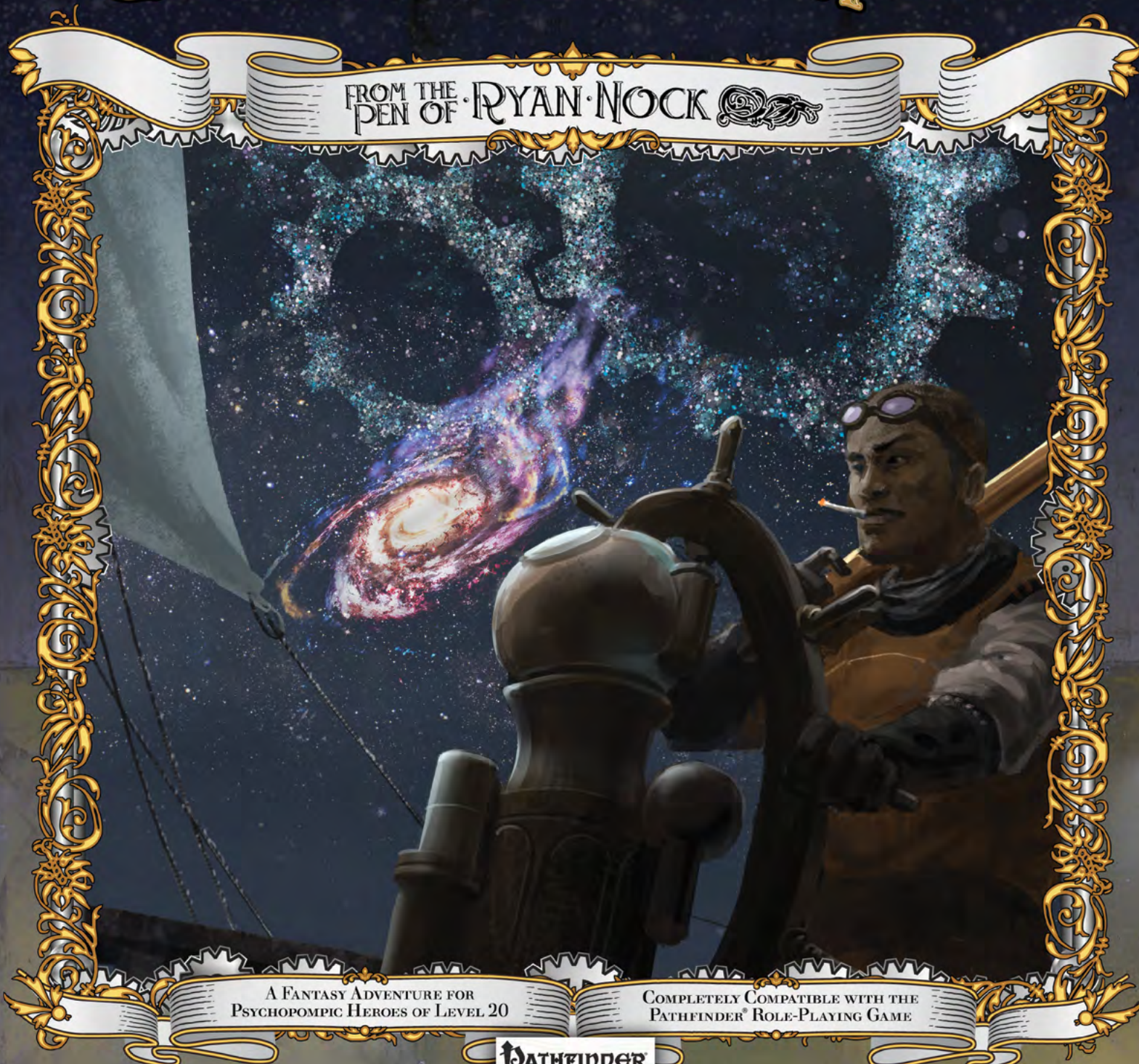
# ZEITGEIST™

THE GEARS OF REVOLUTION

PART  
12

## THE GRINDING GEARS OF HEAVEN

FROM THE  
PEN OF RYAN NOCK

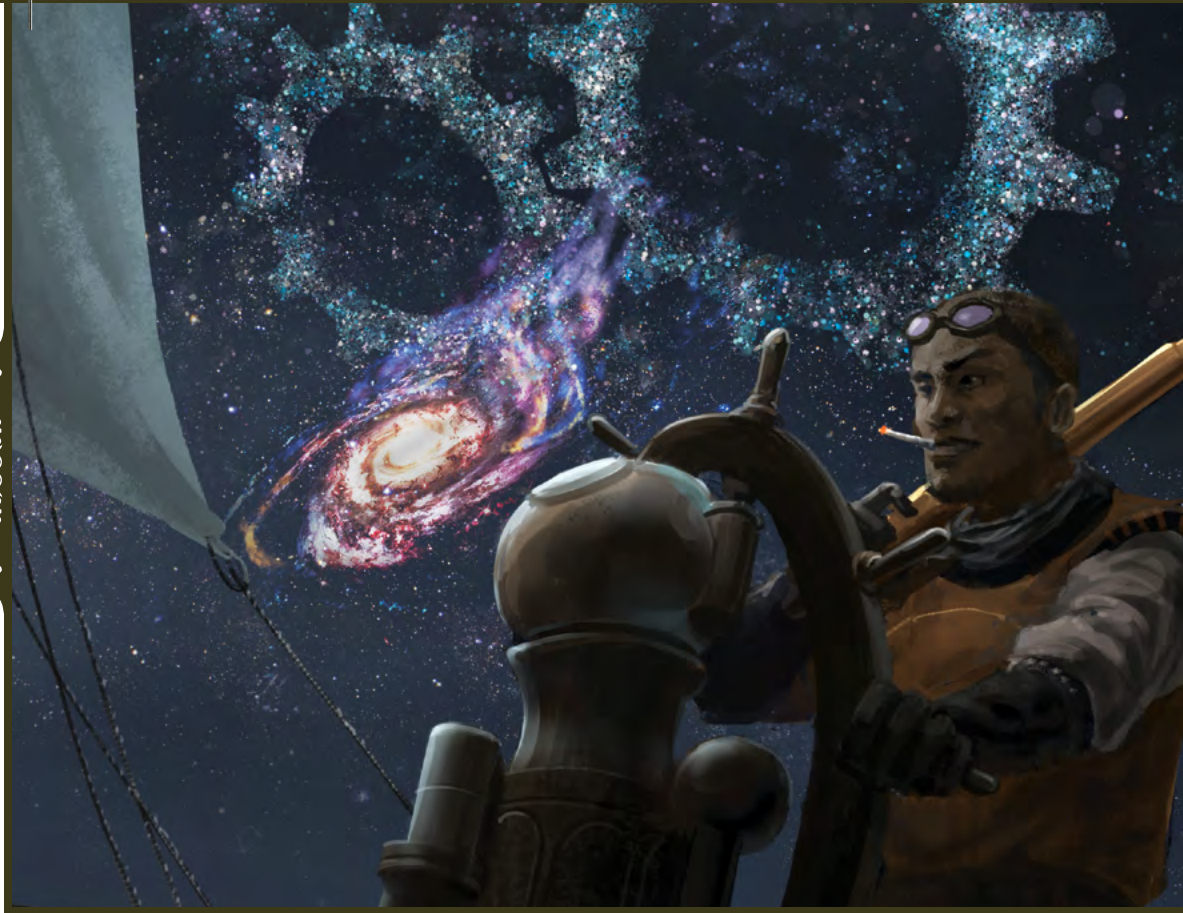


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# INTRODUCTION

## Wherein the End Has Already Begun

This all began with a squad of constables finding evidence of a conspiracy to mislead their nation's king and misappropriate their city's industrial material to some secret purpose. The mysterious group operated out of Cauldron Hill, a cursed mountain that loomed over the city – or more accurately the mountain's analogue in the Bleak Gate, that dark reflection of the world from which undead horrors are born.

Further investigation unearthed the scope of the conspiracy, whose interests ranged from archaeological digs of ancient rituals to arcanoscientific inventions that could more easily pierce the barriers between dimensions. They finally learned the group's name – the Obscurati. Aided by self-interested allies and saboteurs inside the organization, the constables penetrated the Cauldron Hill facility and discovered a three-hundred-foot tall mechanical colossus, which activated prematurely. The constables' king was able to banish the titan to the Dreaming, another reflection of the world, one ruled by faeries and other mystical creatures.

Though the colossus was temporarily driven away, the king tasked the constables with gaining control over it before their enemies could retrieve it. This mission took them to the other great nations of the world. They located the three key creators of the colossus – the Gearbuilder, the Steelshaper, and the Mindmaker. The last of that triad helped them infiltrate a gathering of the conspiracy, where they finally learned the Obscurati's ultimate goal. The colossus was to open an immense golden seal over a prehistoric ritual, which had linked this world to other planes and determined the nature of reality. By altering what planes were linked together, the Ob could control the fate of the world.

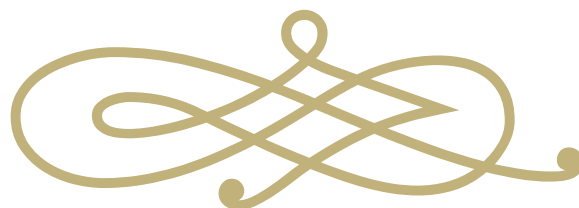
In many ways, the Obscurati had noble intentions, but their ruthlessness in pursuing those aims would make anyone hesitate to trust them. Delving into the history of the conspiracy's founders, Kasvarina and Nicodemus, showed they would sacrifice anyone to advance their plans.

Despite their best efforts, the constables were only able to defend their homeland from falling under the Ob's control. The conspiracy regained control of the colossus and performed their ritual, but something disrupted them at the last moment.

That interference came from the Voice of Rot – an immense fey creature that typically takes the form of a white serpent with a single eye. This world's manifestation of the very concept of death, he is something like a god, and in the Ob's meddling with reality he saw a chance to cause the wholesale destruction of the world. Whether the world's end would annihilate him as well or allow him to ascend to a true divinity is of little consequence to him. With his deceptive tongue he fostered cultists in many nations and planted saboteurs among the Obscurati.

At the moment that would have been the Ob's triumph, those saboteurs disrupted key elements of the ritual. The colossus was overcome by the intense energy beneath the ancient seal, and while the nature of reality was changed, the ritual was incomplete. The world, detached from its previous links to other planes, floated at the edge of the cosmos. It began to drift toward the Gyre, the graveyard of the multiverse where dying planes are annihilated to create the raw starstuff for new worlds.

The constables are now leaders of their homeland. They are renowned as heroes across their world. They need only embark on one last quest to undo the disastrous tinkering of the Obscurati and remake reality into an age of their own design. That quest will take them to the Gyre, where they will rescue other dying worlds to help restore their own, and where they must defeat the Voice of Rot. If they fail, their homeworld will be drawn into the Gyre and annihilated utterly, and all their investigations and heroism will have been for nothing.





## Climax Helix

We're trying something experimental for the finale of ZEITGEIST: THE GEARS OF REVOLUTION. We worry about players getting climax fatigue; once you've defeated an army of the dead and five or six monsters the size of an entire battle map, there's just not that much left that can threaten them. It's time to wrap things up.

The problem is, there are two main foes remaining – the **Voice of Rot**, who has coiled himself around the physical manifestation of the fate of the world so he can drag it to its final death; and **Nicodemus**, who after watching his best intentions to save the world instead turn to ash has decided to seize power and mystically force everyone to obey him.

We don't want to have a dramatic final battle against the Voice of Rot... and then have to rebuild tension again for another dramatic final battle, this time against Nicodemus. So we're doing them at the same time.

At the end of the first act of this adventure, the party is in the Dreaming, a manifestation of Av, which has a 'mirror' aspect. When that world smashes into the edge of the Gyre and shatters, the party is reflected in two. One version of them survives in the Gyre, while the other is cast back to the real world. Neither is aware of the other, initially.

In-game, we focus on the Gyre PCs first, who likely assume they're just on the next leg of their quest. They start to explore the planar motes of dying worlds, seeking energies they can use to re-do the Axis Seal ritual when they get back home. Eventually they come upon a plane where they find the goddess Srasama in a deathlike sleep, being watched over by a version of Nicodemus who was trapped here at the moment of the Great Malice, five hundred years ago. This version, who refers to himself by his birth name of William Miller, explains that the party has been split from their real selves, and that this version of them is trapped here forever. But they can send their memories from here to their selves in the real world if they willingly enter the cosmic gears that grind apart dead worlds at the end of the Gyre.

At that moment, in the middle of Adventure Twelve, we begin Adventure Thirteen, *Avatar of Revolution*. The PCs—having moments earlier witnessed the destruction of the Dreaming—arrive back in Risur, but months later than it should be. They aren't aware of what is happening in the Gyre, not yet at least.

They find their world almost completely bereft of free will. Their erstwhile ally Benedict Pemberton, who has managed to survive and hide, tells them that Nicodemus has stolen power from the Gidim and used the godmind phenomenon to take control of nearly everyone's mind in order to finally create his perfect society. With order restored, Nicodemus is now working at the site of the Axis Seal, trying to repair the colossus so he can redo the ritual.

The narrative then returns to the Gyre, where the party can then finish their exploration. To secure some of the most useful planes, they have to prove themselves allies to the survivors by rescuing prisoners or treasures from an infernal group known as the Golden Legion. When they are prepared to challenge the Voice of Rot, they land on the remnants of Reida, the plane of time, at which point we weave back to the real world. A montage sees the party calling upon various figures around the world they helped during the campaign, freeing them from Nicodemus's control and rallying enough support to perform the *sacrament of apotheosis* on one of the PCs, creating a literal Avatar of Revolution. Then the party heads to Axis Island to confront Nicodemus.

The moment they come within sight of the Axis Seal, we return to Adventure Twelve for its climax. The party defeats the Voice of Rot, and then destroy themselves here in order to send the vital information to their other selves.

Throughout this adventure, we'll have you keep track of how quickly the party links to the various worlds, and in what order. On Axis Island, in the climax of Adventure Thirteen, knowledge of those worlds begin to flood into the party's minds round-by-round, and as they contest with Nicodemus and his indestructible colossus for control over the ritual, their actions in this adventure will determine their options there. Effectively, the battle against Nicodemus and the battle against the Voice of Rot occur simultaneously, and only once the party defeats the fey titan does it become possible to kill Nicodemus once and for all.

If you want a more traditional ending you can do it the way we originally had in mind—fight the Voice of Rot, fly back to the real world, then do Adventure Thirteen—but we think this more meta-physical structure nicely weds the local and the cosmic scope of the campaign. And if the party in the Gyre dies, their other selves will receive flashes of what they experienced, enough that they might have the slimmest hope of still saving the world.

## Frayed Threads

It's not necessary to tie up every loose plot thread. While we want to encourage the party to leave quickly for the Gyre, there are myriad personal matters they might want to resolve before setting out on a mission they don't know if they can return from. You don't have to give them closure on everything—especially not the personal matters—but here are some setting-level topics you might want to consider revisiting.

- ♦ Who's in charge in Flint's government? How have they been received by the citizens?
- ♦ How much tension is there between industry and the workers now? If Ob-loyal forces conquered the place, industry is humming and those who speak out are reeducated via magic.
- ♦ Who runs the RHC?
- ♦ What are the fey titans up to?
- ♦ How have the major cities of Risur—Flint, Slate, Shale, and Bole—been affected by the invasion?
- ♦ How many major Obscurati figures are still at large? Nicodemus, Han Jierre, Lya Jierre? Depending on who your players remember from the convocation in adventure seven, *Schism*, you could drop mentions of some Ob officers who survived and are still at work around the world. Certainly bring back any Ob officers whom the PCs possessed, if any of them survived.

## Obscurati Control

Danor is still loyal to the Obscurati, and the nation is fanatically building war machines and training armies unless the party helped fend off the Godmind, in which case the population is divided, with many protesting and demanding a peaceful resolution of conflict. A major figure in the debate is **Gardienne du Cherage**, an Ob officer (mentioned in adventure seven) who originally was responsible for making Danor less hostile to Risur. Now she's doing mental gymnastics to convince Danor they must liberate Risur's masses—who yearn to become civilized like Danor—from the superstitious leadership of the PCs.

## ADAPTING THE ADVENTURE

First, if you decided to buy the twelfth adventure in a thirteen-part adventure path without intending to play the rest of the series, thank you, you crazy strange gamer you.

Second, 20<sup>th</sup> level adventures give PCs the ability to save a world in an afternoon. You can easily get the party into the Gyre by changing their motivation. Maybe they need to go here to get a Macguffin, and the Voice of Rot is simply the guardian at the edge of the Gyre who keeps people from escaping. Or perhaps a villain from your own game can take the Voice of Rot's place, as perhaps he tries to use the power of the Gyre to reawaken an ancient kingdom, or destroy the world, or whatever other hip thing super-villains are doing these days.

Drakr might be completely leaderless if Komanov destroyed the government in Trekhom, in which case the army and navy are under Han Jierre's command. Otherwise, even if the party saved the day, Drakr is still officially allied with the Obscurati, with **Hastenschrieff Willimarkanova** (a dwarf philosopher who was an Ob officer mentioned in adventure seven) sending down dictats from Nicodemus to the politicians. The nation's arcane forges have begun crafting mechanical humanoid constructs to use as soldiers, which have the benefit of perfectly obeying orders but not having a mind that makes them susceptible to the hivemind phenomenon.

Crisillyir is in disarray, either because the leadership all died, or because Sigismund's god trials scattered them and ruined the chain of command. In the vacuum, the Crisillyiri military has fallen under the command of Danoran **General Shane Wallisonne** (a human who was an Ob officer mentioned in adventure seven).

Elfaivar has been placed under the technocratic rule of **Solace Petrov**, a human economist (mentioned in adventure seven) who has catalogued the resources of the newly-cooperative eladrin survivors and brought them into the world economy by having them sell all manner of magic items once hoarded for an eventual war against the Clergy. In any event, **Kasvarina Varal** is not in Elfaivar. Nicodemus has either kept her imprisoned or kept her as his right hand, depending on how things shook out in adventure eight, *Diaspora*.

### Axis Island

After retaking the island in Adventure Ten, Danor's forces have dramatically increased security. Teleportation traps redirect potential intruders. Regular divinations warn of approaching threats by sea or sky. Two lux cannons have been mounted on turrets in the fortress and sea gate to deter attacks. Factories have been restarted to produce construct warriors, as well as equipment to repair the colossus.

### Kasvarina and the Colossus

One mystery is likely what happened to Kasvarina Varal, who was separated from the party at the end of Adventure Eight, when she either joined the Obscurati—in which case she works at the right hand of Nicodemus—or when she rejected the Ob but was carried away by wild teleportation magic—in which case she was deposited in Elfaivar but has since been captured and kept prisoner because Nicodemus hopes to still use her.

In either case, she'll appear in Adventure Thirteen and have a strong influence on the actions of the colossus Borne.

## A DIFFERENT KIND OF UNDERWORLD

Classic mythic archetypes see the hero entering the land of the dead on his greatest quest, before returning home with a great boon. The Gyre fills that mythic role, while also providing a bit of picaresque grandeur at the end of the campaign. ZEITGEIST is ultimately about deciding what the world should be, and so it seems appropriate to show a variety of possible worlds to suggest to the players that they don't have to settle for what's normal.

Adventure Thirteen is the end, and if your players want a technological utopia, an orgiastic empire where they are the god-kings, or a pastoral return to humble nature like something out of Tolkien's Shire, this is their chance. Maybe they'll come to a consensus, or maybe they'll end up fighting for who gets control, or perhaps they'll be boring and decide it's not their right to decide the fate of the world and just put it back to what it used to be: a world whose nature was decided ten thousand years ago by a bunch of alcoholic orcs who were high on primitive druidic narcotics.

*The Grinding Gears of Heaven* begins with the destruction of Av and ends with confronting the Voice of Rot, but in between it's very free-form. There are thirty planes to explore, and we hope that we've provided enough options and details for you to round out your campaign the way you think your group will best enjoy it.

We're conscious of the backlash against the ending of the **Mass Effect** trilogy, so if your players want some high-powered fun and aren't in a rush to get to the climax, let them have an odyssey through the Gyre. If they are the nostalgic types, well, the Bleak Gate crashed into the Gyre too, so ghosts of dead people the party might enjoy encountering could be wandering around the motes of dying worlds. And if they're seriously just ready to finish this campaign after nearly five damned years, they can barnstorm their way through each plane in ten minutes, then ram their airship into the Voice of Rot and get to beating the Obscurati back home.

This adventure is a last hurrah, so make it as silly or somber as you want. Some underworlds are filled with fire and demonic spiders, and others are endless fields of grain where your wife and daughter enjoy peaceful eternity, but a few have dancing calypso skeletons with a lot of tequila.



## BROKEN MIRROR

We hope you players will respond well to the twist that the destruction of Av creates two copies of their characters, and we suspect most will get a kick out of having an opportunity to pull the classic heroic sacrifice while still having another version of themselves survive. It also gives you a chance to gruesomely murder the PCs one by one in the finale against the Voice of Rot, and I'm sure after a campaign this long, that would be quite cathartic.

## Adventure Tone

True, the Obscurati took control of the world and convinced most nations to ally with them in creating a new world order, but their current level of domination will vary wildly depending on the party's success.

At this stage in the campaign, the PCs might have undercut the Ob's power base by saving Danor, Drakr, Ber, and Crisillyir from various doomsdays, resulting in a secure Risur that just needs to wrest control of Axis Island back and perform the Axis Seal ritual. Or they might have let Cherage be annihilated by a godmind, Trekhom conquered by Komanov, Alais Primos left an unholy mound of smoldering basalt, and Seobriga transformed into a farm of madness by the Gidim. Risur could be in chaos – its defenses shattered but the occupying armies left without leaders from their homelands to guide them, so they turn to Nicodemus for guidance.

The tone of the adventure will vary based on the circumstances the PCs have found themselves in – heroic and triumphant if they are in good standing, or a desperate last-ditch effort if everything is falling apart. In either case, we plan to throw the party a curveball to make sure the stakes are appropriately high in the final adventure.

## Act One: Turning and Turning

Those who are allied in resisting Nicodemus and the Obscurati make plans to send the party into the Gyre. By now the party should have the details of the ritual of the Axis Seal (recovered from Crisillyir), a Gidim *vortex array* (recovered from Ber) to sense the energies of worlds and determine whether they would be useful for the ritual, and possibly the left eye of the Voice of Rot (recovered from Drakr), as well as an understanding that they're probably going to have to face the fey titan.

The Gyre is full of motes of dying worlds, each barely thirty miles across, which clump up near the mouth of an immense nebula that resembles two spinning cogs. There the worlds are slowly eroded by the 'gear teeth' of the nebula, until after untold centuries they are drawn into the mouth of the Gyre and finally crushed.

The party (or their advisor Harkover Lee) can discover from the Axis Seal ritual how to form a metaphysical bond to a plane, which they'll need in order to use a plane in the Axis Seal ritual. For most the process is challenging and perilous, but the party has the will of a nation behind them, and immense experience to boot. For each world they want to bond to, they'll need to land on one of the world-motes, find a place of

importance, and craft a golden icon that is linked to that plane. The process takes a month if done with brute force, but if you properly understand the plane (i.e., learn how it died and ended up in the Gyre) or become a hero of it (i.e., do a great favor for any survivors living there), crafting takes only an hour. The icon can be used by anyone in the Axis Seal ritual, which will need eight different planes.

The Ancients who first performed the Axis Seal ritual bonded to eight of the myriad planes of the multiverse, because they had access to them all. But something that went wrong with the Ob's ritual left them cut off from most of reality. The planes of the Gyre are the only options they have.

## Small Medium, Large Ego

During the party's deliberations, a halfling spirit medium contacts them, claiming he has a message from notorious celebrity and adventurer **Rock Rackus**. Rackus, who bodily possesses the short spiritist, reports that devils in an impressive golden airship, wearing impressive gold chains, have attacked Thistle Palace and are enslaving people. He had been dating this ghost woman, and she guided him to safety, through a crack in the earth. Av, he claims, is hollow. The outside of the shell is the Dreaming, and the inside shell is where the Bleak Gate lies.

Rock tells the party to hurry up and come save all the faeries. He can tell them how to get there.

Telescopes and skyseers verify that the planet Av—currently the farthest planet in the night sky—is drifting near the Gyre. They predict soon it will be shorn apart by the nebula, and some remnant of it will join the other world motes. (Conveniently, these world motes seem to 'float' in the aether, with a consistent 'up' and 'down.' They don't obey real-world gravity.)

## Flying into the Underworld

The path to the Gyre begins above Cauldron Hill in the city of Flint. There the veil between the real world and the Bleak Gate has always been thin, and if the party flies their airship over the mountain at the correct time they'll be drawn through a planar rift. They arrive above the Cauldron Hill analogue in the Bleak Gate, where Rock can guide them back to the Dreaming side of the world.

They find Av—the plane of dreams, which creates two reflected versions of the real world—mere hours from crashing. The Gyre fills the sky. They're almost immediately set upon by soldiers of the Golden Legion of Egal the Shimmering, an extraplanar foe teased as early as back in Adventure Two, *The Dying Skyseer*.

The Dreaming has been conquered by the legion – or rather a sliver of the legion that has survived in the Gyre for thousands of years, constantly conquering new worlds as they are drawn in. (Millions more legionnaires serve Egal the Shimmering in some layer of Hell, which is beyond the scope of this campaign.) Av is the legion's newest acquisition, and their focus is on Clover, the largest city, where they plunder whatever gold they can find. The legion uses gold chains to bind slaves and turn them into loyal warriors

## LAST FAREWELL

You may be tempted to try to wrap up all the loose ends before the party sets out on this adventure. Characters have families to protect, enemies to give come-uppance to, personal goals to achieve, and other story arcs. But remember that a good story not only has a dramatic climax, but also a satisfying denouement. From an old French term for ‘untying a knot,’ you want to unravel all the complexities that the campaign has produced and leave a sense of normalcy for the characters and catharsis for the players.

When it comes time for the party to say their last good-byes in case their mission to the Gyre fails, try to engineer a few relationships that don’t get resolved. You can always use them for a pleasant wrap-up after the world is fully and properly saved.

## RISURI GOVERNMENT IN EXILE

If the PCs took too long in adventure eleven, *Gorged on Ruins*, Risuri might have fallen to the invading armies. We assume the party gathers in Flint for their final mission, but they might instead have to meet their allies in secret, perhaps in a Yerasol island or in the caves of the Anthras Mountains where they’re hidden away by Granny Allswell.

## Perchance to Dream

The party ultimately just needs to hop from the Dreaming to the other worlds of the Gyre, but they may have friends in Clover they want to rescue, or they might feel some obligation to try to save the whole plane. The Golden Legion has airships of its own, so some of the fey could escape and fly back through the rift inside the hollow shell of Av, but most of the plane is doomed. If the party wants to save innocents, they’ll need to bond with Av and create a new golden icon for it, which will let them (mostly) restore the plane when they perform the Axis Seal ritual in Adventure Thirteen.

Bonding with Av requires the consent of the monarch of the Unseen Court (exactly who that is depends on the party’s actions in Adventure Nine), and so the party can try to defeat the defenders—many of whom are fey enslaved by the legion’s golden chains—to reach the palace throne room. Unfortunately, the monarch already has been captured and enslaved, and the legion’s airships have carried him or her away to their base on the world mote *Egalitrix*.

In any event, it’s not long before meteors begin to smash into the surface of the world, shattering it like the glass orb it is. Fire begins to explode up from the hollow center, and as soon as the party makes it to their ship they’re knocked unconscious as the plane crashes into the edge of the Gyre and is obliterated.

For a moment, the party dreams that they’ve been shunted back to the real world, and that they’re stranded, unable to return to the Gyre, unable to find a way to defeat the Obscurati. Then they awaken amid debris of the dead world.

## Act Two: Spiritus Mundi

They see massive boulders threaded with gold, signifying they have found **Urim**, one of the planes originally linked to their world. A few surviving legionnaires attempt to finish off the party, and the battle is complicated by immense undead spiders – servants of the Voice of Rot who serve as his eyes throughout the Gyre. The fey titan knows the party is coming, and he sees them as peers of a sort because they have fought before, so he will wait for them to witness as he destroys the world. He’ll still sic the spiders on them, though, because he wants them dead.

After the battle, a prospective ally finds the party and offers to guide them through the graveyard of the multiverse.

Over thirty planes in various states of annihilation float and crash against each other as they slowly are drawn toward the teeth of the Gyre. The party needs to bond with at least one plane that possesses energy of each of the eight elements of the Axis Seal ritual – Air, Earth, Fire, Water, Life, Death, Space, and Time. We intend to damage their ship a bit so they have an incentive to explore and get supplies for repairs, rather than rush straight to the Voice of Rot. But generally they’ll have free rein to explore a handful of planes every day. If you prefer a long exodus you can cripple their ship entirely and force them to trek by foot and spell (and giant undead tortoise) between the floating island worlds, though the adventure assumes they’ll have their ship for some of the final encounters.

We also expect the party to use the Gidim *vortex array* so they can tell generally what energies are active in nearby worlds without having to land on them. There isn’t an actual deadline for how fast the party explores—the Voice of Rot will wait up to a year to have the PCs witness the end of their world—but the *vortex array* should let the party feel like they have more control over their journey.

Bonding with a plane originally linked to the party’s world is a quick process, but for the other planes it is necessary to either accomplish a quest to aid the survivors or to discover the cause of the plane’s demise, so that it will not be forgotten. This provides a bit of investigation for the ‘constables’ even while they’re far from street crime. Finding out these secrets won’t be particularly hard, of course, given the magic likely available to the party.

Each plane offers some different trait that would influence the new world the party will create (see GM’s Map – Gyre Exploration for more details). There are a mix of good, decent, and terrible options, which should give the party a lot of leeway in creating a new world. Some planes are bad for the long term, but they could prove tactically useful while battling Nicodemus for control of the Axis Seal in Adventure Thirteen.

## General Plan

We assume the party will want to bond with **Av**, to use it as a plane of life. However, the monarch of Thistle Palace has been claimed by the fiendish commander of the Golden Legion, His Celestial Eruption General Paelyrion XVIII, which means the party will need to attack **Egalitrix**, their flying volcano fortress plane.



The party might keep the existing fire plane **Jiese** which enabled the industrial revolution, but they have a few options if they would rather the world stop being steampunk. The original plane of **Mavisha** is still fine for water energy, but the telepathic sea monsters of **Shabboath** have claimed it so unless the party wants them hitching a ride they must be driven back. **Urim**, the same plane of earth the party's world originally had, is still perfectly serviceable, but since we offer few good options for planes with Space energy, we hope they'll use Urim for Space, which is its secondary energy trait.

In its place as earth plane, the fan-service option is **Dunkelweiss**, a plane crafted as a tomb for a dwarf king, where the streams are literally beer. But to bond with it the party must recover artifacts stolen by the pirates of **Hunlow**, an evil god trapped in the form of an ocean. That god handily can be goaded into killing the sea monsters of Shabboath.

The safest air-aligned plane, **Caeloon**, is controlled by flying monks, one of whom befriends the party and hopes they'll rescue her master after they bond with the world. The master was taken by the Golden Legion, giving the party another nudge to attack Egalitrix.

**Iratha Ket**, a surprisingly friendly plane of death, is being threatened by an aggressive and semi-intelligent dwarf sun **Obliatas**, which can be lured away, driven off, or outright destroyed with powerful enough magic. However, Obliatas can also serve as any type of elemental energy, which could create a moral quandary.

Finally, the jungle plane **Ascetia** provides time energy, but more interestingly it is home to a lighthouse built by a reflection of Nicodemus. Nicodemus was present at the events that caused the Great Malice, and was fleeing through a dimensional portal right as the eladrin goddess Srasama died. The explosion of energy fractured him. In the real world he survived as a ghost and went on to pose as a philosopher, using his birth name William Miller. That attempt at peace was trampled by the Clergy, so he abandoned his 'William Miller' identity, then eventually founded the Obscurati.

But at the moment the Great Malice occurred, a reflection of Nicodemus was cast into the Gyre, along with the dead goddess and the spirits of million of eladrin women who perished simultaneously. This man, who still calls himself William Miller, holds vigil over the body of the dead goddess, and he built the lighthouse to show the Gyre that it was still possible to create something amidst all this decay. That act had the strange effect of keeping Ascetia stable and motionless for five centuries, while countless other planes have drifted past and been consumed.

### Inflection Point

William Miller—the reflection of the Nicodemus who is the party's nemesis—is vaguely aware of what his other self has done in the real world, having gathered news from the spirits of those who died since the Great Eclipse and ended up in the Gyre. He knows from experience that the PCs are trapped here, and that their options are either to survive as long as they can in the Gyre, or to cast themselves into the gears. If they take the second choice and have the proper mental preparations, their memories will flood back to the real world and join with the other reflection of themselves.

It's at this point in the game where you can begin Adventure Thirteen, *Avatar of Revolution*, though the versions of the PCs in the real world will be oblivious to what's going on in the Gyre. Their consciousnesses won't interconnect until near the climax of the two adventures.

After some action in the real world, the focus will return to the version of the PCs in the Gyre. We expect they'll visit the lighthouse and meet William Miller before they attempt to attack Egalitrix, and so the battle with the Golden Legion will likely wrap up the second act of this adventure. But if they don't want to keep Av, they might simply skip that battle and push onward. Once the party has finished exploring the Gyre (and hopefully has settled on which planes they intend to use in the Axis Seal ritual), the focus follows the real world until the party arrives at Axis Island.

Then we slip back to the Gyre, where the Voice of Rot awaits just outside the grinding gearteeth.

### Act Three: Blank and Pitiless

One of the planes originally linked to the party's homeworld was **Reida**, known as the arc of history. A planet-sized incomplete ring that gleamed silver in the night sky, it was said to contain the entire fate of the world, tracing an arc around it like the passage of the hands of a clock. The final moment captured in it was when the Obscurati completed their ritual and detached it from the world, and though it no longer shapes the planet's future, it is tied in a primordial way to the world's past.

The Voice of Rot entered the Gyre, found the drifting world, and wrapped his coils around it, then used magic to pull the plane to within a breath of the Gyre's teeth. Though once a vast world thousands of miles in diameter, in the Gyre Reida has shrunk to only a few hundred feet across. If it were left alone it would eventually be ground apart, but if it is destroyed while the Voice of Rot clings to it, he'll channel its destruction across the whole of history, snuffing all life on the PC's homeworld.

Intense winds draw debris toward the Gyre, making it dangerous to fly near Reida, and spelling a near certain death for anyone knocked off the plane. The Voice of Rot, out of a perverse sense of fey fairness, waits to destroy the world until the party is present to try to stop him. But he has grown stronger by feeding off all the death in the Gyre, not to mention the temporal magic of the ring he is wrapped around.

### Battle Across the Ages

The surface of Reida is charged with history, and those who touch it cause it to manifest phantoms of the past that, with a bit of willpower, can become temporarily real. Starting at roughly "eight o'clock" on the ring and progressing clockwise, different sections represent eras of the ancient past, the time of the founding of Risur, the era of the Great Malice, the Yerasol Wars, and recent events.

Because the Voice of Rot was present throughout all these ages, here on Reida he cannot be harmed unless he is simultaneously attacked in two different eras at once. Additionally, while his titanic fangs are deadly and his magic can turn the land against them, the primary threat is his voice. As he speaks, the plane around him slowly decays, as history itself withers away. This can only be stopped if someone else is near him as he speaks, but the colossal serpent constantly slithers around the ring. The party is thus forced to spread out across history.

(You might need to adjust the exact pace of how fast the world decays. Some groups will aggressively attack, so you'll need to push the timeline so the drama escalates before the fight ends. Other groups might be more defensive or chatty, and we don't want to force them to rush during an epic showdown.)

During the battle, the party might seek answers to history's greatest questions by exploring past eras, and they can call upon allies such as the orcish Ancients who crafted the Axis Seal, King Kelland who founded Risur, and perhaps even foes they have previously killed during the campaign. (Psychopath or not, Lorcan Kell wouldn't approve of the world ending.)

After a grueling fight on a world that is literally disintegrating beneath them, perhaps the world's history is destroyed, and the PCs will all plunge into the Gyre, their souls being devoured by the Voice of Rot as he ascends to godhood and finds new worlds to destroy. But if the party manages to preserve at least part of Reidia until the Voice of Rot is defeated, the fey titan loses his grip on the plane and is pulled into the teeth of the celestial gears, screaming in denial as he is utterly annihilated.

## CLIP SHOW

One fun thing you can do during this battle is have the party literally walk through their own past. A PC might be knocked into a phantom of their first infiltration of Axis Island, or witness again an argument with a now-dead friend. Nostalgia is powerful, and if the fight ends with the Voice of Rot having destroyed all the ring except for the part nearest the 'end of time,' having the whole city of Flint cheering the party on is pretty damned perfect.

## USING CHARACTER THEMES

Dockers find an easy rapport with the pirates of Hunlow (plane 33), and a few of the scalawags might want to team up to topple Admiral Taracle. Eschatologists find many people willing to discuss the end of the world, since everyone here has experienced it in one form or another. Gunsmiths should have a chance to use the fusils of the Golden Legion against them, perhaps even retooling the burning brand tower to fire at the legion's command center.

Martial Scientists can learn the *stance of the paper wind* from the monk Calily. Skyseers should have strong and clear visions of the threats each world poses as they approach. Spirit Mediums can commune with many dead planes to ask their histories, especially the plane Bhoior (plane 41) which can serve as a sort of ferry for the party and their allies. Technologists have the best chance of sabotaging the fortress of Egalitrix, and Yerasol Veterans don't really have much going for them at this level. Sorry.

Vekeshi Mystics have the greatest opportunity of any character theme, as they will find a remnant of the goddess Srasama on Ascetia (plane 24).

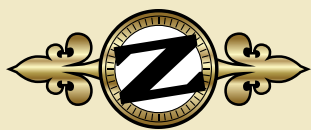
## FINALLY

With the Voice of Rot defeated, the time comes for the PCs to plunge willingly into the Gyre. In so doing, they'll carry all their knowledge about the planes to their selves in the real world. Any planar icons they carry will magically manifest in the real world, for the icons are a physical representation of a metaphysical connection.

The actual passage through the Gyre will be surreal, like the end of 2001.







# ACT ONE: TURNING AND TURNING

## BRIEFING

### Social. Real-Time.

*The party's allies prepare them for a mission to the stars.*

We have to keep some details generic for this scene because the circumstances around it depend heavily on how well the party has defended Risur, which NPCs are friendly with the party, and who has managed to survive this far. If it's in Flint, it likely takes place at the governor's mansion; in Slate at the royal palace; and if Risur has fallen the party need to gather their allies aboard their airship and hold the meeting far from anywhere in particular.

In any case, we suggest you have it occur at 'noon,' when anyone who looks skyward can see the Gyre is growing closer. Harkover Lee assembles burning reagents for a ritual. Stover Delft scowls and chews tobacco while shuffling through reports from his agents. Gale paces—or rather floats back and forth—and keeps glancing around as if she expects someone to attack. Brakken of Heffanita quietly reads the surface thoughts of aides who come and go just in case any of them might be mind controlled.

Other possible allies who would be present include Viscount Inspector Nigel Price-Hill and the constables of the 'B-Team' from earlier adventures, Morgan Cippiano from Crisillyir, and Kvarti or Vlendam from Drakr. It might even be all hands on deck, with former hostiles like Duchess Ethelyn or maybe even Sijhen present.

Make sure *not* to have present the Beran spymaster El Extraño, nor Benedict Pemberton. Even if Pemberton wasn't seemingly obliterated in front of the party's eyes in Adventure Ten, the old dragon prefers to operate in secret so he won't come, but he might send a duplicant of his chief advisor, the gnoll Pardo. Likewise, actual world leaders like the Bruse of Ber or the new rulers of Crisillyir cannot afford to come, but if the party is on good terms with them they might have sent envoys.

This isn't a final hurrah, though, so don't feel compelled to bring everyone in yet. That said, one person who would be very interested in the party's upcoming journey is the demoness Ashima-Shimtu, who would like to leave this world. She's been here since the Axis Seal was first erected, and while she doesn't have any special knowledge here, she's curious enough to want to watch.

### Undoing the Obscurati's Ritual

Let the PCs direct the discussions, but Harkover Lee offers guidance to steer the party toward a journey to the Gyre. He points out that undoing the changes the Ob wrought in the Axis Seal ritual will give them an upper hand in freeing the world from the dominion of Nicodemus. Perhaps more urgently, the ritual offers a way to avert the looming threat of the Gyre.

The following information might be discovered by the PCs' own observations, or by allied astronomers and skyseers, but use Harkover to explain anything the party doesn't understand.

After final preparations, the party flies their airship across a rift over Cauldron Hill to the plane of the Dreaming.

## MEANWHILE IN THE APOCALYPSE

The following news reaches the party from around the world.

**Shedding Skin.** Around the world, huge numbers of snakeskins are being found, all white and hollow. Snakes are dying en masse by constantly shedding and reshedding their skin until muscle and bone becomes visible.

**Pardon Me.** Prisoners across Risur seek pardons so they can be with family. However, two unrepentant prisoners—the dragonborn brothers Eberardo and Valando—desire release solely so they can fight in Risur's army and burn as many people in the opposing armies as possible before they die.

**Utopian Societies.** While most of the world fell to chaos recently, Obscurati control has been impressively solid in the Malice Lands and Elfaivar, where there was little existing government to contend with. Model communities have sprung up, each an experiment to test different ways of solving local problems. The residents are all cooperative, or so report the Ob-endorsed couriers.

**One-Armed Rebel.** In rural Ber, a one-armed eladrin who had lived harmoniously with the locals for centuries was attacked for unknown reasons by government forces. The government lost the engagement, and the fugitive has disappeared. Local newspapers received boxes with grisly trophies from the battle, and letters allegedly from the fugitive demanding, "Kasvarina should come face me herself."

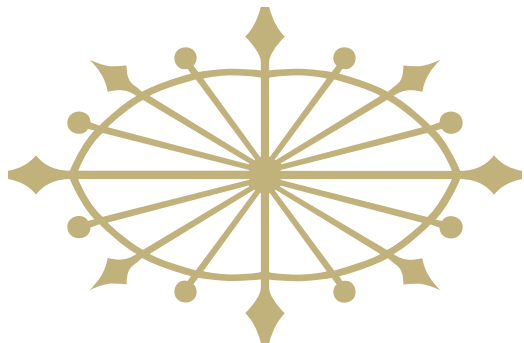
## Explaining the Axis Seal Ritual

The Axis Seal Ritual is detailed in a document the party (hopefully) recovered in Adventure Eleven. If they did not get that document, all the best minds of Risur can surmise is:

- ♦ The ritual seems to need eight different planes, though just what determines a good match is unclear. The Ob kept Jiese, and they moved Av, but the other six planes were swapped out.
- ♦ The Axis Seal had a golden cover, and Danoran excavations on Axis Island discovered golden icons linked to the worlds of the night sky. The party likely recovered at least one of these icons (Nem, Avilona, or Urim in Adventure One; or Apet in Adventure Three), so they can figure out how to craft similar icons. Crafting one requires visiting the world you want to link to, and the only place available with worlds is the Gyre in the sky above.
- ♦ Very dangerous energy is pouring out of the center of the ritual crater on Axis Island, and the sun was at the center of the planetary system. Since the sun is missing and the seal is open, maybe something needs to be put in the middle, or maybe the seal just needs to be closed.
- ♦ It's unclear how to survive the energy of the seal, but even the colossus wasn't strong enough by itself. It required defensive magic performed by Ob mages in nearby bunkers, and when someone killed them, the seal's power tore the colossus apart.

If the party recovered the ritual text from Alais Primos, they additionally know:

- ♦ You need at least one plane with each of eight energy types – Air, Earth, Fire, Water, Life, Death, Space, and Time. Most planes have two primary energies they can be used for. Each world chosen will lend some of its nature to the party's homeworld.
- ♦ Any physical object can function as an icon for a world; the Ancients just used gold because they had tons of it and it was long-lasting. Crafting an icon requires visiting a world and channeling its native energies into an object, which it absorbs over several days. Then you need only to mark the icon with some symbol to represent the world.
- ♦ The sun will appear when the ritual cover is lowered.
- ♦ The Ancients had specific chants performed by several hundred allies at the site of the ritual to keep the energy from going out of control. The Ob apparently used those same chants, and it was working until they were sabotaged. (In Adventure Thirteen, we'll recommend the party has their allies around the world chant – quantity overcomes distance, protecting them even if they don't use the *Sacrament of Apotheosis*.)



## Threat of the Gyre

Gale, who has long been friendly with the skyseers, points out that the Gyre is drawing near. A group of young skyseers collaborated with astronomers from Slate, and they tuned telescopes to examine the Gyre's structure. They saw small fragments of worlds float near the teeth of the grinding nebula. Already it is close to consuming Av, the plane of dreams. Av is no more than a few days from destruction, and the party's homeworld will be taken a few months later, a year at most.

Since the various golden icons and the golden plate of the Axis Seal itself were decorated with constellations that depicted the world's place relative to the stars, it seems a fair bet that completing the ritual and closing the seal will return the world to where it used to be, safely away from the Gyre.

Harkover is trying to test a planar travel spell to reach the Gyre, but so far he has been unsuccessful. Divinations have suggested that a path will be revealed to them soon, though.

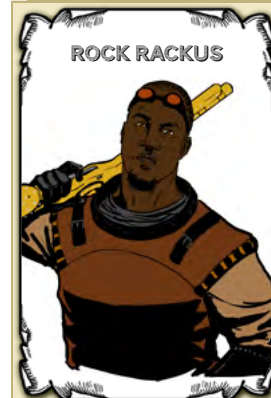
## The Mission

Someone needs to enter the Gyre, visit the remnants of the worlds there, bond with them, then return and use those worlds to link this world to a new system of planes. Then they'll need to close the seal, which likely is now guarded by Obscurati forces.

Sure, the PCs could send someone else, but for something this unknown and perilous, there's only one choice for whom to send.



The aged Beran seems more comfortable now that the PCs are aware of his secret, that before he swore allegiance to Risur he was a dragon tyrant named Inacht the Hex-Eater. Straight-backed and virile despite appearing to be in his 60s, Lee speaks crisply and passionately. He always dresses in reds and golds and carries a solid gold orb tucked into his robes.



Rock Rackus stumbled his way to national celebrity, then kept on stumbling ever higher. Most people throughout Risur saw him as an idiot at best, a blasphemer at worst. But he leads a charmed life, with his strange mix of oblivious narcissism landing him in hot water but never quite getting him killed.

He wields a diamond-encrusted gold pistol that was a prize for cuckolding the fey king of the Unseen Court. An unlikely expert in teleportation magic, Rock used to rob from ancient tombs and give to the working man, but he was never quite at home among the working class. After being fake-killed in the

Dreaming, he realized that he and the fey think alike, and now that they are in peril, he's determined to prove himself more than a buffoon.



## CREATING A PLANAR ICON

To create a planar icon, characters must succeed two DC 30 checks – one Knowledge (planes), one Spellcraft. A single character can make both checks, or two can cooperate. Once a character has formed a link with a plane, he channels the world's energy into some small object that will act as the icon. Any handheld object can function as an icon. The time it requires to create the icon depends on how strong a bond the character has with that world.

If a character is studying the plane from afar (such as by a telescope as the Obscurati did on Axis Island), it takes a year to craft the icon. Actually being on the plane reduces the time needed to a month.

Whenever a character begins to make an icon he intuitively knows that this would go faster if he could form a meaningful bond with the world. That entails either accomplishing a great quest for the survivors of a world, or sufficiently understanding the cause of the world's demise if there are no survivors. If the character has such a bond, crafting the icon only takes a month from afar, or only an hour if the character is actually on the plane.

Because the party knows exactly what happened to the planes that were linked to their world, they only need an hour on Avilona, Av, Mavisha, Urim, Apet, and Nem. (Reida is going to be destroyed before the party can get a chance to bond with it.)

After an icon is created it steadily absorbs energy, and over the course of a few centuries it will become a magic item with some minor powers related to its plane, which some future adventurers can find.

### Small Medium, Large Ego

"I've learned to cast *sending*," comes the voice of Rock Rackus inside one of the PCs' heads, "and the fey taught me some tricks about teleporting. Where are you? You need my help. Expect a little guy."

Shortly, Rock Rackus teleports wherever the PCs are, if they tell him. Otherwise, he *sends* again intermittently with snippets of information, growing increasingly frustrated. When he does arrive, though, he's not his typical human self, but rather is possessing the body of a halfling spirit medium named **Fipperry Leafbrowner**. Fipperry has a shop in Flint where he communes with the recently departed for a modest fee, and Rock—who is currently in the Bleak Gate—tracked down the analogue of that shop and started pestering the Halfling until he agreed to let Rock control his body for a bit.

Rock has dressed Fipperry in a long fur coat with a rose on the lapel. He has eschewed any gold decorations, and if any PCs are wearing gold he says their fashion is in poor taste. Rock explains that he's not dead, just in the Bleak Gate, and that the Bleak Gate is on the inside of the

Dreaming. And the Dreaming is about to smash into some giant gears in the sky. And there's an army of people dressed in gold chains, led by devils, who are enslaving all the fey they can get their hands on.

After a falling out with Thisraldion, monarch (or possibly former monarch – or possibly dead former monarch) of the Unseen Court, Rock started dating a ghost from the Bleak Gate, and when the devils attacked Thistle Palace the ghost woman helped Rock escape through a crack in the earth into the land of the dead. It turns out, this whole time the moon—or what used to be the moon—was hollow. Fey lived on the surface, and dead people unlive on the inside. Except every once in a while dead people disappeared and went to the afterlife, or at least that's how it used to work. But now all the dead people are piling up because they can't go anywhere. So the inside of the place that used to be the moon is getting crowded and spooky.

But that's not the point. The point is the Dreaming, where all the faeries are, is in trouble, and Rock needs the party to be his back-up when he goes to save them. His girlfriend says that if the PCs go on top of Cauldron Hill when the weird gears in the sky are overhead, they'll get pulled to the Bleak Gate. Then they can go through a big hole in the ground—it seems like the moon is cracked and not doing so well—and end up in the Dreaming, then get to Clover.

When Rock realizes the party has an airship, he nods, and says they're popular these days. The devils came in ships covered in gold chains that flew through the sky and carried off slaves. He thinks if he has a ship of his own he can start flying faeries back to the real world. He thanks the party for giving him a good idea. (When the party meets him in the Bleak Gate, he'll have cajoled some sailor ghosts to lend him a ghost ship, which he is able to make fly because he's convinced it should.)

He doesn't know anything about the nature of the Gyre—frankly all this planar stuff confuses him a little—but he thinks the PCs will do a great job at whatever they're up to.

### No Time to Waste

After explaining things, Rock grimaces, and says that his halfling host wants him out. He's going to teleport Fipperry back home, and he hopes to meet the party at the Bleak Gate version of Cauldron Hill soon. If he doesn't see them within a day, he's leaving and going back to save the Unseen Court himself.

### Expedition Requisitions

Harkover Lee can coordinate acquiring any items the party needs for their expedition to the Gyre. The crew of the party's airship can be ready to depart at a moment's notice. If Risur's still intact, Lee, Delft, and others are confident they can keep Risur running for a few days or weeks while the party is away.

Unbeknownst to any of them, the party will be gone far longer than that.



## SLIPSTREAM

### Action. Real-Time. Level 18.

*The flight through the planar rift above Cauldron Hill is worse than any oceanic storm.*

When the party is ready, they need to fly their ship above Cauldron Hill. If Flint has fallen to hostile forces, their arrival elicits some errant small arms fire, and a scramble to aim heavy cannons at them, but the party should be gone long before the occupying force can harm them.

For a few minutes on either side of 'noon,' when the Gyre is directly overhead, anyone who is atop or above the long-cursed mountain in the center of Flint is pulled upward into the clouds. From a viewer's perspective on the ground the party's vessel fades away into mist, but from the perspective of the PCs, they begin flying upward into a funnel

of swirling thunderheads, within which lightning spirals and tries to reach out and grasp them like a living thing. Within moments winds stronger than a hurricane threaten to keel over the ship, anything loose is stripped away and carried off, and any debris that is torn free dramatically explodes when it touches the inner edge of the storm funnel.

Miles away overhead, the funnel seems to terminate in darkness, but minute by minute that black void grows closer.

A spirit medium will see literally thousands of ghosts rising up with the party's ship, and might even spot a few people the party killed in the past couple months.

### Surviving the Rift

While the party is almost certain to survive the planar rift, their crew might not be so lucky. Over the course of fifteen minutes (three five-minute stages) their airship is wracked by the storm, and they'll need to tend to the ship to make sure it arrives in one piece.

Winds have unnatural currents that threaten to topple the ship and tear it to pieces. Worse, the air is filled with gravel dissolved from the top of Cauldron Hill, and angry ghosts eventually notice and attack the ship as it nears the Bleak Gate.

### Stage One – Entrance Turbulence

First, the ship's lookout must make a Perception check (DC 30) to identify and alert the crew of the air turbulence, which shifts rapidly and has few visual clues other than the drift of dust and debris in a storm that's constantly flashing with disorienting lightning. If the lookout fails, whenever anyone makes a Command check during this stage, he rolls twice and takes the worse result.

Second, the captain of the ship must make a Command check (d20 + half his character level + his Intelligence, Wisdom, or Charisma modifier) against DC 25. Failure means the ship rocks dangerously, and each crew member must make a Dexterity check (DC 8) or be blasted off the ship. They are pulled fifty feet per round toward the outer edge of the funnel, which is two hundred feet away. Anyone who touches the outer edge of the funnel takes 20 fire and lightning damage, plus another 20 each stage they remain un-rescued, until at the end of Stage Three they fall from the sky into the Bleak Gate version of Cauldron Hill. That plunge deals a further 20d6 falling damage.

If the captain fails the Command check by 5 or more, the ship lists. It is 'immobilized,' which means that the captain can never succeed Command checks. (He still has to roll, though, to see if he fails by 5 or more.)

If the captain fails a second Command check by 5 or more before the ship is righted, instead it capsizes. On a flying ship, this effectively means the vessel is tumbling out of control, and everyone must cling to something or be flung away.

**Officer Assistance.** If you're using *Admiral o' the High Seas*, a PC acting as bosun can direct the crew to aid the captain's check, and a second lookout could grant the captain a bonus in addition to the first lookout's removing the 'roll twice' disadvantage. An engineer can attempt to right a listing or capsized ship.

## MYSTERIES OF THE MULTIVERSE

First, we know you're curious, but we don't have anyone particular in mind for who Rock's ghostly girlfriend is. It could be someone the PCs know who has died, but we like to assume it's just the ghost of a woman who wrote the best song of all time. Of all time. Rock's living out a childhood dream, and he isn't turned off by her spooky skull face.

Second, the way the afterlife used to work was that the souls of the recently departed would briefly appear in the Bleak Gate, then travel on to Nem, the plane of ruin, where they'd move on to some other realm whenever a line from the real world through Nem pointed at the appropriate destination in the multiverse. Those who had particularly traumatic deaths might linger in the Bleak Gate until they either went mad or found closure.

Now, though, Av — the plane that created the Bleak Gate as a reflection of the real world — is no longer in orbit of the real world. So the souls of those who die linger, invisible, in the real world, and they lurch toward places like Cauldron Hill that were once closely linked to the Bleak Gate. Those souls are then drawn into the Bleak Gate whenever Av (and the Gyre) is overhead, but there is nowhere for them to go to because the world is too far from the rest of the multiverse. Instead of going on to a final reward or punishment, the souls just crowd around the Bleak Gate analogue of Flint.

When Av reaches the Gyre and shatters, tens of thousands of souls of those who died since the Ob's ritual will be scattered across the planar motes in the Gyre. If there's any unfinished business the party has with someone who died in the past few months, you can have them encounter their soul here.

You might also let the PCs use this situation to resurrect people whom they've lost, even if you're normally opposed to returning people from the dead. All they need to do is bring the souls along with them when they jump into the Gyre's teeth after defeating the Voice of Rot, and those people can be returned to life at the site of the Axis Seal in the real world.



### Stage Two – Lightning and Debris

As before, the lookout can make a Perception check to help alert the crew to danger.

As before, the captain must make a Command check (DC 25) to keep the ship stable enough for the crew to work safely.

Additionally, the captain must make a second Command check (DC 33) to guide the ship through thrashing tendrils of lightning and past massive boulders that have been caught up in the vortex. A failure deals a ‘strike’ to a random ship component, and creatures in that area take 5 damage. A failure by 5 or more deals two strikes to different locations. (Roll **1d10**: 1-2 – hull integrity; 3-4 – sails or engine; 5-6 – armaments; 7-10 – quarters, hold, and miscellaneous.)

### Stage Three – Ghost Pirates

The winds grow powerful beyond any storm on earth as the ship gets closer to the dark end of the vortex, near the Bleak Gate. Then, amid the strobing flashes of lightning, thousands of ghosts become visible, hanging in the air. Until this moment they had been aimless, but as they become aware of the party’s ship, they begin to groan in unison, “Ship. Escape. Kill.”

As before, the lookout can make a Perception check to avoid hazards.

As before, the captain must make a Command check to keep the ship stable, but the winds are stronger, so it would be nearly impossible for most captains who aren’t high level (DC 30).

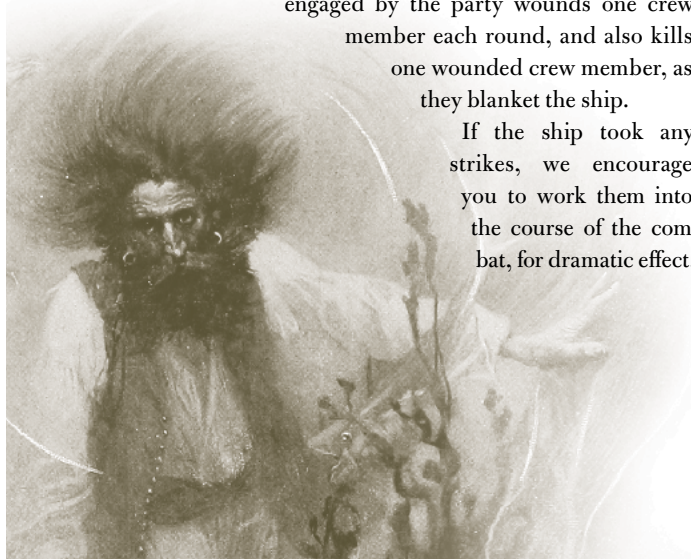
As before, the captain must make a second Command check (DC 33) to avoid taking strikes from immense threads of electricity and tumbling, flaming trunks of trees that were stripped from the peak of Cauldron Hill.

Finally, the ship is attacked by an immense swarm of ghosts, which desire to take the vessel and fly it into the Gyre so they no longer have to endure this eternity of lingering. This number only represents the ones that are able to reach the ship; most are too slow to catch it as it passes by. The threat here is more to the party’s crew than the PCs themselves, and honestly we’re throwing masses of weak foes at them so they can feel appropriately badass at the start of this adventure.

Don’t have them all swarm the PCs, though. Some should phase through the hull and cause havoc on lower decks, while others attempt to crudely pilot the ship until there’s an opening for them to attack. In general, you can assume that each horde that isn’t

engaged by the party wounds one crew member each round, and also kills one wounded crew member, as they blanket the ship.

If the ship took any strikes, we encourage you to work them into the course of the combat, for dramatic effect.



### *Ghostly Vortex Hijackers*

♦ 20 Vortex Ghost Hordes

#### Vortex Ghost Horde

CR 9

XP 6,400

NE Medium undead (incorporeal, troop)

**Init** +7; **Senses** darkvision 60 ft., lifesense; Perception +27

**Aura** unnatural aura (30 ft.)

#### Defense

**AC** 17, touch 17, flat-footed 13 (+3 Dex, +3 deflection, +1 dodge)

**hp** 104 (16d8+32)

**Fort** +9, **Ref** +10, **Will** +13

**Defensive Abilities** troop traits; **Immune** undead traits

#### Offense

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

**Melee** troop (4d8 negative energy)

**Space** 20 ft.; **Reach** 5 ft.

#### Special Attack

#### Statistics

**Str** –, **Dex** 16, **Con** –, **Int** 14, **Wis** 14, **Cha** 15

**Base Atk** +12; **CMB** +15; **CMD** 30

**Feats** Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

**Skills** Diplomacy +23, Fly +7, Intimidate +23, Perception +27, Sense Motive +21, Stealth +22, Survival +21

**Languages** various from around the world

#### Special Abilities

**Telekinetic Tear (Su)** As a standard action, a vortex ghost horde can target one creature within 30 feet. The ghosts use their latent telekinetic abilities to tug and tear their victim’s body in multiple directions at once. The target takes 8d6 points of damage (Fortitude DC 21 negates). The save DC is Charisma-based.

**Unnatural Aura (Su)** Animals do not willingly approach within 30 feet of a vortex ghost horde, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

### Deathly Silent

The roar of the storm cuts out in an instant. Up is down, and the ship is plummeting toward a midnight black reflection of Cauldron Hill and the city of Flint. From a height of thousands of feet, the party’s airship tumbles, and the party has a brief window of five rounds to try to right it. (We’re roughly estimating a ship isn’t very dense, and so its terminal velocity is only about 30 meters per second, but if you’ve got math nerds in your group, don’t tell them how high they are or else there’s a good chance they’ll want to calculate things.)

The levitational components Pemberton installed on the ship are not designed to function while upside down, and the ship cannot arrest its plummet until it is righted.

Flipping a ship is far more difficult than simply correcting a lateral list. First, the crew must be able to attend to their stations, which is difficult since the ship is in freefall. Second, an engineer must adjust the ship’s flight profile (i.e., modify the propellers or sails) to operate in this unorthodox position. Finally, the captain must direct the crew to regain control of the ship’s flight path.

### Step One – All Hands to Emergency Stations!

If the party has a steam-powered airship, their full crew requirement is likely 32. If they have at least 4 they count as having minimum crew, and any fewer than that is a skeleton crew.

With a sailing vessel, the full crew requirement is likely 64, with a minimum crew of 16.

Each round during the freefall, figure out how many crew are able to meaningfully contribute, which requires an Climb check (DC 15) to maneuver while upside down, even with the aid of the flight magic the vessel's Skyship trait grants.

When the engineer attempts his Intelligence check in Step Two, or the captain attempts a Command check in Step Three, the number of crew will determine his modifier. Full crew imposes no penalty; minimum crew imposes a -5 penalty; and skeleton crew imposes a -10 penalty.

### Step Two – Adjust the Flight Profile! Recalibrate the Levitationals!

A PC acting as engineer must succeed an Intelligence check (DC 25) to adjust the ship's flight profile. In effect, he has to make the ship capable of being steered while upside down in freefall. An engineer can attempt one check each round, and multiple PCs can each roll, or they can aid the primary engineer. Remember, insufficient crew imposes a penalty.

If a PC proposes a clever trick to flip the ship — such as with extreme telekinesis, firing all the weapons on one side, deploying a sail as a 'wing' to produce drag on one side, and so on — grant the engineer a +2 to +5 bonus to his or her check.

It takes two successful checks in different rounds to adjust the ship's flight profile, or one check that succeeds by 5 or more.

### Step Three – Pull with All Your Might!

Once the engineer succeeds in adjusting the ship's flight profile, the captain must direct the crew in a complex maneuver to actually flip the ship upright. This requires a Command check (d20 + half the captain's level + his Intelligence, Wisdom, or Charisma modifier) against DC 35.

Alternately, in the fifth and final round the captain might try to soft-land the ship while it's still upside down, which only requires beating DC 30. However, as the ship grazes the tops of hills and plunges through haunted forest canopies, it takes 8 strikes scattered among random components ship, which might cripple the vessel or kill some of the crew.

If the captain can't succeed one of these checks, the ship crashes at the start of the sixth round, dealing 20d6 falling damage plus 100 damage from the crushing weight of the ship (and possibly 50 more fire damage from an exploding steam boiler, depending on the ship's propulsion system).

If the captain does succeed, though, the ship sweeps just past the pinnacle of Cauldron Hill but is able to pull up and level off as it flies a wide arc over the ghost-filled analogue of Flint. The only light is atop Cauldron Hill, where Rock Rackus has lit a bonfire to lure away the evil spirits while he sits safely in a ring of blood, awaiting the party's arrival.

### Through a Cracked Looking Glass

Rock Rackus links up with the party by flying over in his own airship — or rather, the ghost of a ship. Choose some vessel the party sank or destroyed previously in the campaign — Rock found it in the Bleak Gate, lured some ghosts into it by singing, and convinced the ship it could fly.

He's glad the party brought their own ship, and as soon as the party's ship is air-worthy, Rock leads with his vessel, guiding them to a fissure in the woods near what would be the capital city Slate in the real world. With a bit of careful maneuvering the party can pilot through what appears to be a ten-mile deep canyon of glass, where reflective shards spin in freefall. Rivulets of black fluid — witchoil — seeps between the cracks, and that oil positively glistens with souls that are trapped in it.

At the 'bottom' of the canyon Rock and the PCs must flip their vessels and rise up amid the burning chessboard forest near the fey capital city Clover.

Overhead they can see the Gyre looming stupendously close. The two cog-shaped nebulae span the sky from horizon to horizon, and it becomes clear that they're mere hours from being caught in the immense gear teeth, or dashed to bits upon some other dying world. Indeed, dozens of jagged shards of rock float overhead like shattered moons.

It is while they take in this spectacle that their arrival is noted by a patrol of the Golden Legion of Egal the Shimmering.

### ROCK'S "LEADERSHIP"

Rock recognizes the party's ship is better, so once they're through the rift he has his ghostly crew dock his vessel and boards the party's ship. He insists he's in charge, then asks for advice. Ultimately he'll say something like, "I was gonna say the same thing. Follow me."

If the party's ship is wrecked beyond repair, Rock lets them on board his ship as his formal guests with a fancy ceremony involving cigars and whisky.

See Appendix Two – Bestiary of the Gyre for Rock's stats.





## LEGION'S INITIATIVE

### Action. Tactical. Level 22.

*The pit fiend Brhan Kinoro attacks the party as soon as their airship appears above the Dreaming.*

The party has encountered references to the Golden Legion to the past – a PC might have a wand of solid gold, and in the Crypta Hereticarum the devil Belcamp tried to make a legion of his own, albeit with lead chains instead of gold. Now they meet their first true legionnaires, and these foes would be horrifying for any lesser heroes.

A slaver vanguard spots the party's ship and dives under the canopy of the chessboard forest outside Clover. Sharp-eyed PCs (Perception DC 32) can notice the devils before they move into cover at a distance of five hundred feet. The devils reach the party's ship five rounds later. They take advantage of most landbound creature's unfamiliarity with three-dimensional movement by staying low until they're directly beneath the party's ship.

### • *Ar Slaver Vanguard*

- ♦ Brhan Kinoro, Golden Legion pit fiend
- ♦ 4 Golden Legion horned devils
- ♦ 1 Golden Legionnaire company

See Appendix One: The Golden Legion of Egal the Shimmering for stats.

### Tactics

Led by the pit fiend **Brhan Kinoro**, the patrol expects to kill a few mortals and then easily cow the rest. The pit fiend leader will summon a company of twenty-five Golden Legionnaires at one side of the ship, and then it and its four horned devil allies rise on the other side of the ship.

After the initial attack, Brhan laughs and flares with fire. He shouts, "Hubristic mortals think you can ply these skies? They belong to the Golden Legion! All wealth is the legion's! Those who oppose us shall be enslaved. Show loyalty, however, and we shall share our limitless wealth with you. Loyalty is prosperity. Prosperity is freedom."

He'll be understandably shocked if the party actually attacks, and moreso when they actually hurt him. He orders the horned devils to focus on one PC at a time to chain and enslave them, while he tries to kill someone who looks vulnerable.

If one horned devil can stun a PC, it can attempt to dominate him on its next turn, turning him against the rest of the party until the party can manage to remove the chains from him and remove the effect that enslaves him. The enslaved PC will fight until defeated. Don't let too-clever players split the party by saying their now-enslaved PC wants to flee and join the rest of the legion. That can happen later (see Flying Fortress, page 42).

### Aftermath

If the party takes Brhan Kinoro prisoner, he won't answer questions, but he can be goaded into boasting about the Golden Legion. He serves Paelyrion XVIII, general of a detachment of the Golden Legion that has been stranded in the Gyre for thousands of years, ever since a world they were conquering was destroyed in spite by its inhabitants. The legion has survived, however, by attacking all the new worlds that arrive in the Gyre, plundering them of gold, and enslaving useful warriors. Though the ground of the Gyre inexorably is drawn into the teeth of the storm for destruction, the legion forever marches.

Or rather they did, until a decade ago, when they conquered a plane of volcanism and strange steam-powered machinery, which they renamed Egalitrix. Now it serves as the flying fortress of the legion, invincible and unassailable.

Among the other devils, the last left standing (likely a member of the Golden Legionnaire unit) positively quakes in self-revolt. "Curse these chains," he screams, "for without them I would yield to you, you who are more mighty than my lord, His Celestial Eruption General Paelyrion the Eighteenth! But the legion demands I defend our territory! I owe no loyalty; take my treasure! Take my prosperity! I renounce my freedom!"

If the party can manage to take one alive and remove his chains, the horrible evil thing briefly manages to proclaim his unending loyalty to the PCs, and he can tell them the information above. Then, mere minutes after he abandons his loyalty to the legion, the spots on his body where the chains previously wrapped turn black, and his body eats away at itself in less than a minute, until his bones crumble to dust and he dies in screaming agony.

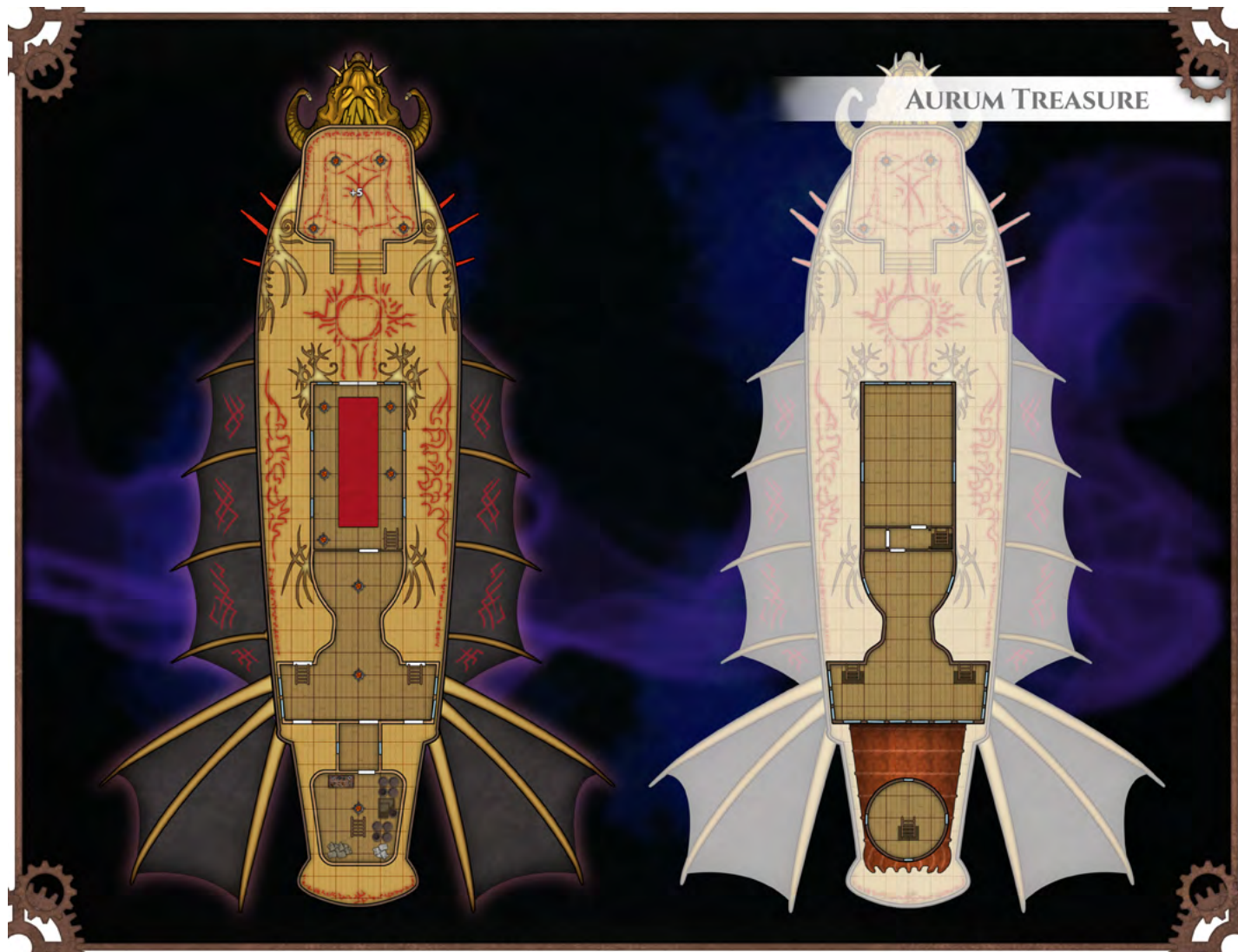
## FREEING LEGIONNAIRES

The golden chains all legionnaires wear compels them to be loyal to the Golden Legion. They simply cannot disobey or act against the interests of the legion, making most charm and compulsion effects useless unless the person directing the legionnaire words his commands cleverly.

Removing the golden chains (either out of combat, or with special attacks in combat) ends the compulsion to be loyal to the legion, but a curse still lingers. If a legionnaire who has had his chains removed knowingly defies the legion's interests, he takes damage equal to one quarter of his maximum hit points each round unless he puts his chains back on.

It's infeasible in the short term to save all those enslaved by the Golden Legion, but it's possible to safely free someone from the curse. This requires a *break enchantment* against a caster level 20 effect. The commander of a given division of the legion (in this case, Paelyrion XVIII) can also release someone with a word.





## AURUM TREASURE

### Exploration. Montage.

*Legionnaires seek golden plunder in the capital city of Clover as the Dreaming nears a collision with the Gyre.*

After dealing with the slaver vanguard, the party is not in immediate danger. They might go flying on to Thistle Palace spells blazing, or take a more discreet approach. Here's the status of the capital of the fey in the Dreaming.

### Clover Outskirts

A century of one hundred Golden Legionnaires marches a slow perimeter around the city of Clover, gradually widening the area it covers as it searches for fey in hiding. Currently they're east of the chessboard forest, and those woods burn in their wake.

The century is commanded by a horned devil, and it has two erinyes scouts who disguise themselves as frightened nymphs calling for help, in a bid to flush out would-be rescuers. As backup against possible spellcasting threats, they are accompanied by four steam-powered golden thopter golems crafted in the fortress of Egalitrix.

### Golden Legion Patrol Century (Level 22)

- ♦ 4 Golden Legionnaire companies
- ♦ 1 Golden Legion horned devil
- ♦ 2 Golden Legion erinyes
- ♦ 4 golden steam golems

### Clover City

The capital city burns in places, and the Great Delve River has drained through one of the cracks in the world, leaving behind a muddy grotto that splits the city. The noble east bank has the most damage, with its wealthy houses thoroughly ransacked for gold.

The poorer west bank is too chaotic for the Golden Legion to bother with, aside from Thistle Palace. The legion's grand airship, *Aurum Treasure*, hovers four hundred feet above the palace. Nearly two hundred feet long, the airship belches diesel smoke from behind two broad steering wings woven of gold thread. Narrower stabilizing fins line the port and starboard, also gold. In fact, the entire hull is painted gold, and anything that can be made of metal is ostentatiously gold. There are even golden grills on the bottom of the hull, in a bid to conceal the churning arcane fans that act as the ship's levitational.



Dozens of arcane fusils sit behind closed weapon ports along each side of the ship, though the crew of legionnaires has never had occasion to use the weapons against another vessel, so the armament is poorly tended.

Lesser devils escort cargo thopters from elsewhere in the city to the huge infernal treasure ship, and the crew offloads assorted golden items into the hold. Crew quarters are minimal, because the enslaved legionnaires are capable of sleeping straight as a board with little personal space. Most of the complement of soldiers are on the ground, but deadly monsters bred on the plane Elofasp (plane 21) lurk in the vessel, and elite legionnaires guard the erinyes captain, **Star Marshall Lacacia**.

### ***Crew of the Aurum Treasure (Level 22)***

- ♦ Star Marshall Lacacia
- ♦ 2 Golden Legion horned devils
- ♦ 4 Golden Legionnaire elite stars
- ♦ 1 Golden Legionnaire company
- ♦ 3 enslaved supplicants of Elofasp

### **Airship Defense**

If the treasure ship is attacked, a crewman cracks a rod that causes the ship to begin a booming infernal chant that thunders out for miles in every direction. In addition to alerting the legionnaires in the area to return (the first arrive about a minute later, and it takes ten minutes for everyone to get back aboard via teleportation, flight, or cargo thopters), the intensely loud alarm might literally deafen intruders. Each round a creature is in the area it must make a DC 20 Fortitude save at the start of its turn or be deafened for that round. A creature that succeeds two saves in a row is able to ignore the noise and have functional hearing.

The legion acts with regimented precision even if they're deaf, and Lacacia can telepathically convey orders as needed. If she feels like death is near, she'll order the soldiers to leap off the ship, then she uses *alter self* to disguise herself as one of them and fly away in the confusion.

If Lacacia escapes she flies for the distant Egalitrix, but not before sending a telepathic message to an engineer imp operating in the bowels of the ship. That imp will lock the vessel's levitationals. A screech sounds from belowdecks, and a round later the ship goes into freefall. Two rounds after that it crashes on the grand lawn of Thistle Palace and the engine explodes in a burst of burning diesel fuel.

If the party manages to thwart this, the ship contains gold worth roughly five million gold pieces. Otherwise, the fey of Clover—should the party save the Dreaming—will be very busy digging the gold from the rest of the slagged ship. Sadly, none of this gold will make it out of the Gyre.

All the above presumes the party tries to board. If the party attacks the vessel with their own shipboard weapons, they sound the alarm as before, and Lacacia orders the crew to try to close for a boarding action. Stats for the ship are presented in Appendix One: The Golden Legion.

### **Thistle Palace**

The palace is much as the party last left it, except that every bit of gold has been stripped. The servants who are worth anything in a fight have been enslaved by gold chains and now make up some of the defenders—satyrs and gremlins and centaurs who show only the slightest taint of infernal transmogrification. The other servants have been clustered in three places—the drawing room, the diplomatic reception, and the mask gallery (Areas 8, 11, and 15)—watched over by giant mantis beasts called enslaved Elofasp supplicants.

Those monsters disguise themselves as immobile wooden statues of praying figures, which canny PCs will recognize as out of place. Each group of prisoners has also been infiltrated by an erinyes, who listens for useful chatter while disguised as a hag. Should the party free any of these prisoners, they recount hearing the devils searching for the monarch.

The halls of the palace are being ransacked by legionnaires, who now have an (obviously difficult) goal of finding the Unseen Court. Each of four companies is accompanied by a steam golem, which carries all the gold they find.

So far they've captured Furg the Toadstool Sage and Sallin the Dryad, plus Beshala of the Hedgehog Court. (Adjust as needed based on who's alive after adventure nine and who the party might care about rescuing.) They keep these prisoners in the Unseen Court's chamber (Area 17), watched by four elite stars of legionnaires and an enslaved Elofasp ravant—the most deadly warbeast the Golden Legion possesses. They are commanded by **Rayo**, a horned devil who has piled dead fey bodies onto the palace throne, testing its possible magical defenses.

If the party finds Rayo and his very important prisoners, he triggers a mechanical siren that calls all the warriors around the palace to his aid. The sum total of all the devils at the palace include:

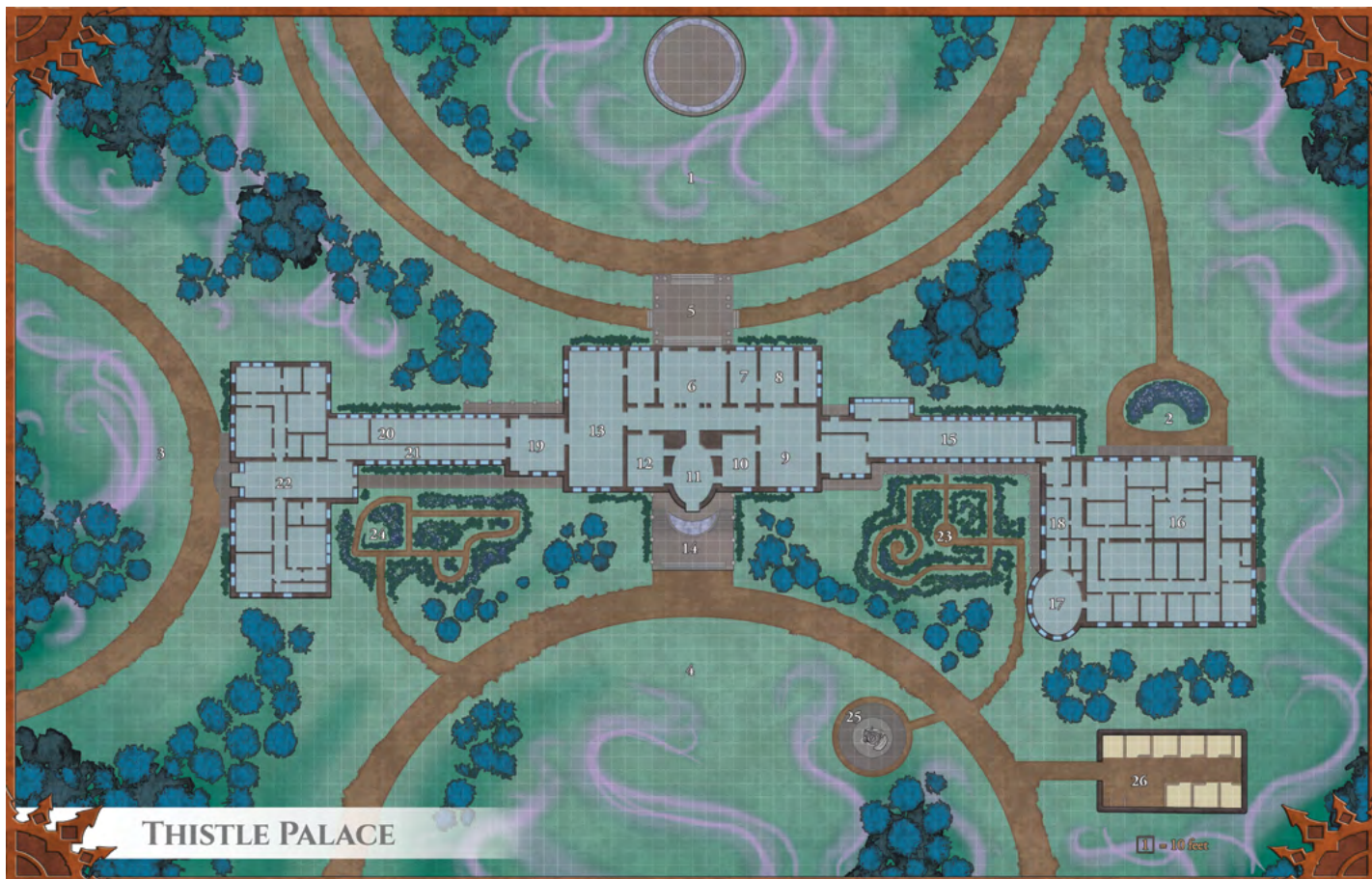
### ***Forces at Thistle Palace (Level 24)***

- ♦ 1 Golden Legion horned devil
- ♦ 4 Golden Legionnaire elite stars
- ♦ 4 Golden Legionnaire companies
- ♦ 4 golden steam golems
- ♦ 3 Golden Legion erinyes
- ♦ 3 enslaved supplicants of Elofasp
- ♦ 1 enslaved Elofasp ravant

### **Aftermath**

After driving off Star Marshall Lacacia and freeing the prisoners in Thistle Palace, the party can learn that the monarch (and possibly other NPCs the PCs might care to rescue) was knocked out and carried off on a flying warship a few hours ago. One of the surviving prisoners (likely Furg) states that the Dreaming is about to be destroyed, but that if the monarch is rescued it might be possible to restore the world with a ritual on a grand scale.





THISTLE PALACE

## PALACE LAYOUT

1. **Foreigner Fountain.** The fountain is dry, its source drained away into the Bleak Gate.
2. **House of the Unseen Court – Entrance.** Dryads who held up this portico are scorched and butchered.
3. **House of Mayflies – Entrance.** Dismembered pixies lie trampled on the ground.
4. **Grand Lawn.** Corpses of palace defenders are dragged out here, looted, then thrown into a pyre.
5. **House of Perennials – Entrance.** A great battle here left a pile of dead – armored stags, nymphs, treants, dozens of legionnaires, and several wolf-like warbeasts.
6. **Entrance Foyer.** Piles of priceless but non-gold treasure is scattered here, like platinum, paintings, and gems.
7. **Guard Post.**
8. **Drawing Room.** There are canvases and charcoal here so people can draw. Prisoners are kept here.
9. **Game Room.** This room's furniture was taken to the grand lawn to serve as fuel for a pyre, meant as a signal to the city that their palace had fallen.
10. **Antechamber.** Dead goblins are piled in here.
11. **Diplomatic Reception.** A jail cell holds more prisoners.
12. **Library.** This room is currently on fire.
13. **Chamber of the Hedgehog Court.** It shows signs of a battle.
14. **Balcony.**
15. **Mask Gallery.** Prisoners cower here, looking to the masks of former Unseen lords for guidance.
16. **The Runaround.** The whole eastern wing of the palace is often eerily empty, with magic keeping the place in fine condition. It's currently busy scrubbing away blood.
17. **Chamber of the Unseen Court.** Very important prisoners are kept here – including Furg, Sallin, and Beshala. (Adjust as needed.)
18. **Fool's Chamber.**
19. **Commons.**
20. **Party Hall.**
21. **Champion Gallery.**
22. **Offices.**
23. **Monarch Garden.** Statues of Risuri monarchs that stood here have been shattered.
24. **Hood Garden.** Hooded lanterns sit on poles amidst this grove of trees. The lanterns are always lit, but the hoods over them mean they only light the ground directly beneath them, leaving the area gloomy.
25. **Titan Shrine.** Statues depict the five fey titans. The Voice of Rot's statue has grown larger than the last time the PCs were here.
26. **Stables.**



Before anyone has time to start making plans for a rescue, a roar and flash of light come from outside the palace. “Constables,” Rock Rackus speaks with awkward solemnity. “Is that an asteroid I do spy?”

It disappears from view, but a moment later light flashes through the darkened forest from where it landed. The ground leaps, and only then comes the ear-shattering explosion of the impact.

“Son of a bitch!” Rackus abandons all attempts at civility. “There’s more of ‘em! Follow me!”

He runs outside and heads for the party’s airship. The Gyre fills the sky in all directions, but massive dark shapes herald potential meteors. Every three rounds an asteroid falls somewhere across the sky. The ground keeps shaking, and cracks begin to form – truly gaping rifts that reveal that the ground is a massive hollow shell of crystal. Soil and trees tumble into the chasms, where they incandesce from the white-hot fire of the asteroids that have shattered the surface and ignited the interior.

## CRACKED SHELL

### Action. Tactical. Level 18.

*The world shatters around the party as they return to their airship, pursued by the Golden Legion.*

The party might just teleport to their ship, but they have a few hundred fey in the palace that they might be able to save from the end of the world. Plus, they might be short on crew. If they try to shepherd survivors, they have three minutes before the world is torn apart, give or take what’s necessary for proper drama; this is the Dreaming afterall, and time has never flowed here at normal speed.

The party’s ship – and Rock’s too, possibly – has landed in a safe spot, possibly right on the palace lawn. The crew lights five torches that they wave to get the party’s attention.

Moving in parallel with the party is a small band of devils, trying to reach the party’s ship before they can. They run at full speed, occasionally teleporting to avoid obstacles. If they reach the party’s ship first, they’ll slaughter the crew and launch within a minute. They’re not much of a threat, but the party needs to decide whether to help the fey or chase the devils.

### Golden Legion Hijackers (Level 18)

- ♦ 4 Golden Legion elite stars
- ♦ 1 Golden Legion glabrezu



### Terrain

When the party is about two hundred feet away from their ship, the ground in front of them shatters, creating a 30-foot chasm, hundreds of feet long. The rift widens another 5 feet every round as the two pieces of the world literally fall away from each other.

Fire roars in the chasm, and it is joined by psychic screams of souls trapped in Bleak Gate witchoil as the explosion consumes them. Changes in gravity as the world enters the Gyre mean that anyone falling in only descends sixty feet per round. They do, however, take 10 fire and 10 negative energy damage each round they are in the chasm.

When only one PC is left on the same side of the ravine as Thistle Palace, another meteor strikes the palace itself. The blast annihilates the building and most stragglers, and the explosive concussion threatens to hurl the last PC into the bottomless gorge of fire. He can attempt a DC 30 Reflex save to catch the edge of the ravine.

**Attack:** +33 vs. Fortitude. **Hit:** The PC falls into the ravine.

**Miss:** The PC is pushed over into the ravine and manages to catch the edge.

It doesn’t particularly matter if the PCs make it to their ship, but do keep track of who manages to get on board. PCs who are caught out by themselves will survive what comes next, but any fey refugees will be killed.

Within a few rounds the ground of the whole planet begins to be riven with cracks, and in under a minute chunks, forty feet across or smaller, start flying away as the world is torn apart. Then the Gyre overhead is blotted out, eclipsed by thousands of massive, pitted stones, some of them hundreds of feet across, all of them etched with veins of gold. A cry of terror goes up from across the whole plane of Av as it strikes those asteroids and is utterly destroyed. An entire world worth of magical energy blasts outward, and each PC is rendered unconscious by the collision. For a time, they dream.

### You Awake

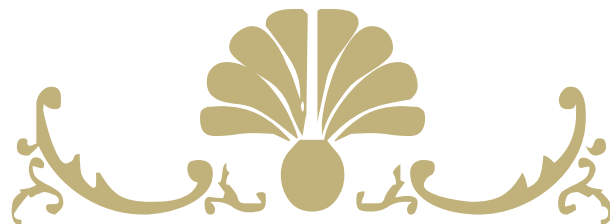
You awake, scattered across the ground in a forest. Embers of blazing thistles drift by on a wind, briefly providing enough light to make out the devastated debris of your ship, nearly crippled but otherwise lying without even a hushed whisper in this night-time wood. Your injuries won’t kill you, and the damage wrought by heavenly hailstones on your vessel can be repaired, but as your gaze drifts upward through a crooked slit in the canopy, you see a starry abyss looking back, its nebulous teeth poised to crush your world, as they have crushed Av.

You’re back in Risur. Your mission has failed. Your path to the Gyre has been cut off, and what little hope you had left has, like a candle reaching the end of its wick, guttered and turned to smoke.

Then you awake, gasping in pain, disoriented by the roar of explosions and the thunder of shattering stones. You shake the dream away and take stock of your quite-real peril.



# ACT TWO: SPIRITUS MUNDI



Sailing above the dying worlds of the Gyre, the party seeks the power to save their own.

## EXPLORING THE GYRE

As the party explores, use GM's Tracker – Gyre Bonding to record what day of their journey the party bonds with each plane. That will determine which round of combat in adventure thirteen they'll get access to the energy of that plane.

## GYRE TRAITS

Some individual worlds will have their own specific traits, but in general the following rules apply in the Gyre.

**A God Dwells Here.** Any creature with links to divine power—clerics, paladins, angels—sense that while they can still hear their own deity for now, there is a god physically here in the Gyre. Those creatures innately know the god desires followers, but nothing more of the god's nature. They always feel a slight tug in the direction of Hunlow (plane 33).

**Dead End.** It is impossible to travel out of the Gyre, except by passing through the gears. This typically is lethal. Any effect that would let a creature travel to another plane can function as a sort of teleport to any of the worlds in the Gyre, but if an effect would take a creature to a plane outside the Gyre, a devastating manifestation occurs. Shining mist, like the nebula itself, appears surrounding the creature that was going to travel. The mist grinds into the shape of cogs, large enough to crush the creature, and then the gear teeth pull at the target. The mist persists until the end of combat. At the beginning of each round, every creature in or adjacent to a square with mist must make a DC 25 Reflex save or take 2d6+8 points of damage and gain the grappled condition. Creatures take this damage each round they remain grappled by the mist. It has an effective CMD of 35 for the purposes of escape attempts.

The pirate priests of Hunlow are particularly dreaded because they always prepare banishment effects, which rather than sending creatures to their home plane simply grind them to nothing.

Similarly, no magic short of the power of a god allows communication into or out of the Gyre.

**With Teeth.** The sides of the Gyre are lined with whorls of dim crackling debris that segregate into thunderheads and troughs eerily reminiscent of the teeth of a gigantic cog. Anything that goes into those areas is slowly ground to dust in a matter of days, but it is possible to pass through temporarily.

**Variable Gravity.** Gravity for individuals is objectively directional toward the 'bottom' of the Gyre, even though there's nothing 'down there' to exert a pull. Falling is slower than usual, and a creature only descends 60 feet per round.

Particularly large objects have their own strange gravity that causes them to drift near each other in chaotic paths that rarely intersect, and these paths can be affected by magic more easily than one would expect. Any sort of telekinetic effect that could move an object of at least 300 pounds can move an object as large as 100 feet across, albeit no more than 60 feet per round, and once intentional control is released the objects will shift back to their previous pathways.

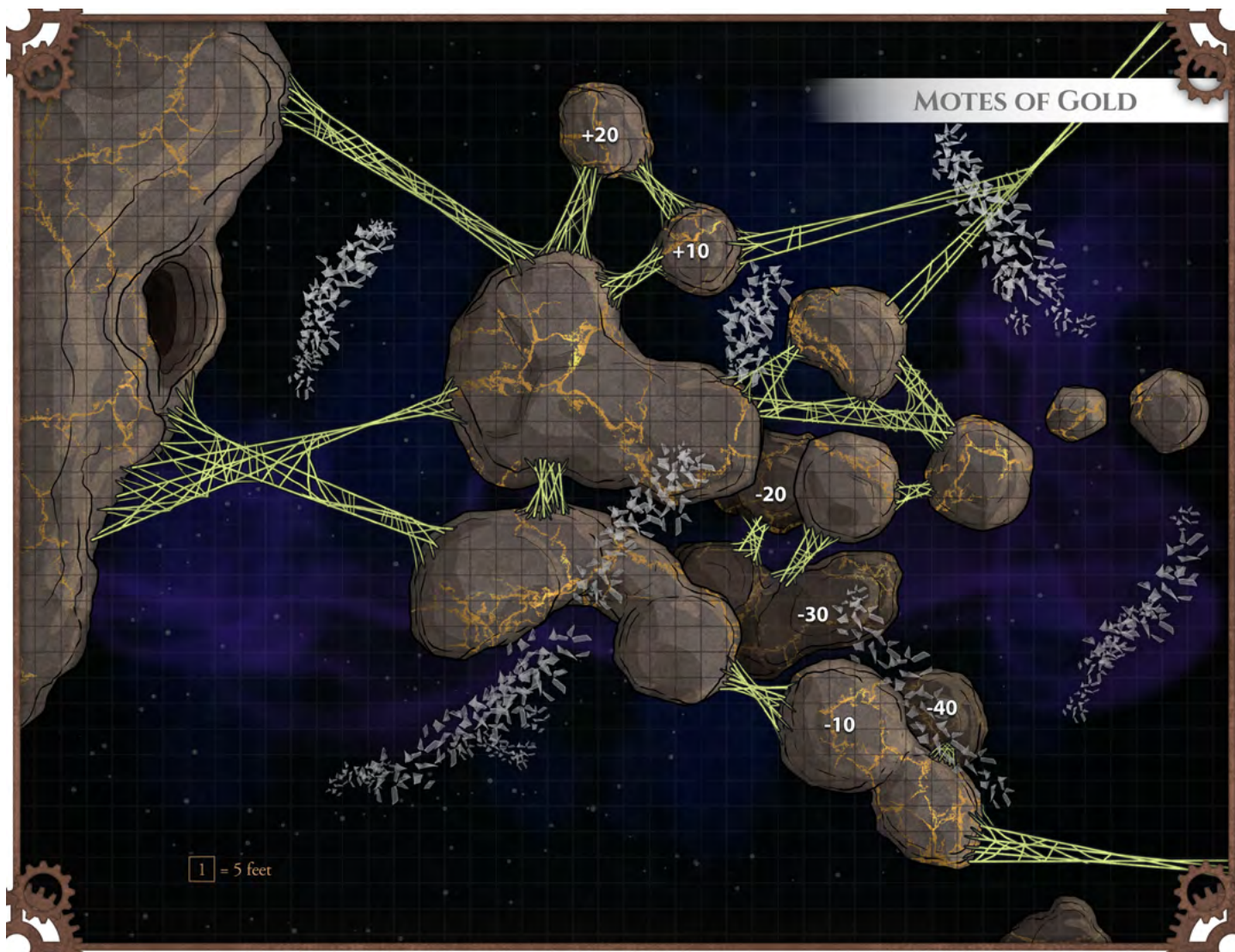
**Weather.** Wind is light and seldom stronger than 30 miles per hour. Rain clouds do manifest occasionally, but it only ever snows on Wilanir and Dunkelweiss (planes 35 and 31), and the only strong storms are on Gardboral (plane 15).

**Passage of Time.** The Gyre normally glows about as bright as the Milky Way, but from all sides, providing more light than a full moon at all times. Only caves or odder geographic features can blot out enough light to create full darkness.

Obliatas (plane 19) is a small sun, and as it flies in search of undead to smite it irregularly rises above the 'horizon' of all the various planes, creating periods of bright light that can last for as little as ten minutes. Miles of air lie between that sun and the southern edge of the Gyre, so when Obliatas rises the air across the northern horizon simply glows, brighter white due north and fading gradually in a ring-like sunset.

The people of the Gyre keep track of time by the steady rhythm of Teykfa (plane 2), a massive clock that floats near the teeth. It ticks once every twenty-seven hours, creating a sound like thunder that can be heard the length of the worlds here. Occasionally, when things are just quiet enough, you might hear a brief melody chimed on bells, ringing every fifty-one minutes.

It takes years for worlds to be ground to pieces. Teykfa has spent over a millennium since it first arrived, and it will be a few more months before it reaches the gear teeth. Reida (plane 1) is ahead of it only because the Voice of Rot carried it closer.



## MOTES OF GOLD

### Action. Tactical. Level 21.

*In the aftermath of the Dreaming's shattering, the party comes to on scattered remnants of the plane of Urim, where minions of the Voice of Rot lie in wait.*

The plane of Urim once consisted of thousands of asteroids, but in the Gyre it has been reduced to just a dozen of any significant size, as well as countless boulders that all orbit each other haphazardly. As the handful of miles-wide asteroids spin and crash together in a sprawling debris field, immense worms burrow through them, leaving tunnels threaded with gold. Those tunnels serve as nests for other eerie creatures that can survive in the thin atmosphere, and of those, the vaknids – gargantuan undead space arachnids – serve as eyes of the Voice of Rot.

The party has arrived scattered across a field of huge boulders which are tethered by strands of green webs that glow with phosphorescence. Separated from them by an expanse of over a hundred feet, the party's ship and most of those they rescued from the destruction of Av have

crashed on a larger asteroid. Fields of jagged, glassy debris from the dead plane of dreams make the air nearby hazardous, as do the devils of the Golden Legion who have also been marooned here.

As the party tries to regroup, the devils attack, and once the two sides are engaged, the vaknids pick off the vulnerable. Stats are in Appendices One and Two.

### Golden Legion Castaways

- ♦ 3 Golden Legion elite stars
- ♦ 1 Golden Legion erinyes
- ♦ 1 Golden Legion glabrezu

### Vaknid Ambush

- ♦ 2 vaknid vortexweavers
- ♦ 1 vaknid webmaster



## Terrain

The boulders are huge, lumpy rocks threaded with gold veins. Teleportation does not work at all within thirty feet of any of the boulders or the larger asteroid.

The air is thin here, and sound doesn't carry well. Creatures that fly move at half speed.

The green webs of the vaknids are as strong as wood and horrifically sticky to anyone that isn't capable of climbing along webs. A creature that touches one of these webs is entangled (Escape Artist or Strength DC 22 to escape).

Cascading fields of debris slice through the space around Urim. These jagged pieces of the destroyed Av are like a makeshift blade barrier. Any creature that enters or ends its turn in one of these fields takes 20 damage.

## Tactics

The party starts out scattered around the edges of this small asteroid field. Their ship is crashed and nearly crippled on the 'western' asteroid. Since teleportation doesn't work here, it's up to flight or perilous jumping and climbing to reach their allies. The devils, who start off closer together in the center of the asteroids, are mostly a speedbump for the party.

The vaknids start off hidden underneath the floating boulders, invisible. Even those who can see invisibility would need to get under the surface level of the battle to spot the giant spiders, and even then their pitted hollow husks are hard to distinguish from the rest of the terrain (Perception DC 32).

At the end of the second round of combat, the vaknids clamber up from below and target creatures that are separated from potential allies. The gargantuan webmaster tromps through the battle, magically conjuring webs with every step in order to pin interlopers for consumption later. The vortexweavers munch on their preferred meals, and conjure sucking orbs to split the rest of the group apart.

## Taunting

The roaring wind from the web vortices becomes a deep rumble, and at end of the third round of combat, the Voice of Rot speaks. "What have my precious little eyes found for me? Ah, I witness the last lords of a dying land. Come, foes, if you can."

Pick two areas of stone about 30 feet across that PCs are standing on. Each of those areas cracks and becomes difficult terrain.

The Voice of Rot is unable to hear the party, so banter will have to wait until they're actually in his presence at the adventure's end.

At the end of the fourth round, the Voice of Rot continues (even if the spiders are dead). "At the end of time, I await you. Our homeworld has withered, but I cannot kill it until its last champions have lost either their lives, or their will."

The previously cracked areas completely crumble apart, dropping anything standing on them. Choose four more areas of stone, each 30 feet across, to crack under the power of the fey titan's voice.

Finally, at the end of the fifth round, the Voice of Rot finishes. "Come, scions of Kelland, inventors of civilization. Contest against the harmony that is rot, and be witnesses to the completion of my destiny."

## THE AXIS ISLAND ICONS

If a PC is carrying the *golden icon of Urim* recovered from Axis Island in adventure one, he senses a link to the vaknids. If he spends a swift action he can mentally give orders to one of the vaknids, effectively turning it into an ally until the start of his next turn, though the icon can only influence one vaknid each round.

Similar benefits apply on Mavisha to control the krakens and elementals serving the savants of Shaboath. The party might also have icons from Nem and Apet, but there aren't particularly dangerous monsters on either of those planes.

## SPACE ROCK

No, not asteroids. Rock Rackus. He's close enough to being a member of the Unseen Court that divination that looks for him finds nothing. Since he was already on Av when it was pulled into the Gyre, he does not have a mirror image in the real world like they do. But he's still alive, having his own adventures. He might cross paths with the party, but we suggest he narrowly miss them, with NPCs (perhaps Sargon of Uggat, whose father was the cupbearer of Ur-Zubaba) recalling that he recently passed through.

By hook or crook, we'd like him to show up to help the party out when they're in a bind. After Av shatters, he rounds up a few guys for a posse and then tracks down the wreckage of the legion's windship-of-war *Aurum Treasure*. He repairs it enough to get it airborne and renames it the Aural Pleasure, then haphazardly flies it northward. If the airship fell out of the sky and exploded, Rackus instead finds his way to Egalitrix (plane 18) and gets captured, but during the party's assault (or on his own, if the party never comes) he escapes, steals one of the windscreens, and makes a break for it, carrying rescued prisoners and a lot of loot.

He finally swoops in to help the PCs during the confrontation with the Voice of Rot, where his flamboyance will provide a distraction. The fey titan's speech is deadly, but Rock's weapon of choice is also the power of his voice.

Once again, the previously cracked areas fall apart, and then the entire rest of the battlefield, aside from the large asteroid to the 'west,' cracks and becomes difficult terrain. One round later, the roaring wind dies, and in the silence, all the remaining boulders disintegrate.

## Aftermath

These are not the only vaknids of the Gyre. Whenever the party reaches a new plane, they should spot one of these undead spider spies lurking in the shadows, observing and reporting back to their master.

## STRANGE NEW WORLDS

### Exploration. Montage.

*Three dozen worlds are intact enough to warrant exploration.*

The party's ship is damaged. It can fly, but it needs regular stops to recharge the levitationals. Effectively this means that, until the party can find the right supplies to effect a full repair, the ship cannot travel more than about twenty miles without needing to land for an hour.

The intention of this is to keep the party in the initial 'southern' half of the Gyre for a while and encourage them to deal with the pirates of Hunlow. There's a gap of at least thirty miles to cross before they can get to the 'northern' half. Repairs to the levitationals require a new plane with the air trait, and the best option is Caeloon, which can only be bonded to if the PCs save the monks enslaved by the pirates. (There are also Bhoior, which is hard to learn the history of; Avilona, which actively makes long-term flight impossible; Wilanir, which is lair to a powerful dragon; Apet, which is hard to reach; and Drozani, which the pirates guard.)

This first section exposes them to a variety of planes and has its own somewhat-freeform plot. Once they cross the expanse, they'll meet William Miller and learn that they've been split across two realities, which will likely spur them to hurry, so we're trying to make it easy for them to take their time here.

To provide a common plot thread for this first half of their exploration, we introduce **Calily Buen**, a monk from the plane Caeloon (plane 50) who comes to investigate the party's crash. She knows the Gyre very well, but she intends to divine the party's true nature before trusting them with information about her people.

See GM's Handout – Gyre Planes for a quick overview of the thirty-six worlds. See the Creating a Planar Icon sidebar (page 10) for a refresher of how the PCs can link to planes they want. And remember to use GM's Tracker – Gyre Bonding to record what day the PCs bond to each plane.

A student of the monastery of the paper wind, Calily has the white hair and aged skin of a seventy-year-old woman, but she moves with youthful vigor. In defiance of her master's devotion to detachment from worldly needs, she chose to remain optimistic. Her own opinion on detachment is that the burdens of life should not weigh you down, and that the natural state of a person should be joyous. She grins like a teenager, though from time to time can't help herself from fawning over young outsiders and offering them sage advice.

Since she had to wear a ring of sustenance for most of her life, food to her is a treasure, and she exults in any new flavor. The things she misses most about her old world, though, are the storms. She has learned of the storms in Gardboral, and hopes to experience them before she dies. But she doesn't intend to die any time soon, nor will she abide any despair. Suffering passes and is forgotten, so any wait is worthwhile since it might lead to something new and wonderful.



### Precious Planes

Some of the worlds are rather unsavory, a few are of middling value, and a handful might be extremely useful. Each of the useful worlds, though, has a problem in need of a solution. These challenges have been too great for the surviving natives of those planes (if any do survive) to solve, but the party should be able to knock a few out in an afternoon. Each of those worlds has its own prominent scene, but don't force the party to deal with worlds that don't interest them.

As a reminder, we assume as a baseline that the party will want to use the following planes in the Axis Seal ritual. Each plane can be attuned to by 'brute force' if the party spends a month making a planar icon, but whenever a PC begins to make an icon he intuitively knows that this would go faster (i.e., just take an hour) if he could form a meaningful bond with the world. If the world still is inhabited, that means doing some favor for the survivors. If the world is dead, that means discovering how the world died. A key purpose of a graveyard, after all, is to ensure the dead are not forgotten.

- ♦ **Air.** Caeloon (plane 50). The monks' Master Chyak has been enslaved by the Golden Legion, and other survivors were taken by pirates of Hunlow. Rescuing either accelerates the bond.
- ♦ **Earth.** Dunkelweiss (plane 31). Returning the artifacts stolen by the pirates of Hunlow accelerates the bond.
- ♦ **Fire.** Jiese, already linked.
- ♦ **Water.** Mavisha (plane 48). Linking is already easy, but telepathic sea monsters from Shabboath have gained control, and if they're not removed they'll come along with the plane and eventually threaten the party's homeworld.
- ♦ **Life.** Av (plane 53). Linking requires rescuing the fey monarch from the Golden Legion.
- ♦ **Death.** Iratha Ket (plane 17). Saving it from the sun Oblatias forms a bond.
- ♦ **Space.** Urim (plane 47). It can easily be linked to while the PCs are fixing physical damage to their ship.
- ♦ **Time.** Ascetia (plane 24). Paying respects at the grave of Srasama will form a bond.

Don't show the party the map of the Gyre just yet. Let them be a little in the dark at first. Soon, Calily can show them a map she has compiled, but allow their first hours of exploration to be uncharted.

### Repairs and Reconnoitering

After defeating the vaknids, the party can take stock of their ship and whom they managed to rescue from Av. Unless the party has special powers to speed this up, it will take the crew eight hours to right the ship and perform enough repairs that it can fly, but it's apparent that something about the levitationals is off.

Characters trained in Arcana discover with a bit of tinkering that the levitational enchantment relied on energy from the plane Baden, the ghost moon. The plane's power only faintly reaches the Gyre, so the ship can only fly for a little at a time. Unless the party can find a new power source (i.e., by creating a planar icon to a plane with Air energy), the airship will only be able to fly for about an hour, and then will need 6 or 8 hours to recharge.

So, where can they find a plane with the right air elemental energy? If the party recovered the Gidim *vortex array* in the previous adventure, they can detect the adjacent planes.

- ♦ North (plane 38). No energy of note, suggesting it's altogether desolate. Indeed, with a spyglass it is possible to see that it is plundered ruins, which appear to have been abandoned for ages. The array detects minor energy of fire and time coming from the plane north of it.
- ♦ North-east (plane 43). Likewise, no energy of note. Visual inspection reveals it's just a field of dead motes, barren rocks of a world torn apart by the churning edge of the Gyre.
- ♦ North-west (plane 42). Frustratingly, this is also plundered ruins, though the array faintly detects magical energies of life and time coming from beyond it.
- ♦ South-west (plane 50). By good fortune, this plane registers air and life energy. A lookout can just make out a forested hill in the distance. The plane beyond it shows traces of fire and water magic.
- ♦ South and south-east are empty voids. No stars or planets lie in that direction, and though the party's own home world is out there somewhere, there's not enough light to see it.

In any event, the mundane repairs take long enough that the party should be able to form a planar icon for Urim (if they don't still have the one they found way back in adventure one).

## JUMPING AHEAD

If the party wants to just teleport between worlds so they don't have to go find an air plane to recharge the ship's levitationals, let them. However, it will take them much longer to explore on foot. They'll still probably want an airship when they take on the Voice of Rot.

## A Friendly Visitor

The wind stirs around the party while they make plans, and then a woman's voice whispers, "I am Calily Buen of the Kinava monastery. I know disaster has befallen you. Will you promise my safety if I come to render aid?"

Calily is three miles away, and her spell will carry back the party's reply. If told no, she nevertheless sneaks closer and eavesdrops invisibly. But if the party approves, she jogs lightly into view half an hour later, wearing loose-fitting sand-brown clothes that cover everything but her face, and even that is shrouded by a hood, strands of gray hair drifting out of it in the breeze. She carries a staff, clearly worn from great use, and when close enough to make eye contact she pulls back her hood to reveal the face of a woman far older than her agility would suggest.

## Half a Hundred Years of Solitude

Calily was seventeen when her world died. The plane of Caeloon was scoured in fire by the Demon of the West Wind, but Calily's monastery survived by flying on paper wings. When the smoke cleared, she and her fellow monks found themselves in the Gyre, and the only remnants of her world was a scorched forest. Shortly thereafter they were raided by the Golden Legion, who took slaves from among the survivors, but left enough to nurture the forest back to health because they desired regular tribute in the form of lumber.

There was no food, and no animals survived in the smoldering woods, but the legion gave the monks enchanted rings that would sustain them without food. It was an act born of efficiency, not mercy, but the monks—divorced from even the mundane comforts of food—devoted themselves wholly to asceticism. Their master, Chyak San-Cho, guided the monastery to enlightened detachment, where the goal was to be empty, like the air. In the wake of their world's death, they endured without purpose, looking inward and awaiting their own inevitable deaths. Fifty years later, only a few dozen of the monks survive.

Calily also mastered the techniques and self-discipline, but she was defiant of the oppression of the legion. Though she has the body of a woman of nearly seventy, her training has spared her the infirmities of her long years, and she acts with a cultivated, youthful optimism. She has ranged to all the worlds of the Gyre she can reach – and has even brought back the occasional game animal to feed her fellow monks.

She has tried to rekindle their interest in life, but it was not until a few months ago, when new worlds crashed into the Gyre, that the monks were jostled from their routine. The legion sent scouts to investigate new planes, but found them devoid of potential slaves. Not wanting to return to Egalitrix empty-handed, they came to Caeloon, where Chyak San-Cho agreed to go with them if they left his students. Where Calily's own pleading had failed, Master Chyak's sacrifice inspired the monks, who now prepare for a strike against the Golden Legion. If they are to die, they will take a final stand against the forces of destruction.

## What to do after the World Ends

Enthusiasm bubbles from the old monk as she greets the party and all those with them. She offers them a bit of salted fish, which she calls an Amrou Hunlow Snapper, and then she warns them to ration their food because there's very little to be found here. She mentions that her own monastery was raided by the Golden Legion, and she only has survived the past...she guesses fifty years...because of her *ring of sustenance*.

While Calily is willing to tell the party nearly everything she knows about the Gyre, she hides the full nature of her monastery, and prefers to imply it was abandoned after the legion struck. She doesn't want to endanger her fellow monks until she can get a proper measure of the newcomers.

She initially assumes the party just wants to live in the remnants of Av (plane 53), and so she offers to guide them safely back there. But once she realizes their intentions, their power, and the fact that they have a ship that can cross the gap between the northern and southern half of the Gyre, she becomes excited. She asks about their experience with the Golden Legion, and says she can help them repair their ship. She demands nothing in exchange, but she hopes they will decide on their own to strike against the legion.



The first order of business will likely be finding a plane with air energy, in order to craft a planar icon and restore the party's airship to full capability. The closest option is of course Caeloon, which Calily will gladly guide the party to. There they'll discover that crafting will take a month unless they can form a bond to the plane. Calily has no idea how these planar icons work, but if they're looking to do her world a favor, she explains that some of her friends were taken by the Golden Legion and by the pirates of Hunlow. The legion is on the far side of a huge void in the Gyre, but reaching Hunlow with a few short airship jaunts (or on foot) is possible.

If the party doesn't want to do a favor for Calily there are other ways across the gap between the north and south Gyre. The undead tortoise that is Bhoior (plane 41) will set out once enough spirits from the Bleak Gate reach it. Or the party might steal an airship from legionnaires exploring Av (plane 53) or Apet (plane 39). In any event, the party's airship can still hop from plane to plane, giving them incentive to explore each world.

### Local Guidance

Calily warns that if the party wants to go searching, Shabboath and Hunlow (planes 45 and 33) have deadly foes living there, while Wilanir and Padyer (planes 41 and 51) are just fatally inhospitable. She mentions that a half-dozen worlds crashed into the Gyre in the past year, and Av is the seventh. She hasn't explored them yet, but she knows where they are, except for one that was shaped like a silver ring. She saw it dragged away by something like a comet, white and serpentine, toward the mouth of the Gyre.

In any event, she suggests they come first to Caeloon, where she can get them a map that will help them explore better.

## THE NOMADIC MONASTERY

### Social. Real-Time.

*Aeromancer monks, struggling to survive, ask for aid to rescue their master from the Golden Legion.*

It takes a few hours of hiking through the asteroids of Urim (and leaping the occasional bottomless pit) to reach the edge of Caeloon.

Calily's home is a land of rolling hills covered with pines, where a light breeze constantly wafts between still tree trunks. No animals live here, and only a few bushes and weeds grow on the forest floor. A handful of great pines survived the fires that burnt the world to death seventy years ago, and they rise high above their neighboring children.

The plane appears abandoned at first glance, but a small ruined monastery, consisting of just a handful of rooms, lies in a clearing upon the highest hill. The wind whistles through cracks in the wall and flutters paper shutters scribed with calligraphic meditations. The walls are nothing more than stiff paper as well, and what at first appears to be an irregular texture of vertical stripes are actually, on closer examination, thousands of lines of text, written directly onto the building. Outside the building the breeze spins a brass wheel cylinder attached to a small windmill, clattering as the prayer embossed in the metal endlessly repeats.

The clearing is far larger than the tiny ruined building, because most of the monastery is folded. The building is one grand extradimensional

space woven into an ornate origami-esque text. Almost every room can be expanded, and every doorway can be unfolded to reveal a chamber beyond. Manipulating the building in this way requires reciting the proper lines of text along the seams of a fold, half of which is visible, half of which lies in the room to be revealed. This makes it nearly impossible for an outsider to discover even a single extra room without instruction by a monk of the monastery. Powerful magic, however, can reveal that there is more to the building than initially visible, and divinations could provide the words necessary to open a passage.

For now, Calily keeps the monastery folded in this innocuous form. A few dozen monks live in the folded space, able to look out by briefly cracking a window where there was not one before. At full grandeur, the monastery rises seven stories high and sprawls hundreds of feet with courtyards, rock gardens, meditation chambers, sparring fields, personal quarters, and a vast library of scrolls. Or, when needed, it can be shrunk down to the size of a single sheet of paper, folded into a myriad of animal shapes.

### Guided Tour

If Calily brings the party to this world, she stops at its edge to 'meditate respectfully' for a minute. When she is done, she says, "I left the map I made in the small remains of my monastery. My home is humble, but I would like you to see it."

In truth, she has sent a message ahead to the monastery, so that they'll know to fold it into a modest shape, and to leave her map of the Gyre in the visible exterior rooms. When she takes the party there, the clearing is large enough for their airship to land. She shows them the map (see Player's Map – The Gyre for details), brews some pine needle tea, and asks the party to tell her how they came here, and whether they're skilled enough fighters to defeat the Golden Legion. Her fellow monks can listen through the walls, unseen in the extradimensional rooms.

She invites the PCs to rest as long as they wish, but asks for clarification on where they're from and what their ultimate plans are. She's also interested in sparring with a PC, to compare their relative fighting styles. A martial scientist who spars with her can learn the *stance of the paper wind*. (See Bestiary of the Gyre, page 63, for stats.)

### Heading Out

Calily sees the party as the best chance of defeating the legion and even—if she dares to be hopeful—escaping the Gyre. She asks to accompany them, and explains that she has been to nearly every plane in the southern Gyre. She's not sure how the party can form a bond with her world, but if the party explained what happened to their world and what planes were formerly bonded to it, she thinks she knows where to find Avilona, the plane of air.

### The Grand Return

When the party returns, likely many days later, if they have impressed her with their decency she asks them to land by her monastery again, then goes inside and whispers the phrases necessary to unfold the entire building. With a crackle of paper, the small outer ruins grow into the majestic, well-tended full monastery. Only three dozen monks remain in the whole sprawled structure, but they come out now, bow, and then follow Calily's lead in a brief martial kata to showcase their fighting technique.

Calily offers herself and her fellow monks as allies in the fight against the Golden Legion. If the party agrees, the other monks show serene approval, then return to the monastery. It folds down to the size of an origami bird, which Calily carries with her. When the time comes to fight the legion, she'll open the monastery, which will fly into battle beside the party's airship.

## HEX-CRAWLING THE SOUTHERN GYRE

### Exploration. Montage.

*Twenty worlds sit ready for exploration while the party waits for their airship to be flight-worthy.*

Each hex of the Gyre map is 30 miles across. The gaps between planes are exaggerated for style. The surviving pieces of planes don't fill the entire hex, so in some places miles of empty space can separate two adjacent planar motes, but most neighbors have at least a few spots where jutting landforms literally grind together. Crossing on foot entails a bit of ranging about, and then some perilous rock climbing. The main exceptions are Avilona, which must be flown to, and Drozani, whose staircase access is guarded by fallen angels of Hunlow.

New worlds usually arrive only once every few decades, and the worlds' progress toward the Gyre's teeth takes about a century for every thirty-mile hex traveled. For instance, Teykfa (plane 2) has been in the Gyre nearly a thousand years. Ascetia (plane 24), where William Miller settled after the Great Malice, has been around just over five hundred.

Player's Map – The Gyre lists what Calily knows of each plane, some of which is conjecture. It does not tell what energies exist on which planes.

GM's Handout – Gyre Planes tells what planes have what energy types, and briefly notes what the PCs will find at each place, as well as what effect those worlds have if the party uses them in the Axis Seal ritual.

This section proposes encounters the party can have on each plane of the southern Gyre, presented in descending numerical order. Planes marked with an asterisk (\*) were originally linked to the party's homeworld. Planes marked with a dagger (†) are planes where primary plot scenes occur.

### Energies and Traits

Each plane provides elemental energies, which the party can easily determine via the Gidim *vortex array*. If they don't have it, they'll have to land on the plane and succeed the checks necessary to create a planar icon in order to discover what energies it offers.

Additionally, every plane will grant some trait to the party's world if they use it in the Axis Seal ritual. Those traits are a bit more subtle, and while the party might easily guess that some places (like Padyer, where all water burns like fire) probably are too dangerous, if they want to know for sure they need to succeed two DC 40 checks – some combination of Knowledge (arcana), Knowledge (nature), Knowledge (planes), and Perception depending on the details of the trait. Each attempt takes an hour, with a +5 bonus if the party sticks around for at least a day. Once the party succeeds both, they get a clear enough sense of how the world differs from their own in order to predict what trait it would grant.

Successfully crafting a planar icon provides this information automatically.

### Exodus of the Dead

While most planes are fairly self-contained, one phenomenon spans the entire southern Gyre. Ghosts of thousands who sought Cauldron Hill to reach the Bleak Gate now float across the gaps between worlds. Over the course of a week they thread a trail, their glowing spirits visible from miles away. They glide from Av (plane 53) to Nem (plane 49) to Bhoior (plane 41) to Amrou (plane 36), where they find themselves thwarted by that plane's warding salt flats.

A few keep floating onward across the deep void, but most cluster atop the undead turtle that is Bhoior. Careful observation notes that the miles-wide creature is slowly turning, rotating to north. About ten days after Av crashes, most of the spirits of the Bleak Gate will have reached the chasm between south and north, at which point with a quiet rasp the immense turtle sets out through the void, slowly walking across an invisible firmament. Three days later it makes 'landfall' at Ascetia (plane 24), deposits the spirits from the Bleak Gate, then wheels about ever so slowly and returns to its previous position.

### The Flashing Beacon

From Ascetia (plane 24), a white beacon strobes every thirty seconds, bright enough to be visible from a hundred miles (three hexes) away. The party basically can't fail to notice it, and the way its light pulses is reminiscent of a lighthouse.

## DEAD MOTES. PLUNDERED RUINS. AND EMPTY VOID

These three types of hexes don't have anything of note planned for them, but the party might have random encounters there or explore to find resources. You could also put scenes of your own devise there.

Typically, dead motes are completely barren floating rocks, bereft of any life, energy, or structures. But refugees might have perished there, leaving simple grave markers that might contain warnings of nearby planes, or perhaps even powerful artifacts that survived the death of their homeworlds.

Plundered ruins were bits of civilization that survived the end of a world, but were usually enslaved by the Golden Legion, captured by the Hunlow pirates, or simply starved or killed themselves in despair. Structures are mostly destroyed. Amid the ruins the party might find mundane treasure, solemn monuments to forgotten gods, or roaming warbeasts or ghosts.

Empty voids might pose a navigation hazard, requiring some maneuvering to avoid striking small asteroids, or where the party could spot a distant windskiff of the Golden Legion on patrol.

Creating a planar icon for any of these places is impossible.

### \*#53. Av, Plane of Mirrors

**Planar Trait:** Reflections hold magical influence.

What remains of Av is a twenty mile stretch of the plane's glass sphere. It tumbles slowly, revolving once every day, and its cracked edges reflect like jagged mirrors. One side is the Bleak Gate analogue of Flint, complete with Cauldron Hill. The other is the Dreaming analogue of the city, where old growth forest has withered in spots that coincide with where factories were built in the real world.

For now, there are still thousands of fey desperately confused in the Dreaming half, and tens of thousands of spirits drifting away from the Bleak Gate half toward Nem (plane 49) as part of their exodus toward the teeth of the Gyre. Other survivors who crash landed around the Gyre will make their way here over the coming week.

Ideally the party should find someone they know here – a Vekeshi Mystic contact, the ghost of someone who died the night the stars fell, possibly even Ellik, the creepy fey who guided Gale into the Bleak Gate before Adventure Two. The survivors set up base in Dawn Square, where a convenient crack creates a tunnel between fountains on the two sides of the world.

#### Searching for Survivors

When the party visits, they spot a Golden Legion windskiff scouting the area for treasure to steal and people to enslave. They leave for Egalitrix after a few hours. The skiff is just thirty feet long, powered by diesel engine levitationals, with stabilizing sails and propellers for thrust. It has no weapons, and is slower than the party's ship, in part because it has a whole company of devils clinging to its sides, since there's not enough space on the deck for all of them.

#### Golden Legion Windskiff (Level 14)

- ♦ 1 Golden Legionnaire Company
- ♦ 1 Golden Legion Erinyes

### \*#52. Padyer, a Clean Realm

**Planar Trait:** Large bodies of water hold heat readily, and remain liquid at any temperature.

Sometimes the experiments of mad wizards are disastrous. So it was with Padyer, so named because the only landform is a cracked tower of white ceramic which has over the door carved sigils that resemble 'Padyer.' The elemental mage who once resided there captured avatars of the gods of fire and the sea and tried to bind their power into a staff. He then sent out a burning wave to annihilate his enemies in a coastal kingdom, but the wave did not stop. It carried its scalding heat across the entire world, until finally it reached the mage's own tower.

He managed to ward his tower against the wave, so all his research (and dozens of spellbooks) survives, but it was not long before all the water in the world became hotter than the ignition point of flesh and wood. The mage plane-shifted away, taking his deadly staff with him, but leaving behind a dead world.

For the party's purposes, Padyer is completely useless, except perhaps if they wanted to lure someone to their death. It looks beautiful, an eerily smooth tableau that resembles porcelain, but which tilts in slow wobbles like a top about to stop spinning. A lapping sea drifts around the world based on the complex tides of the Gyre. Of course, the water actually is impossibly hot, enough to slag metal, yet it never is sullied by other substances.

This plane is mostly intended to highlight that some worlds are dangerous traps, not worth bonding with. However, the party will have to land here briefly to let their levitationals recharge. If the party thinks to predict the path of the drifting sea, a Knowledge (nature) check (DC 30) determines how the tides affect it, letting the party land in a spot that will stay safe long enough. Otherwise they're caught by surprise as the sea rolls in, just chest deep, but hot enough to set fire to wooden ships or weaken metal hulls. The party can take off, and if they can effect repairs fast enough, the ship won't be crippled, letting them limp to the edge of the next nearest plane.

Also, this is the only plane with no vaknids to spy on the PCs.

### \*#51. The Plain of Rice

**Planar Trait:** The worldwide water level is raised enough that most land is submerged.

This is just a field of rice, ankle deep with water, stretching for miles. When they make the ZEITGEIST movie, this is my excuse to fly to Asia to film on location.

No evidence survives to explain the world's demise, but magic might reveal that a god of desert storms sent a flood that would kill all civilization, but the tribes rose up and slew the god. It did not stop the flood, though, and once everyone was dead, the only plants able to survive were rice.

### †#50. Caeloon, the Paper Wind

**Planar Trait:** People are more resilient in the face of tragedy. This is too complex to represent mechanically.

The visit here is detailed in The Nomadic Monastery (page 24).

### \*#49. Nem, the Plane of Ruin

**Planar Trait:** Incorporeal creatures like ghosts have a +2 to AC, attack rolls, and saves here. Undead with physical bodies (like zombies or vampires, but not living creatures possessed by ghosts) suffer a -2 penalty to AC, attack rolls, and saves.

Every surface of this world is dark gray, except for the glowing spirits on their exodus from the Bleak Gate side of Av. One of the few notable landmarks is a railroad track running along what was once a coast line. A train lies abandoned here, exactly where the train was in Adventure Four, *Always on Time*, when the party managed to escape being dragged into Nem. A certain tiefling gunslinger (or his ghost) might even still be here, depending on how things played out.

### \*#48. Mavisha, the Mysterious Deep

**Planar Trait:** Islands conceal secrets. Divinations about events on islands are more difficult.

#### Mist-Shrouded Sea

Supernatural forces keep the sea of Mavisha from pouring away into the void. The surviving chunk of the plane has a rocky seabed and a handful of small islands, but a steadily heaving sea covers most of the world, and at the plane's edge the water simply crashes into an invisible barrier. That barrier is permeable by intentional movement, but inanimate objects are stopped by it.

The seas are teeming with life – turtles, schools of fish, sharks, dire anamalocarises, and the like. A few despondent fish men, just intelligent enough to grasp their world's doom, dangle listlessly at the edge of the



sea, looking into the void. They know they're doomed, and are amazed if the party flies overhead. They come to gawk, ululate prayers to their gods, but then cower and flee if addressed. Their tiny villages lie on the sea floor, but they know some malevolent force is calling away those dwelling in villages along the north-eastern edge of what remains of their world.

## Waxy Bridge

Along where the north-eastern edge of Mavisha abuts Shabboath (plane 45), a thirty-foot wide tunnel of wax has extruded from rock wall, and it extends into the edge of Mavisha's sea. However, the tunnel is masked by illusions, and just resembles a cluster of drifting stones—common enough in the Gyre—shrouded with mist. If one pierces the illusion, the tunnel spans a hundred feet, and is malleable enough to stretch and compress as the two planes bump against and away from each other. This is how the savants of Shabboath intend their grand savant to reach this new sea.

So far, the savants have enslaved several dozen fishermen, and are directing them to construct a tower of wax—also concealed by illusions—atop one of the islands near the north-eastern planar edge. The sixty-foot-wide tower rises two hundred feet, its exterior and interior traced with strange sigils that weave conjuration, enchantment, illusion, and necromancy magic together, and once complete it will extend the psychic powers of the savants to this new world, letting them dominate everything here. Only once it's safe will the grand savant come to explore the surface.

If the party grows suspicious and explores enough to find the island and its invisible wax tower, one of the savants is coordinating construction, guarded by a kraken and a swarm of water elementals who are filled with dead fishermen.

## Mavisha Tower of Domination (Level 21)

- ♦ 1 shabboath savant
- ♦ 1 kraken guardian
- ♦ 4 elemental chum swarms

If assaulted by aerial foes, the savant flees through a flooded tunnel out the bottom of the tower to the sea floor. Otherwise it tries to confuse intruders with illusions, disguising its *schistic projection* as a humanoid while its primary mind plies PCs minds for weaknesses so it can dominate them. It wants to know more about the Gyre, but its goals are small of scope: it intends to do everything necessary to protect the grand savant so the mighty creature can see the open sky one last time, then submerge until the world ends.

## Ancient Legionnaire

Meanwhile, at the opposite end of the plane, the PCs can spot a shipwreck, mostly submerged, rocking against the edge of the world. The vessel's enchanted wooden hull has survived thousands of years of abuse, but the aesthetic is unmistakably that of the Ancients, the orcish civilization that first crafted the Axis Seal.

If the party explores the boat, the hold is filled with golden weapons looted from legionnaires the orcs fought millennia ago, as well as a gold plate that acted as a star chart of planes in the multiverse. It seems this vessel was once capable of sailing between seas of different worlds.

Amid the pile of treasure a corpse lies face-down, wrapped in tarred cloth that preserved its flesh. His hands have been chopped off, and the deck has ancient stains from where he bled out. If the treasure is disturbed, the mummy stands up, revealing an orcish face whose tusks and brows are pierced with gold chains. For a moment his hollow eyes take in the party with a primordial menace, but then he falls to his knees and holds up his stump arms in a plea.

In life, the orc's name was **Athotoc**. In the tongue of the Ancients he says that he betrayed his people, but not by his choice. He was enslaved by the legion and told them of the plan to find the soul of this plane. Fortunately his people survived the ambush, but they butchered him, not understanding he was not a traitor. As he bled to death, he shouted a warning, naming the world that one of the legion's generals, Paelyrion XVIII, was mustering his forces in. Athotoc perished, but his soul remained, waiting for news that his people succeeded.

If the party tells Athotoc of the Ancients' success in creating the Axis Seal, he is content, and tells them to see the nearest island, and find a golden oval, wrapped in wolf fur, buried in a mass grave where his kin disposed of the legionnaires. He asks them to destroy it, so that his soul can be free. And he warns not to look themselves in the eyes in the golden mirror's reflection, or else they will be slaves too.

## Mirror of Opposition

The nearby island Athotoc directed them to is choked with vines covered in fine fibers that glow at their tips, and horseshoe crabs wearing golden helmets scrawl eerie patterns in the sand. The mass grave is easily found, since nothing grows over the sea-smoothed stones of a huge cairn.

The excavation can turn up the weapons and chains of hundreds of legionnaires tangled with bone fragments. Buried in the center is indeed a tattered wolf pelt wrapped around a golden mirror, itself somewhat warped with time. If a creature gets within a foot of the mirror and looks in the eyes of its own (slightly distorted) reflection, it must attempt a DC 22 Will save. If it fails, the creature's soul is trapped in the mirror and it becomes evil and loyal to the Golden Legion. In either case, the mirror darkens and cannot be used again for one day. Members of the Golden Legion are immune to the mirror's effects.

The mirror can hold only one soul, but a ritual known to the Golden Legion can extract and consume the soul without harming the mirror, leaving the victim permanently turned. *Break enchantment* spells cast with both the mirror and the victim present can restore the soul and return the creature to its former self. Dealing damage to the mirror deals an equal amount of hit point damage to the creature whose soul is trapped in it. Once that creature is reduced below 0 hit points, the mirror can easily be destroyed. This frees the trapped soul.

The mirror isn't intended to be a major threat, but it will help the party realize the incredible dangers posed by the mirrors in the Egalitrix Legion Command chamber (see Celestial Eruption, page 48).

## \*#47. Urim, the Shattered Golden Chain

**Planar Trait:** Teleportation on Urim is impossible. If Urim is used in the Axis Seal ritual, rings of gold block teleportation.

The party already crashed here, and if they look for gold they find that much has already been excavated by the Golden Legion over the past six months since Urim fell into the Gyre.

The PCs might have the idea to try to use Urim's power to block teleportation as a weapon against the legion. Let them be creative in how to best harness the plane's power. We suggest perhaps they would need to subdue or befriend one of the giant worms of Urim (equivalent to an advanced purple worm), then somehow bring it along with them in the hold of their ship. At the party's command it could unleash an aura causing gold to act like it used to on their world, with any loop of gold blocking teleportation. This would completely stop every devil in the legion from teleporting.

## #45. Shabboath, the Severed Sea

**Planar Trait:** Tunnels riddle the world, creating an underdark, much of it consisting of vast sunless seas.

The surface of Shabboath is a bog dotted with jagged spurs of karst limestone. The swampy ground is mostly muddy and flat enough to traverse on foot, but it can rapidly shift to painfully sharp rock concealed by the murk, or drop away completely into huge flooded tunnels. Every few miles, one of these sinkholes sits miraculously hollow, water flowing down its sides into sunless depths, but never filling the pit.

The swamp is fairly teeming with vaknids, but they're all too listless to get into a fight.

A creature that rests on the surface of Shabboath is confronted with visions and dreams that entice it downward. Every few minutes, characters that are in a group must succeed a Sense Motive check (DC 30) to realize that one of their companions did not actually suggest they go underground; in truth, it was a phantasm projected into the creature's mind. On a failed check, the creatures are free to make their own decisions, but the peer pressure could trick an entire group into thinking it was everyone else's idea.

A creature that sleeps on the plane is even more vulnerable. If it fails a DC 25 Will save, the creature becomes invisible, then sleep-walks toward the nearest tunnel, trying to be stealthy. It awakens five minutes later, probably lost underground. If it succeeds, the creature snaps awake from a vivid dream, where its friends had disappeared, and it tracked them into a tunnel leading under the surface.

Those tunnels lead down to the severed sea, a wholly subterranean lake some ten miles across. The water there has eerie waxy structures that channel the flow and leave dry certain areas that look to long ago have served as slave pens carved out of stalagmites. In other sections, the wax seals the surface entirely, except for tiny holes that barbed eels peek out of to snatch the bats and bugs that flutter in the dark.

It is in those most still waters, where the cave bed is littered with bones of humanoids, that the savants endure. Each once ruled from one of four inverted towers – hollow shafts descending hundreds of feet, sized for a whale to navigate. The four towers lie within a quarter mile of each other, surrounding a luxurious waxy cave floor where the Grand Savant lies in an idyllic dream of its own creation.

## The Savants

Imagine the back of a horned turtle, enlarged to the size of a house, with fleshy valves between joints in the shell where three red eyes sleepily watch all that transpires in their presence. A muscular beak at the end of a squat trunk attaches the monster to the side of a flooded cave, and four meaty tentacles float limp in the current. The creature slumbers, sharing its dreams with its kindred, slowly digesting the thoughts they have plucked from the brains of tens of thousands of slaves, whose rotting corpses lie along the floor of the cave, turning the water a soupy mix of slime and decayed flesh.

Four shabboath savants survive, as does their master the Grand Savant, a creature whose corpulent grandeur has cracked its own shell, allowing pallid folds of flesh to sprawl and serve as anchors for psychic barnacles. The Grand Savant desired to dominate all the minds of its world, but in its success it grew too complacent. With no more challenges, it was only a few centuries before the savants became bored, drifted to sleep, and forgot to order their slaves to eat or procreate.

Ages passed, and the overlords of the dead world only awoke when reality had crumbled around their severed sea, leaving only a small fragment trapped in the Gyre. They stirred briefly, saw no threats, and returned to their dreams. But in the past few months they have dreamt of Mavisha, a world of fresh seas for them to dominate. The Grand Savant desires to rise to the surface, feel the frigid air upon its slimy flesh, and take in the end of the world in its tripartite vision. The savants of Shabboath chose one of their number to go prepare that world, and if uninterrupted for a few months they will dominate all life on Mavisha.

When the Grand Savant sees the Gyre and is convinced it has survived to the end of time, it will be content, and let itself die.

## Freeing Mavisha

If the party wants to bond with Mavisha, they need to be careful not to bring the savants along for the ride. If the Grand Savant learns there is a chance it can prolong its existence, it will brutally try to dominate the party. It was once a cunning creature, but has long become too arrogant in its might. Its alien mind hardly understands the concept anymore that other creatures have thoughts of their own.

Negotiating with the savants is difficult and maddening, with the best chance requiring either letting a savant dominate a PC, or dominating a savant, so that the psychic link helps bridge the gap between creatures that have so little in common. The party could learn that the Grand Savant's journey is one of suicide and simply wait for it to finish, never letting on that Mavisha can survive.

Tricking the savants is possible. They are paranoid about threats to their master, and if the party happens to lure to Mavisha a few pirates from Hunlow (plane 33), the savants will decide they must kill the bloody sea god on that world. They'll flood the interior cavity of the undead turtle Bhoior (plane 41) and dominate the creature so it carries them to Hunlow. The savants realize that Hunlow's power comes from its followers, so they compel all the weak-minded mortals to fling themselves into the void. The whole expedition takes a month, giving the party plenty of time to escape the Gyre and bind Mavisha when there are no savants on it.

And of course aquatic combat is an option, but if the party makes enemies of the savants, they are supremely intelligent, with access to almost any sort of occult magic to ruin the party's day, dominate their allies, and ultimately remove the threat they pose to the Grand Savant.

#### \*#44. Avilona, the Final Murmur

**Planar Trait:** Flight, and other air magic, never lasts more than five minutes.

This planar mote is smaller than most, barely ten miles across, and it floats at least a mile from whatever neighbor it has drifted nearest to. The surface is mostly barren, with just a few scraggly grasses and brushes inhabited by flightless birds. Angular wind-eroded stone dominates the landscape, with slender uneven arches, knife-like overhangs, and huge boulders balanced precariously on pillars of weaker rocks that have been weathered away.

All the erosion is ancient, though. The wind is practically still, but some unseen presence murmurs irregularly, disturbing the silence.

Reaching Avilona is risky, since if the airship lingers for more than 5 minutes within a hundred feet of the world, its levitationals rapidly drain of power. If the party doesn't take the hint, their ship will be permanently grounded. But if they are dropped off and the ship pulls away to a safe distance, they find the remains of Avilona are the literal remains of something like a dead god. Ages ago, an eagle whose wings spread a thousand feet perished here, and as the elemental air energy that empowered it drained from its body, feathers, flesh, and skeleton turned to stone.

Now the titanic petrified eagle lies sprawled on its back. Its neck has twisted in death so its head – skull and eye sockets exposed – lies near its chest. There the killing blow is revealed: its heart was torn out by another creature just as colossal as it. The cracked ribs were wrenched open, and now the hollow of its breast yawns up to the sky.

While the party is present (perhaps if someone tries to look into the cratered chest), the creature shudders. Its lungs draw in a thin breath, and its head shifts slightly so one empty eye socket can glimpse the party. Then, like a sigh, it exhales. The murmur that had previously kept the plane feeling somewhat alive ends.

#### \*#41. Bhoior, the Walking Whisper

**Planar Trait:** Sounds echo, sometimes years later. This has no mechanical effect, but people are innately more aware of the past, and are less likely to repeat the mistakes of it.

The plane is indeed a miles-wide turtle composed of stones filled with fossils that have trapped the souls of the dead. Now many thousands more spirits from the Bleak Gate fill this world, unable to make it into Amrou.

Visitors here find just barren stone, without even any plant life. The souls trapped in the fossils whisper to living visitors, teasing that they know secrets but never revealing them except to those who knew the souls when they were alive. Long ago another, greater turtle bore several continents upon its back, and when it neared its proscribed death it traveled for the spawning ground of its mighty species where it could transfer the people who lived on its shell to another. Alas, the great turtle died before it could reach its destination, and so died an entire world.

Centuries later a new turtle awoke from the huge dead body, and it could hear the mournful memories of those it never had a chance to save.

#### Steering the Great Tortoise

If the party creates a planar icon for this plane, they can steer the plane, though it travels at a rate of less than a mile per hour. It's not stealthy, but it gives them a novel way to navigate.

#### \*#39. Apet, the Distant Plane

**Planar Trait:** Planar travel is limited to the local system. In the Gyre, that restriction is redundant.

From afar, Apet is just a ball of whirling dust cloaking any solid surfaces. Once on the world, though, it becomes more bizarre than one would expect, for it is not a place of stone and rock, but of pure solid force. The ground consists of scattered platforms akin to *walls of force* – translucent sheets, impossibly thin and completely impenetrable. Most of these platforms are slightly off kilter from being horizontal, and they span a few dozen feet, always assuming simple two-dimensional geometric shapes with perfect symmetry like circles, triangles, squares, and on, up to octagons.

The force platforms have a slight static charge to them, causing the gritty dust that swirls around Apet to stick to it and provide traction enough to walk. Visibility is fair out to about thirty feet, beyond which everything has concealment out to sixty feet. Beyond sixty feet, everything is fully concealed. Certain patches of heavier dust might cut visibility to just five feet.

#### Liontaming

A Golden Legion windskiff is carefully patrolling the dusty world in a grid pattern, searching for beasts to capture and enslave. The only surviving beings on this world are mad descendants of Gidim warbeasts from thousands of years ago, which slaughtered most of the legionnaires sent the first time. Now the legionnaires come with a pit fiend, **Laroj Roh the Liontamer**, who carries a staff that will force the beasts to be corporeal so they can be captured.

The party might come across the windskiff by first finding a legionnaire lying dead in the sand, with strange tracks in the dust made by tentacles pointing the way the monster fled. Following it comes upon the devil crew as they attempt to wrangle a few dozen flying things. A fight's not necessary, but since word hasn't spread through the whole legion about the events on Av, Laroj Roh and his minions are excited at the chance to take more slaves.

#### Golden Legion Liontaming Crew (Level 21)

- ♦ Laroj Roh, Golden Legion pit fiend
- ♦ 2 Golden Legion horned devils
- ♦ 1 Golden Legionnaire Company
- ♦ 1 Golden Legion Erinyes

Laroj Roh wields a +4 *adamantine ghost touch staff* instead a +4 *flaming unholy mace*.

#### A Plea from the Homeworld

The Gidim flying things don't try to attack the party, but instead desperately fling their incorporeal bodies into and *through* anyone they can. If any of them survive the inevitable opportunity attacks, their passage deposits a thought in the creature they fly through: the Gidim homeworld, represented by a sphere of purple flesh with infinite eyes and tendrils reaching out to the stars, has a tiny black leech stuck to its side, siphoning its power. The emotional sense conveyed is revulsion and violation, mixed with intention to avoid the source of the leech in the future.



This is because the Obscurati in the real world have managed to tap into the Gidim's psychic connection to strengthen the godmind phenomenon. By the time the party gets back to the real world, Nicodemus will have used that power to compel nearly everyone to obey him. For now they just have a hint of what the Ob are up to.

### #37. Thrag, the Beastly Bounty

**Planar Trait:** Reincarnation is rapid, and memories are retained.

The first thing one notices approaching Thrag is the screaming. Everything on this world was once a person, but after mortals slew a divine child who had been born to the god of death and the goddess of life, the mourning deities altered the cycle of reincarnation so that no one would ever die again. No new people were born, but souls remembered their past lives as they took on new forms. Every being on this world recalls thousands of births, thousands of lifetimes of being trapped in primitive bodies incapable of fully composing higher thought, and thousands of savage deaths.

All animal and plant life here is ambulatory, even grasses that crawl and battle for the most nutritious soil, occasionally forming electrogenic colonies that can deliver stunning bolts to larger creatures so the grass can swarm it and consume its flesh. All the while, they wail in perpetual agony and angst that they will never be free of this cycle of suffering.

There is little to be gained from bonding with this world, but PCs might try anyway. If someone dies, within a minute he or she reincarnates in a bestial creature that tears its way free of the soil even as his or her previous body decays and is consumed by worms and other smaller beings. Typically these forms are equivalent to goats, wolves, or grouse, nothing fit for wearing armor and wielding weapons. A character stuck in such a body can be restored on Ascetia (plane 24) if the party doesn't have magic of their own to fix the problem.

Eerily, the local wildlife completely ignores anything undead. The party should spot the spidery husk of a vaknid nestled in the boughs of a screaming tree, which is oblivious to its passenger.

### Mandala Beasts

A handful of souls on Thrag, known as the mandala beasts, have learned through their incarnations a measure of calm. Giving themselves over to their savage nature, these carnivores combine physical might, supernatural powers, and the cunning mind of a predator that has had a hundred lifetimes of experience.

Every mandala beast is accompanied by a psychic manifestation behind its head, depicting a beautiful glowing ring of abstract patterns in vivid colors. When its body is slain, it devises a new form and reincarnates into that body, completely unfazed by the temporary death. The only way to keep one at bay is to scorch the earth beneath its body after it dies, because burnt soil is unable to devour the corpse, and the course of reincarnation is slowed until its flesh decays at a more natural pace.

### Stalking Mandala Beast (Level 21)

- ♦ 1 carnivorous mandala of Thrag

Wherever the party lands, the screaming of existential horror likely distracts them as the mandala beast prowls around them, its glowing manifestation dim. It psychically compels brush and trees around the party to wail and crawl toward them in order to conceal its own approach (Perception DC 39). The flora is too slow and weak to be a threat, but when the mandala beast is only five feet away it stands, flares its mandala, and tackles a creature.

If the party kills it, it keeps assuming different forms in order to best attack them. The beast is smart enough to know that a dead foe reincarnates, so it uses its *mantle of stability* to heal dying enemies while paralyzing them. If it wins a battle, it takes powerful paralyzed creatures to a burnt-out lair and gnaws on their flesh for days, killing the creature again and again each time it reincarnates.

It's not really possible to permanently defeat the creature, short of taking it off this plane. Scorching the earth beneath it will at least stop its reincarnation, but this is not a fight that can be won.

### #36. Amrou, the Salt Waste

**Planar Trait:** Mundane counters against supernatural threats are stronger. If a creature puts down a line of salt, whenever a demon, devil, spirit, or similar entity attempts to cross, it must make a Will save (DC 10 + HD of the creature that set down the salt) or be unable to cross the barrier for a day. Salt also burns such creatures, dealing 5 damage per turn (or more, depending on the quantity) and keeping them from willingly touching it. Indeed, affected creatures cannot even use tools to intentionally move salt, though they can create circumstances (like drafts from open windows, or asking a normal mortal) that can affect salt.

Likewise, holy bells can drive away faeries, jade hurts aberrant monsters, and presented holy symbols create safe shells as if you were constantly surrounded by a ring of salt.

### The Wee Tombs

After an onslaught of supernatural foes wiped out all the large folk, people similar to halflings came to power in the world known as Amrou. For a time they ruled and wielded powerful magic to keep the monsters at bay, and in fact used benevolent necromancy to preserve their greatest heroes. Mighty rulers were entombed for eternity with their servants, who were tasked with praying throughout their unlives in order to maintain the wards against evil.

But eventually they were betrayed, and the world fell to darkness. The vile priest-king responsible was destroyed, but the world could not be saved. Now all that remains is the sprawling salt wasteland where the tombs were hidden. One mummified ruler, **Sargon of Uggat, whose father was the cupbearer of Ur-Zubaba**, recently emerged from his tomb when he realized the world had ended centuries ago. His servants, their souls preserved and bolstered by the enchanted treasures buried in his tomb, were fading away. The magical artifacts he had been entombed with were almost powerless. So Sargon of Uggat, whose father was the cupbearer of Ur-Zubaba, tightened his cloth wrappings, draped himself in a ragged white cloak to better hide in the wastes, and searched for travelers.

This halfling mummy pickpocket just wants to preserve his servants, and he's not clear enough in his mind to realize that they long ago failed their original purpose of defending their world against evil. If the party lands here to try to bond with the plane, they'll likely not notice the mummy's light fingers picking their pockets for enchanted trinkets (Perception DC 46).

Tracking Sargon of Uggat, whose father was the cupbearer of Ur-Zubaba, is fairly easy, since he's the only thing leaving footprints on the whole plane. His tomb's magical defenses are long-since faded, and his only real defense is that the door and hallways are sized for three-foot-tall tomb robbers.

If he's confronted, the former pharaoh has all manner of minor magic items that might prove useful to the party, which he'll gladly trade for items of equivalent power. He's not one to fight, but his phenomenal stealth skills could make him a useful scout if the party can convince him their quest will find more treasure to protect his servants.

As for the servants, they still have preserved wines and fruit from before the world ended, plus palm fans and oils for luxurious massages. Since they have no civilization of their own to protect anymore, they're quite dotting on anyone who is friendly, even giants like the PCs. Ultimately, forming a bond with Amrou is as easy as filling the treasure vault of Sargon of Uggat, whose father was the cupbearer of Ur-Zubaba, with a few hundred thousand gold pieces worth of treasure. Chains of Golden Legionnaires serve quite well for this purpose.

### #35. Wilanir, the Lair of Discontent

**Planar Trait:** Guilt weighs heavily, like a fog. Fog appears more readily and more thickly, especially around those who have committed wrongs. The first time each encounter that a creature hidden in fog strikes another creature unaware of it, it gains temporary hit points equal to the amount of damage it deals, which last until the end of the encounter.

#### Eerie Fog

Winter snow sits sullen on Wilanir, and although herbivores like rabbits, deer, and birds still roam the landscape, all predators have perished. This includes the elves that once lived here, their stolid castles and hovels abandoned and snowed in. A low range of mountains in the center of the plane is home to a series of ruined forts, which serve as the lair of **Doverspike**, a vampire red dragon who destroyed the world.

It wasn't quite his intention. He had threatened a nation ruled by an elvish archmage-emperor, whose people made regular offerings of blood as a sign of obedience. When Doverspike used an epic spell to slay the emperor and everyone in his bloodline, the effect cascaded through most of the population of the world. The dead animated as zombies and inexorably wiped out all the other survivors. Eventually their bodies rotted away, leaving Doverspike as the only sentient being on the whole world. Soon thereafter the world was drawn into the Gyre.

Today the immense dragon is unhinged from a mix of guilt, loneliness, and the simple fact that he hasn't had the blood of sentient beings in centuries, aside from a few members of the Golden Legion. He wasn't able to follow the devils back to their base, and the legion decided better than to throw more soldiers to their death.

### Encountering Doverspike

If the party lands, thick fogs roll in within a half hour. This is Doverspike himself, transformed into the fog. In this form he can still suck creatures' blood, manifesting as a faintly visible draconic maw limned with crimson amid the white mist. However, he has quite lost his previous confidence and villainy. If attacked by a magical weapon he recoils, gibbers out an apology while screaming 'it wasn't my fault!' in Draconic, and then the fog flows away at thirty miles an hour back to one of his fortress lair.

If they pursue, those fortresses are prowled by a few zombies that have survived the centuries, but nothing that could really threaten the party. They can find Doverspike curled and shivering atop an ice-trapped treasure hoard, black miasma pouring out of his nostrils, across the scales of his face, which are deep red flecked with dead white at their edges. He'll fight back if forced, but he just wants to be left alone. If pestered to talk, he turns to one of the zombies, tells it to shut up, then blasts it with fire. When he sees what he did he is stricken, and scurries into a corner, horrified.

The poor monster is broken psychologically, but sympathetic or simply deceptive PCs could coax Doverspike to their side. He has no experience with the concept of penance, and is not quite motivated by a desire to make amends for what he did. He's simply horrified, and selfishly wants to stop feeling that. Perhaps he could be convinced that the best way to push away the pain he feels would be to save a world, to balance the scales. Or he might be willing to just go on a suicide mission against the Golden Legion or the Hunlow pirates.

The most fair punishment, though, is probably to sic the sun Oblitas (plane 19) on him, giving the undead-hating star a chance to find its own peace while annihilating an undead horror that destroyed another world.

### †#33. Hunlow, the Place for Pirates

**Planar Trait:** The ocean is literally a blood-thirsty god who loves villains. An offering of the blood of someone you have victimized, dripped into the sea, grants you the ability to reroll any d20 roll once in the next day.

#### Never Trust a Pirate

When a great Adversary awoke and went to war against the gods who had imprisoned him ages earlier, most of those gods quavered before his wrath. But Hunlow, that world's minor god of pirates, cheered the Adversary's vengeance, and disrupted plans of a band of plucky heroes to reimprison him. By way of thanks, when the Adversary tore out the heart of the world and draped the flayed skins of the gods across the heavens, he let the blood rain into Hunlow's seas, giving him the divine power necessary to survive the end of the world.

The Adversary is long gone, but Hunlow gleefully persists on his own fragment of the destroyed plane. He physically *is* the ocean—a thirty-mile sea of water whose waves turn blood red at their crests, dotted with a skull-shaped chain of islands—and he controls the flow of currents and the storms. Nothing lives on his immortal body unless he desires it. But oh does he love scoundrels.

Bonding with the plane requires only that Hunlow likes you. If the party finds a way to defeat the sea god, the plane dies and can provide no planar energy.

## The Cutthroat Clergy

Over three centuries, a variety of mortals have found their way to Hunlow's shores. He killed most, but eventually some showed themselves vile enough for him to keep them around. Most of the pirates smartly devoted themselves to worship of Hunlow, and eventually his clergy arranged for him to impregnate a slave, who gave birth to his half-god son **Taracle**.

Taracle commands the pirates of Hunlow as their admiral. His skin constantly seethes in pain when he's out of water, so he keeps himself draped in long cloaks which he soaks in his father's saltwater body. Under those his body has a lobster-like carapace and dozens of tentacles. If anyone displeases him he'll order the offender disemboweled so he can eat their intestines. However, he seldom talks, preferring to let his second-in-command Thrusty speak on his behalf.

**Captain Thrusty** is a fat former fiend returned to human form, whose love of logistics keeps Hunlow's coves stocked with the right type of slaves. A hundred years ago a pit fiend of the Golden Legion made the mistake of tussling with the pirates, who subdued him, stripped him of his gold, and then in a bid to make a convert to their cruel god, broke the curse over him. Over the years the former fiend, who took the name 'Thrusty' because he'd forgotten his original name, shifted into something of a hybrid of man and devil. Corpulent and scaled, he stands less than five and a half feet tall, but still has all the strength of his previous form.

Thrusty revels in his newfound free will, but old habits die hard, so after his conversion he took control of the pirates' slave market, making sure the mortals lived long enough to be useful. He wears all black, even a black domino mask and bandana as a cap. His greatest possession of value is his rapier, which was forged from the tooth of a gold dragon and blessed by Hunlow himself.



Straightforward slaughter would eventually leave the pirates starved and doomed, but Thrusty has made a point of cultivating prisoners who can keep a functional economy working. Indeed, for the sake of not letting short-sighted sea scum ruin everything, Thrusty keeps most of the slaves on the adjacent plane of Drozani (plane 25). He only brings people over when they're needed for sacrifices, for raping, or for more mundane breeding, since Drozani's curse smothers children born there. Similarly, the goblins of Etheax tend to herd animals that feed the pirates. The pirates don't often use them as sacrifices because they're so amenable to everything it's hard to get the goblins to really *suffer* enough for Hunlow to care.

The pirates are the reason so many planes in the southern Gyre are empty ruins, since they captured everyone useful and killed the rest. They even took a few monks of Caeloon who were too curious when the plane first arrived. (Calily has some nieces and nephews she doesn't know about.) They never made it past Thrag or Padyer, though, and so don't know much about the severed sea of Shabboath.

## Preparing to go A'plunderin'

The crash of Av made waves, though. Hunlow senses there are plenty of slaves for the taking there, so he's having his priests perform mass sacrifices to gird him for a journey of his own. When the party arrives, Captain Thrusty is making final arrangements for the ritual. The next time the distant sun of Oblitas dips under the horizon, wild parties will erupt all over the skull islands, human bonfires will light the night, and the thirteen ships of Admiral Taracle's fleet will sail a circle around the island chain, slitting arteries of hundreds of slaves and leaving a trail of fresh blood.

When the several-hour ritual is complete, Hunlow himself will be able to reach forth from the rocky mote that lies beneath his watery body, and he will crawl from world to world, a crashing flood carrying the fleet with him. In four days he'll sweep across Thrag, Bhoior, Nem, and then reach Av.

Before then, Captain Thrusty might be willing to parlay with the party. He's far-sighted enough to see the value of cooperation, but he would fully intend to backstab the party as soon as he figured out their weaknesses. He cares nothing about escaping the Gyre, nor do his pirates nor his god. They simply want the best plunder and a steady supply of poor bastards to inflict themselves upon. The Golden Legion is an occasional hassle, but the pirates' ships don't fly, and they don't want to go into battle just on foot.

## At Odds with a God

The flagship of the fleet, *Adversary's Favor*, is commanded by Admiral Taracle, with Captain Thrusty serving at his side. In a fight, Thrusty lets Taracle deal with all the party's attention, then swings in to take out vulnerable enemies. Clergy throw dozens of spells, with their preference being *banishment*, which conjures grinding mists (see Gyre Traits, page 19). Another sixty pirates are all unholy warriors with divine blessings. If the party defeats Taracle, they can retrieve the radiant axes of King Ron the Grand, and return them to Dunkelweiss (plane 31).

The other twelve ships have smaller crews, but each is still vicious. The ships lack any sort of cannons, but they make up for it with unified spellcasting might, and Hunlow can adjust the weather so that in ten minutes powerful lightning and whirlwinds will arise, potentially knocking the party's airship to the sea.



### Adversary's Favor (Level 25)

- ♦ Admiral Taracle
- ♦ Captain Thrusty
- ♦ 3 priests of Hunlow
- ♦ 5 unholy boarding crews

### Twelve other Hunlow Pirate Ships (Level 18 each)

- ♦ 2 priests of Hunlow
- ♦ 4 unholy boarding crews

Fighting Hunlow himself is basically impossible. While the party has faced big enemies before like fey titans, this enemy stretches *miles*. No conventional attack can even perturb him.

A smart option is just to avoid him. But a smarter option is to remove the source of his power. If the pirate clergy are killed, Hunlow has no ability to travel beyond his own plane. Indeed, if his clergy is wiped out while he's traveling abroad, he'll dissipate and pour over the sides of whatever plane he's on, vanishing into the void.

A straight-up fight is possibly even harder than going against the Golden Legion, but the savants of Shabboath can be tricked into attacking Hunlow if they see him as a threat, or the slaves on Drozani could be rallied into battling their masters. No doubt clever players can find other ways to defeat the sea god, if they care.

### #31. Dunkelweiss, the Fermented Peaks

**Planar Trait:** Alcohol is good for you. It produces the same intoxicating effect as before, but does no damage to long-term health. Indeed, hangovers are easily held at bay with a brisk workout, meaning the heaviest drinkers tend to be the most fit. A night of intense carousing functions as a *restoration* spell (caster level equal to the drinker's hit dice).

### The Tomb of King Ron

The dwarven all-king known as Ron the Grand ruled his people nobly for a century. Upon his death, the dwarves did not merely craft him a tomb, but petitioned their gods to create a demiplane that would encapsulate all that made Ron so damned Grand. Alas, the high priests got too drunk celebrating after the funeral, and they accidentally left the key that opened a portal to the world inside the world itself. King Ron was at peace, and his planar tomb drifted through the cosmos, like a burial at sea.

Centuries ago Dunkelweiss, a thirty-mile mountain range of soaring snow-capped peaks, majestic forests, and brisk mountain lakes, crashed into the Gyre. Such was the dwarven craftsmanship that it was barely jostled by the impact, and the borders of the world are quite sturdy. Celestial goats frolic on its grassy hills, and bearded eagles soar over the mausoleum, keeping watch of the king's rest.

But woe grips those eagles, and each day they shed a single tear, for they failed at their duty. Decades ago pirates from Hunlow snuck onto the world and plundered the tomb, carrying back many treasures, including King Ron's two radiant axes. (These items are in the possession of Admiral Taracle, leader of the pirates of Hunlow, plane 33).

Anyone new who arrives is confronted by one of the eagles, who is wary of outsiders. He invites the PCs to drink their fill of the beer streams (they turn back into water when they reach the lakes), but says no one will be allowed into the tomb except to return the stolen treasures. If the party tries to bond with the plane without first retrieving the stolen axes, the eagles screech and strafe them, but don't actually attack.

### #29. Etheax, the Tended Flame

**Planar Trait:** Patience and fire magic are both easy. Anyone with Intelligence, Wisdom, or Charisma of 10 or higher can perform cantrips to create and control small fires.

### Something Bad Happened, but the Goblins Didn't Notice

The cave-riddled mountains of Etheax are sharp and steep, with flat grassy valleys between looming granite mesas. A handful of goblin tribes live in these valleys, tending to the plants and animals in order to keep a stable environment. They also tend to fires at the mouths of all their caves, and can communicate across the plane in a hurry by means of shadow puppets in front of the fires.

The Etheax goblins are excessively friendly, and while they're rambunctious and nasty to people whom they know, to outsiders they maintain a demeanor of quaint, folksy manners. They of course get along well with the pirates of Hunlow, taking care of livestock for them without asking anything in return. Captain Thrusty long ago promised them he'd pay them back for all the work they're doing, and the goblins are patient enough to wait.

Bonding with this plane is as easy as asking the goblins. They're that friendly.

### #25. Drozani, a Dead City in the Clouds

**Planar Trait:** Slowly the birth rate dwindles to zero.

### A Beautiful Prison

A small rocky island floats at the edge of this plane, forming a shore with the sea of Hunlow. From there, a majestic pink marble staircase rises two hundred feet over the void, up to a pillow of clouds upon which sits a desolate city of rose wood and marble. Two fallen angels of Hunlow guard the staircase, allowing access only to those their god approves.

Within the city, the pirates keep thousands of slaves, who are kept in line because nothing grows there. The pirates have to import food from Etheax and fish from Hunlow or else the slaves will starve. Slaves typically busy themselves crafting clothes or weapons for the pirates, and are only brought out when Thrusty decrees they need to breed, or when the pirates are getting randy and want to rape something.

The lives of the slaves is wretched and degenerate, to the point that a hierarchy has arisen where those most in favor with the pirates might be given a chance to become pirates themselves, and so the other slaves look up to them. They desire freedom more than they value their own ideals. A few exceptions to this exist, most notably the children and grandchildren of Caeloon monks who were captured a few decades ago. Their asceticism makes them pariahs, but the slaves and pirates let them pass along their martial arts traditions as long as they are willing to submit to whatever debased demands the pirates make.

This once-great flying metropolis is damned, and perhaps the closest thing to Hell the Gyre has to offer.

## SURVIVING THE DEADLY NORTHERN GYRE

### Exploration. Montage.

*More worlds lie beyond a wide expanse, but most of these planes are lethal beyond mortal ken.*

Once the party is ready, they can travel across the thirty mile void between the southern and northern Gyres.

The plane that calls out to them most should be Ascetia with its lighthouse, which is the first encounter we detail. The battle at Egalitrix, if the party cares to take on the legion, is complex enough that we give it its own encounter entry as well, particularly since the PCs might want to check the rest of the Gyre for allies before hitting the devils' volcano airship. And the final confrontation with the Voice of Rot is presented in Act Three.

### †#24. Ascetia, the Hidden Jungle

**Planar Trait:** People are more aware of history. By the time everyone is an adult, they naturally acquire a +5 bonus to Knowledge (history) checks.

A flashing beacon strobes twice every minute, visible from up to a hundred miles (three hexes) away. As one approaches to within ten miles, a lighthouse appears, rising up from the edge of a tangled jungle which extends all the way to the precipice of the floating world. The lighthouse is unostentatious but solid, constructed of hand-carved limestone bricks thrusting a hundred feet above the jungle canopy. A small barn and a few satellite buildings surround it in a fifty foot clearing, and a walkway of logs leads from the lighthouse's door to the very edge of the world. As if its resident expects visitors, a basket of small tart jungle fruit sits next to a bench a few feet from where the sidewalk ends.

The top of the tower has a roof covering the mechanism of the beacon, which is rotated by simple gears governed by a weight that descends through the shaft of the lighthouse. This top floor has open windows with shutters but no glass, and it is here that William Miller spends most of his time, meditating while keeping watch for travelers.

The rest of the planar mote consists of short mountains that feed streams that thread through the jungle. A barely visible foot-path from the lighthouse leads into that verdant tangle, and half a mile later reaches the grave of Srasama. Beneath a high canopy, the body of the once-towering eladrin goddess lies with her six arms crossed over her chest. Shafts of shock quartz, six feet tall and roughly hewn, circle the grove, and each sparkles like a stream in sunlight. Touching one of these obelisks summons a wash of memories of thousands and thousands of eladrin women who perished in the Great Malice. By concentrating it's possible to speak with a specific spirit and learn her story. This is their graveyard, crafted by Miller as penance and as reminder of his hubris.

Srasama's body seems vividly alive despite numerous wounds. She neither breathes nor bleeds, but she looks capable of standing up at any moment.

### The Revelation of William Miller

After the Great Malice, the reflection of Nicodemus was stranded in the Gyre. After a period of denial and introspection, he began to refer to himself again by his birth name, William Miller. Though he is also a ghost like the Nicodemus of the real world, Miller has had a very different experience, and rather than becoming bitter and Machiavellian, he devoted himself to humility and penance.

Importantly, the prime-Nicodemus is unaware of his reflection. Miller, here in the Gyre, has over the centuries figured out that there's still a version of him in the real world, and in the past few months since the Great Eclipse has met spirits of those who died on the party's homeworld and learned vague details of his duplicates activities.

Miller has come to understand the nature of the Gyre, such as that he, and anyone else who is similarly reflected by the plane of Av, could obliterate themselves and send their consciousnesses back to the versions of them in the real world, but so far he has seen no need to do so.

As a ghost, Miller is practically unkillable. And while magic can destroy his manifested form temporarily, he'll rejuvenate in a day or so as long as there's still a link to the version of him in the real world. Namely, as long as the plane Reida still exists, Miller cannot be destroyed. He sees no need to fight, and is unafraid of any threats.

When the party reaches Ascetia, then, Miller comes out to meet them, hoping to offer aid or guidance. Expect some turbulence and paranoia as the party realizes that Miller isn't quite their nemesis. But he tries to explain things:

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"Despite how I look, I'm not your enemy. I'm his reflection, and five hundred years ago I broke off from him. I'll help you, if you'll let me, because when I look at my reflection now I don't like what I see.

"The first thing to know is that I'm arrogant. Five centuries ago I thought I could broker a peace agreement between Elfaivar and the Clergy during a holy war. They threw us into a prison – my accomplice was an eladrin woman, Kasvarina. She didn't deserve what happened to her because of me.

"That prison was supposed to be punishment and torture. And there were horrors there, definitely. But the most dangerous thing locked away in there was my own pride. I found a ritual, a way to end the war, a way to summon a god. My plan was to trick the Clergy into summoning its own god of war, which the eladrin would kill. The ritual warned that all the followers of the god would suffer the same fate as the one they worshipped. If my plan had worked it would have killed thousands of people. People who worshipped the same way I did. I didn't care. I had been thwarted once, and I needed to succeed.

"I was blind to the fact that I was a puppet. The Clergy had used Kasvarina and me to get the ritual – there was a demon, she wouldn't tell them; it's complicated. The hierarchs I hated so much summoned an *eladrin* goddess, killed her. When I figured it out I tried to escape, and I was caught in the middle of the backlash, right as I was straddling two sides of a portal. In the same moment that every eladrin woman died, I was torn in two.

"So here I am, a ghost in a place of ghosts. You can imagine the denial and rage, but eventually I realized there was no point to that. Not too far from here I built a memorial to the goddess they killed, and to all the people who died because of me. This lighthouse, also, was my attempt at penance. I thought if people came here, I could offer shelter or guidance. I suppose I've been waiting for you.

"I can't see what the other me is doing, but ghosts have been showing up for months, and I've heard stories. Stories of what that other me is doing.

“ ‘The other me.’ Hell, this will get confusing. Look, it’s been centuries since I thought of myself as Nicodemus anyway. It was only a moniker. A ‘nick’ name, which my fellow monks thought was so damned clever. There’s this herb from the Yerasol Islands called leaf of Nicodemus. You burn it, inhale the smoke. I remember loving the sensation. It was soothing. I dreamed of cultivating it and sharing it with more people around the world. But, well, there was a holy war. More pressing matters.

“Anyway, this place is basically my grave, so I might as well be buried with my real name. I’m William Miller, and I have some good news, and some bad news. Two sides of a mirror, if you don’t mind me belaboring the point.

“You see, there’s a way to get back to your world. At the center of the Gyre, if you dive into the teeth and let yourself be ground up and annihilated, your soul, or consciousness, or in any case all the useful things you’ve learned here — and I’ve got an inkling why you’re here — all of that will go back to...Well, here’s the bad news.

“You’ve been reflected too. Av, the moon. It’s a plane of mirrors, and the realm you pass through when you’re stepping through a portal. Its power tore me in two five hundred years ago. And when Av shattered a few days ago, the same thing happened to you. One version of you is back home, and the other version is here. Nothing you do here can change what happens there, and nothing the other yous there can do will make a difference in saving your world, not unless you fling yourself into the Gyre. If you want the other version of you to succeed, you’re all going to have to die.”

## Inflection Point

Now is when you should start Adventure Thirteen, *Avatar of Revolution*. Once the party completes the Introduction, return to events in the Gyre.

## Respite and Explanation

The PCs are unaware of the events in the real world. From their perspective, Miller has just finished telling them that they’re reflections of their real selves. He’s willing to answer any questions they have, and offers to let them stay here as long as they desire. His lighthouse has rooms for guests, and the Golden Legion avoids this place because the spirits of thousands of eladrin wiped out the last warship that flew over Srasama’s grave.

He explains that with the proper mental preparation, someone who falls into the teeth of the Gyre can avoid being outright annihilated, but can instead choose where his or her consciousness ends up. It requires the right sense of connection to the world you wish to return to. He’s spent centuries meditating on the nature of the Gyre, and while he has no proof, he knows it will work.

If the party believes him, Miller can teach them how to reconnect to their other selves. It requires an emotional connection to someone else in the world who misses them, and who can help guide them home. Also necessary is a goal, some change that they want to make, to give them an impulse to travel across the cosmos.

And of course their other selves have to be alive.

## CONSEQUENCES OF REUNION

Unbeknownst to Miller, Nicodemus will have already gained near total domination of the world by the time the PCs’ other selves return to Risur. Due to the fluid nature of time on Av, days spent in the Gyre won’t sync with days in the real world, and the PCs’ consciousnesses won’t return to their other selves until they’re in the midst of the climax at the Axis Seal.

However, the act of the PCs choosing someone as their ‘emotional link’ to the world will free that person from Nicodemus’s control, even before Adventure Thirteen begins. Before the PCs arrive at Reida (plane 1), have them each choose a person they want as their link to the real world, whom they hope will draw them back. If you agree that there actually is a connection of value, when the players go back to Adventure Thirteen, they’ll find those people are ready as allies.

This might not line up perfectly, so don’t overthink it.

## REJECTING MILLER

It’s reasonable for the PCs to think Miller is an enemy, or just not to trust his ‘certainty’ that throwing themselves into the Gyre is a good idea. In that event, they can kill the Voice of Rot, then hang around in the Gyre on their airship for about a year until the real world is on the brink of crashing into the other planes of the Gyre. Then they can simply fly back to the real world and link up with their duplicates. It’s up to you whether to let the PCs double-team the villains, or just to have them automatically merge together when they get near themselves.

## Miller as an Ally

Miller sees his role as one of guide, not ally. Unlike Nicodemus in the real world, Miller never became a powerful spellcaster, so he’s no good fighting alongside the PCs, not that he would if they asked. He’s no pacifist—he wholly endorses destroying the Golden Legion, for instance—but he believes that change is only possible for the living. He can instruct and warn, but he fears that trying to take an active hand in events would only bring out his worst traits of bitter arrogance.

He has tried to meditate to overcome those flaws. Honestly, though, he’s convinced he cannot change his nature. It’s better, in his opinion, that he not be involved. After all, he’s basically the same person as Nicodemus, and Nicodemus’s refusal to accept failure has perhaps doomed the world.

It would behoove the party to change Miller’s mind, because his aid can be pivotal in the defeat (and potentially the redemption) of Nicodemus. Swaying the ghost is difficult. But if they make Miller an ally, it becomes possible for them to take him to the teeth of the Gyre. When the party dives into the teeth to send their consciousnesses back to their other selves, Miller can do the same, but he won’t be able to reach and influence Nicodemus without an emotional connection.



That connection is Kasvarina. He believes that she died along with all the other eladrin women when Srasama was killed, and his overall guilt for the destruction he caused is focused on the memory of her in particular. He tricked Kasvarina into helping him, and because of that she had to watch her own daughter be violated and murdered.

If Miller learns that she's still alive but was working with Nicodemus, he comes as close to crying as a ghost is capable of. After all that he knows he was guilty of, discovering that his sway over Kasvarina continued as Nicodemus and led her to a life of revenge devastates him. But by the same note, if during the climax of Adventure Thirteen the party manages to get Kasvarina to their side and turn her against Nicodemus, Miller and Nicodemus will be reunited. The two sides of his soul will battle, and briefly Miller will be dominant, long enough to lower his defenses and let the party destroy him for good.

It's possible to defeat Nicodemus without Miller's active involvement, but if you want a 'Luke redeems Vader' moment in your game, here's a chance.

### Slightly Out of Place

Currently Miller's only other guest is **Catahoula**, an undead court wizard and masterful drum major from Iratha Ket (plane 17). Once a human, now he's just a skeleton, looking lanky and jaunty in a black cotton jacket with red epaulets and white buttons. He bobs his whole upper body from side to side as he talks, giving his speech a natural beat.

When things became desperate on his world, Catahoula scryed on Ascetia but saw nothing. However, of the worlds left it was his best option, so he chose to teleport here blindly. He can explain the woes of his home, and does so in a song if they let him, conjuring magical music to accompany his tale.

### Healing and Restoration

Though not as powerful as his real-world duplicate Nicodemus, William Miller has sufficient magical knowledge to deal with most afflictions the party might be suffering from when they arrive. He can break curses on those enslaved by the Golden Legion, or restore the original forms of people reincarnated on Thrag. For these tasks he entreats the body of Srasama. Though the goddess is dead, she still can lend a small amount of power.

### Communing with Srasama

A Vekeshi Mystic (or other interested PC) who visits the eladrin graves can speak with the spirit of Dala, Kasvarina's daughter who died while acting as vessel for the worship of Srasama. She wears a necklace with a three-piece amber pendant representing the three forms of Srasama: maiden, mother, and crone. Though Dala is certainly a young woman, she is flanked by faintly visible, skeletal-faced ghosts of other eladrin women. She refers to them as a ranamandala, a ruling circle of queens.

On their behalf, she asks what happened to their world, their families, and their people. The other spirits are somber and silent as they hear about the Great Malice and its aftermath, but Dala is perpetually light-hearted, with comments like, "Mother once got angry that I broke her favorite drinking glass fighting with my sister. She told me I needed to not be so careless. It would probably be mean if I reminded her of that."

Dala presses, wanting to know what became of her sister Launga, and of Kasvarina. She ends up sympathetic for her mother, knowing how she must have felt to lose both of her daughters. And if the PC doesn't

know of Launga's fate, Dala asks him or her to find the truth, and make sure she is remembered.

After that, Dala has an important question: what should become of Srasama? If the party carries a token of the dead goddess into the teeth of the Gyre and survives to return to the real world, even in death she still has enough power for one final act. The ranamandala are divided between seeking vengeance, or resurrecting the dead eladrin women. Either path will be the last act Srasama ever takes.

Dala takes off her amber necklace, and asks for the PC's choice. She offers first vengeance, holding the necklace in a clenched fist, and then she shifts it to her open palm, offering resurrection. She explains the choices, and once the PC picks she puts the necklace back on and nods in thanks.

- ♦ **Vengeance.** Dala says that Srasama will aid them in their battle against Nicodemus. In the climax of Adventure Thirteen, Srasama will fully manifest and join the battle on the party's side. This is the path of the maiden, a strong warrior.
- ♦ **Resurrection.** Dala says that upon the party's return to their world, all of the tens of thousands of eladrin women who died in the Great Malice will be resurrected. They will be aware of what the party has told them this day, and will know that a great time has passed, which should cool potential desire for revenge. She's unsure what consequence this would have, but it would certainly change the world. This is the path of the mother, the giver of life.

Finally, the PC could make a third choice, the path of the crone, by snatching the necklace from her hand.

- ♦ **Usurpation.** A PC could take the necklace and try to claim the power of Srasama for him- or herself. Dala demands it back, accusing the PC of trying to steal the goddess's power, and if the PC doesn't immediately oblige, the avatar of Srasama will rise in the midst of the grove and attack the treacherous PC. If the PC succeeds, he or she becomes a minor deity of womanhood. See Appendix Two for stats and for details of this boon.

After any of these choices, the shimmering of the quartz obelisks goes dark, and the body of Srasama fades into glowing motes that drift like stars into the night sky.

## #21. Elofasp, the Spawning Hive

**Planar Trait:** Animals are larger but more obedient. Any living creature with Intelligence 2 or less can be trained, and a Handle Animal check (DC 20) can goad an untrained creature of animal intelligence to take a simple action at your command.

### The Insect Apocalypse

Spindle spires of waxy gravel rise from the cracked ground of this plane. The monstrous native creatures have excavated canyons of soft rock from the remains of their dead world, and mixed the debris with biological excretions to create pillar hives, some as wide as a hundred feet and four times as high. Here and there bits of civilized structures or colossal humanoid statues with tentacled faces have been integrated into the hives, suggesting that the world was once inhabited.

Elofasp was once a colony of bizarre alien beings of colossal intellect, but one of their elder brains was slain and consumed by an immense telepathic insect. Massive spawn rose up around the world and overwhelmed the original inhabitants.

An explorer would find each hive controlled by a different breed of horrific monster, yet they never fight or have territorial disputes. Each hive has a ‘princess,’ daughter of the queen which resides at the bottom of the largest hive in the center of the plane. The queen is a bloated mix of segmented limbs, thrashing tentacles, furred heads, and scaled tails, and today it is wrapped heavily in golden chains. Each brood line on the plane is loyal to the queen, and the queen is enslaved by the Golden Legion.

It took the legion a few centuries to pull it off, but eventually a great battle let them break the central hive and capture the queen. Ever since they have had their pick of the fiercest monsters, and under the direction of the pit fiend **Pahlo Vil**k they have plied the queen with gifts to try to coerce her into birthing specific types of horrors.

Anyone wearing the chains of the legion is ignored by the beasts of Elofasp, but any other intruder is attacked relentlessly by thousands of huge monsters, and innumerable swarms of smaller savage beasts. (Basically, feel free to use any unintelligent monster you want on this world.) Trying to travel across this world without some sort of concealment or ruse is practically impossible, since every ten feet another monster would try to kill the PCs.

If somehow the party could reach the queen, she is sessile and helpless unless you’re foolish enough to come within her grasp. Killing her would cause all of the warbeasts stationed across Egalitrix to turn against the devils. For that reason, Pahlo Vil has a powerful force guarding the wax-latticed cavern where she resides.

### ***Guardians of the Hive Queen (Level 23)***

- ♦ Pahlo Vil, Golden Legion pit fiend
- ♦ 2 enslaved Elofasp ravants
- ♦ 1 enslaved supplicant of Elofasp
- ♦ 3 Golden Legion elite stars
- ♦ 2 Golden Legion horned devils

The party hopefully takes into account that, after killing the hive queen, disguising themselves as legionnaires won’t help them escape.

### **#19. Obliatas, the Devouring Light**

**Planar Trait:** Any undead caught in the sun’s light takes 1 point of positive energy damage every minute. When used as a plane for the Axis Seal ritual, instead it deals damage to any undead that can see its place in the sky. Depending on where it is placed in the system, it’s possible that roughly half the year, night-time would be safe for undead, while the other half day-time would be.

### **Wandering Star**

The star Obliatas was the center of a system where the planets were drained of life by a cosmic undead horror. Originally the avatar of a sun god, Obliatas was stranded after all the followers of the god perished. It swore it would destroy all the undead it found, but the horror left the system, and Obliatas eventually found itself in the Gyre.

Obliatas has been in the Gyre for nearly a thousand years, and after a period of mourning and losing its mind, the sentient sun began to wander. Eventually it discovered the undead civilization surviving on Iratha Ket (plane 17), and has spent all of its years since near it, harassing the inhabitants but kept at bay by the daily song rituals, which channel the magic of King Calcasieu. This is actually the cause of the irregular day-night cycle in the Gyre

Now Obliatas endures as a two-hundred foot wide orb of white light, which is blinding to anything within a thousand feet, and which does 10 fire damage each round to anything that lands on it. It can sense and telepathically contact anything within a mile. Despite its immense size and power, its mental voice is shrill and unhinged. It flies faster than walking speed, slower than airship speed, and calls out to anyone who comes near.

### **A Source of Great Power**

Obliatas is unique in being able to provide any type of energy the party might need for the Axis Seal ritual. It would create a second sun, though not bright enough to disrupt life, since it would probably be dimmer than a full moon (depending on where the party puts it; putting it in the ‘plane of life’ slot as the world’s moon is a Bad Idea™, since it will bake the planet to death).

The dilemma is that bonding with Obliatas requires earning its favor. It wants to destroy the undead on Iratha Ket, which it sees as abominations. The sun is too mad and single-minded to realize that they are actually benevolent undead. It would seem at first brush that the party would have to decide between the utility of Obliatas, or the moral choice of saving Iratha Ket.

The party might, though, try to cure the deluded fixation of Obliatas, or simply to turn its ire against a more serious villain, the vampire dragon Doverspike on Wilanir (plane 35). If they guide the sun to that world and let it have its revenge against a true undead horror, it will quickly forget about Iratha Ket.

Though powerful in many ways, Obliatas cannot really hurt any non-undead creatures. It might be able to fly in front of the party’s airship to conceal its approach on Egalitrix, but it cannot fight.

### **†#18. Egalitrix, Fortress of the Golden Legion**

**Planar Trait:** Fantastic grand industry will develop, driven by greed. This will not necessarily lead to evil, but it must be carefully balanced against to avoid dystopia.

The defenses of this plane are detailed in Flying Fortress (page 42).

### **Volcanic Overview**

Before the Golden Legion conquered the world, it was a plane of vast steam and diesel technology, but the constant belching smoke choked nature and killed nearly everyone in the world. The last survivors were wealthy industrialists who watched the planet die from the lap of luxury, atop a volcano that provided an endless supply of power. Eventually the rest of the world crumbled away, leaving behind just this bastion of avarice and exploitation.

It of course was ideal for the Golden Legion to claim as its capital in the Gyre.

The fiery heart of the volcano continued to thrum with limitless heat, and the dripping underbelly of magma cooled into an inverted second mountain peak. Smoke plumes and cinders waft from both calderas. With the aid of the surviving industrialists and their obedient ambulatory machina, the legion expanded existing power plants that captured the geothermal energy. They constructed barracks and hangars along the circumference, girded it with armor, and adorned it with myriad magical fusils that can fire blasts of infernal energy. The iron and steel superstructure stretches nearly a half mile around the front of the volcano, while the sides and aft mount immense propellers spun by churning, smoky turbines.

The whole mountain flies at barely a mile per hour, but that's fast enough for it to avoid being pulled into the teeth of the Gyre.

The industrialists who were most loyal to the legion were transformed into horned devils. Others were gibbeted across the broad iron prow, and their bloodstains never cleaned.

### Predicting Eruption

After seeing Egalitrix from afar, grant each PC a DC 25 Knowledge (nature check) to realize that the volcano produces a self-destructive amount of heat and magma. It looks like it should already have erupted, so somehow the machinery of the fortress must be siphoning away some of the energy.

### #17. Iratha Ket, the Graveyard Revel

**Planar Trait:** Greater altruism. Everyone has natural aptitude for singing, dance, or some sort of musical instrument. A number of times per day equal to his or her Charisma modifier, while performing music a character can grant himself or an ally engaged in the same musical number a +2 bonus to a single attack roll, save, skill check, or ability check as a free action.

### Unkillable Optimism

Centuries ago, a magical plague swept across a world, so vile that even the mages of the great crescent city of Iratha Ket could not cure it. It had infected everyone, and death was only a matter of weeks away. The ruler King Calcasieu, a man renowned for his soulful lyrics and effortless dances, realized that the world was doomed, but he refused to surrender hope.

In a ravishing and rakish duet, **King Calcasieu** and his **Queen Atchafalaya** captured the hearts of all their subjects. They decreed that all the young lovers should sleep, paired together in a gentle stasis where the disease could progress no farther. They would be the hope of the future, that some day their people might find a cure and create a new generation. The greater task fell to the older generation. They would be a sustaining song, keeping alive the magic and ceaselessly seeking a way to defeat the disease.

To fulfill this duty, however, they would have to give themselves over to undeath, persisting as skeletons so they would have no flesh that could carry disease. To ensure they would not lose sight of their precious mission, every month two lovers would be awoken, giving the mages another chance to find a cure, and giving the lovers an opportunity to remind the rest of their civilization of how brief and precious life is. Each new pair of lovers would receive a love song of their own. The city would celebrate their awakening, and they would be given all the

luxuries the city could provide. If they could not be saved they would also become undead, but the spirit of their people would be refreshed.

Every month a new couple is awoken, and every day songs fill the streets of Iratha Ket, culminating in a parade that runs from the ever-expanding city graveyard (filled with tombstones but no bodies) to the palace, where the couple resides as honored guests of the king and queen. Skeletons in colorful clothes whirl and croon and dance and play instruments to celebrate that they have not yet fully perished.

And at the end of every month, the two lovers watch each other waste away and die.

## PRONOUNCIATION GUIDE

**King Calcasieu** – KAL-kuh-shew. Imagine him as Michael Jackson late in life, distrusted by many, reculsive, and struggling between depression and the purest generous optimism.

**Queen Atchafalaya** – A-chuh-fuh-LIE-uh. Imagine her as Eartha Kitt at her cattiest.

### Mourning King

Since his decree, King Calcasieu has seen over seven thousand loving couples come and go. The rest of the world crumbled away, and only the crescent remnant of Iratha Ket and its mighty river remains. The greatest wizards of an entire civilization have never found a way to stop the plague, and though tens of thousands of skeletal citizens endure, only a few hundred more couples survive in stasis. The king has fallen into a depression, fearing the ultimate death of his people.

Worse, the undead-hating sun Obliatas now assails the city with greater intensity. King Calcasieu's magic once kept the monster at bay, causing it to withdraw and 'set' occasionally. For the past year, though, Queen Atchafalaya has had to adjust her romantic duets to become solos, and the devouring light has managed to destroy many hundreds of the city's undead citizens. Those who remain are growing reluctant to sing the necessary songs to keep the stasis magic active, and the latest romantic couple is honestly having a pretty rough time because the singers keep missing their cues.

### Rolling Out the Red Carpet

The party's arrival is celebrated by, of course, song! With seemingly perfect coordination, disparate groups of townsfolk throw miles of red carpet down to create a guide-path, then cajole the party through the city as they sing of the history of the plague, show off the headstone-filled graveyard, introduce the two current lovers **Pookie** and **Bunk** (still in the early stages of the disease), and pause outside the palace to look up at the black curtains drawn across the window of the king's chambers, before finally surging up the stairs where Queen Atchafalaya awaits.

The song ends, and the queen—her bony wrists jangling with cat-shaped red bracelets, her white skull dotted with black paint to give her a dubious smirk, her dress slinky and provocative even though she has no flesh anymore—invites them to dine with her and the still-living couple. She's not hungry, of course, but there is plenty of food—beans, corn tortillas, peppers, and cheese mostly—for guests. Plus enough tequila to last until the world is ground to dust.



The queen laments that her husband is sick, not in his flesh because he has none, but in his soul. It seems the lot of her people that they will fail to heal those they love. Moreover, without Calcasieu's aid, the angry star is slowly destroying their people, since not everyone can get indoors fast enough. The fishermen, especially, have had trouble since there's no cover on the water. To this, Bunk mentions that he's not really that big a fan of fish anyway. This draws attention to the fact that he hasn't actually eaten anything on his plate. Neither has Pookie.

The party should get a sense of the selflessness and determination of the people of Iratha Ket. Yes, they're dead, but they maintain a belief that the needs of the living are the priority. If they had to end their existence permanently to save the remaining sleepers, they'd do it gladly. They have a bit of fun with their bodies — popping off limbs for gags and such — but they're certainly not terrifying monsters. (The court jester, **Kisatchie**, has popularized his catch-phrase, "Wait, that's not my femur!")

Atchafalaya would like to help the party, but she worries that if they use her world's energy, the plague will spread to their world.

### The Nature of the Plague

Will the party remember their adventures in public health from their visit to Ber in adventure six? The key to solving an epidemic like this is determining the cause, and if that's elusive, look for when or where it originated.

The actual cause is telepathic brain parasites crafted by the Gidim, who deployed them as a superweapon that was actually too strong. It killed the world too fast, leaving few minds to actually harvest.

The parasites are thoughtforms, and normally have no physical form, instead taking up residence in the thoughts of their hosts. They first altered the minds of their victims, keeping the infected mildly euphoric so they don't think anything is wrong. But meanwhile the parasites made the brain trigger destructive immune responses around the body, then slowly shut down control of autonomous functions. The victim would no longer feel hunger, and eventually their heart and lungs would stop operating.

Divinations reported that there was a parasite, but with no physical form, they were impossible to find in autopsies. Healing spells could not help when the victim had lost the will to live. The Iratha Ketians haven't quite developed psychotherapy, which would work if they tried it.

Of course, the PCs have experience with Gidim, so as soon as they realize what they're up against they know that 'thinking at' the parasites the right way can drive them out and make them corporeal. The trick is discovering that the Gidim are to blame.

### Evidence of the Infection

If the PCs use divinations and ask specifically about Gidim, they should easily discover the truth. Otherwise, they need to put together clues.

The lack of physical injuries suggests magic, but normal efforts to detect magic show nothing. Effects that block compulsion or charm had a confusing result — the patient seemed to get sicker (this was due to withdrawal as the parasite no longer could make the patient ignore its pain; if the doctors had continued this treatment, the patients would actually have gotten better, but they assumed it was a dead end).

The healers have tried herbal medicines, prayers, trials of faith, bleeding, burning, various poisons, moving the victim to nearby planes (which always led to the destruction of many bodyguards because the neighborhood is very unfriendly), and even resurrection magic. The last option didn't work at first, but once they tried waiting a few months it was a temporary success, but the person got sick again within a month, even without other living people around to reinfect him. In any case, the city does not have enough spell components to resurrect all the people in stasis.

What about the origin of the plague? The royal physician **Opelousas** (who keeps a bottle of tequila inside his ribcage, which he insists gets him drunk despite his lack of metabolism) doesn't think about what happened so long ago, and he says the king took all the record books to his private quarters, and has just been dwelling in the past ever since. The party will have to sneak past the king's huge skeletal guards to reach his chambers, but he won't be hostile, just forlorn. He explains that the texts record how shortly before the plague sprung up there were many reports of people having strange dreams, like they were being watched from the stars. Many more saw swooping colors in the sky one night.

And what about all the singing? True, the king was a great musician, but people never spontaneously broke into musical numbers before the plague. Ever since it struck, though, people have felt somehow more connected to each other. They think this is just a natural selfless attitude, but it's amplified by the alterations made to everyone's minds by the parasites. When the nation as a whole shed their living flesh and became skeletons, they kept the same slightly unhinged mindset.

### Healing the World

All it takes to cure the disease is the right method of thinking at the mental infection, and by teaching the survivors this skill they can inoculate anyone else who might be awoken. Of course, on this plane that grand salvation has to be accompanied with music. In fact, once the party realizes the true nature of the disease, the opening notes of a triumphant song begins to rise from around the city, and the PCs feel and urge to sing their good news. (They can resist, but that's not as fun.)

Queen Atchafalaya ends up taking their revelation about 'healthy thinking' and swirls it into a sympathetic song about the depression that has gripped the king, and she quickly awakens dozens more of the loving couples, then has them accompany her (physically and lyrically) as she professes her love once more to Calcasieu. Thousands of citizens of Iratha Ket are jangling their bones in jubilation when ominous light rises, and Oblitas begins to sear the undead.

The song pauses (though a really devoted violinist keeps playing a worried trill). People look to the skies, feeling cheated. Then the black curtain on the king's chamber is pulled aside, and the king leaps into the sun, spinning as he lands and raising a defiant voice. The people cheer, and the king sweeps past the PCs, asking them to join him as he sings that this news demands a celebration, and the best parties go deep into the night, so the sun should come back tomorrow. As if scolded, Oblitas retreats, and a massive carnival atmosphere grips the plane.

## #16. Apo, the Unknown Disk

**Planar Trait:** Every minute there's a 1-in-20 chance of a tiny black orb similar to a sphere of annihilation appearing in any given area. A character that enters or starts its turn in the sphere's square must make a DC 20 Reflex save or take 30 damage.

### Killing the Cat

This world was created by a god of trapsmithing in order to defeat epic adventurers. It succeeded, then fell into the Gyre. Now it appears as a twenty-mile-diameter hoop, its edge a hundred-foot-wide shelf of mortared bones. This surrounds a vast plain of segmented plates with complex repeating patterns that form a labyrinthine road, fifty feet wide, which weaves toward the center. It looks like there might be some puzzle to decode, but scattered around the plane's perimeter (so there's always at least one visible) are roughly-carved wooden signs that read "Warning: Invisible Lava."

(There is no invisible lava.)

If anyone spends more than five minutes on the surface, seven spots on the 'labyrinth' road begin to glow with red light. The nearest is right where the bone shelf touches the pattering floor. If someone tries entering the labyrinth there, the first spot stays red, but the rest change to orange, suggesting a path that would span miles and miles. Finding one's way to the second glowing spot without leaving the roadway requires a DC 20 Intelligence check; each attempt takes an hour.

Crossing the second glowing spot turns the remaining spots yellow; and so on through green, blue, and indigo. But then upon reaching the seventh spot, purple, which is only a half mile from the center of the plane, the deathtrap triggers. The plates of the patterned plain crack apart and release a blast of prismatic magical energy. All creatures on the plane are affected as if they had passed through a prismatic wall (DC 22).

If the creature survives all of that, it's suddenly standing over an open void, ten miles from the nearest solid ground. Without magic, it will fall to oblivion. Surviving the trap creates a bond with the plane.

## #15. Gardboral, the Chimeric Maelstrom

**Planar Trait:** Elementals grow larger, and mundane phenomena can generate them.

### The Stone of Ragnar

This world underwent a final epic battle between giants and normal men, and the giants won and were rewarded by ascending to the form of titanic storms. Now nothing persists here except immense elementals who want to destroy any interlopers. At best, one of the elementals might be goaded into attacking Egalitrix in order to take its treasure.

## #14. Ringes, the Barren Moor

**Planar Trait:** Creatures with Intelligence 3 or greater are driven to murderous violence.

### The Maddening Cat

This barren moor appears to have no animal life more dangerous than crocodiles and leeches, but the architect of that world's demise still survives. **Ystis** was once the familiar of a plague wizard, and when his mistress was slain he consumed the woman's soul and took control of her power. He learned to emit from his body a disease of invisible parasites that would burrow into creatures' minds and drive them into a violent rage toward each other.

Though Ystis is a consummate lurker who never lets himself be seen, the wretched feline's dander leaves a trail of black wherever he prowls. Ages ago he commanded the last few zombies in the world to construct him a throne at the edge of the world, where he lazes in the light of Oblitas. When threatened he hides, circles his foes, and waits for his plague to drive them to kill each other.

Unlike Iratha Ket, the parasites here are real creatures and do respond to magic to cure diseases. See Appendix Two (page 76) for Ystis's stats.

## #12. Guay, the Grove of Dreams

**Planar Trait:** Dreams create demiplanes. While someone dreams, a small portal floats nearby them, and it is possible to enter these portals, explore the plane beyond, and interact with the dreamer's thoughts. Items in the dream can be plundered, which strip thoughts from the sleeper's mind. Likewise, ideas can be implanted. Sleeping with strangers becomes perilous.

### The Loathed Muse

This world was a pleasure plane created by a god of artists as a gift to his beloved, a mortal painter. Trees of countless varieties seem to be perpetually lit by a setting sun, and every surface is unreal, its shape and texture either cloudy like watercolor or stiff and layered as if painted in oils.

The artist enjoyed her time here, but the god kept making excuses why she could not leave, so she painted a mural on the inside of her villa, showing the god as he slept, with a doorway beside him. When next the god slept, indeed this door appeared, and she stepped into her lover's dreams, discovering that he had killed everyone else who had ever seen her work, so that he alone could enjoy it. Still inside his dream, she painted another mural, this showing the god finding the artist dead by hanging. Then she left his dream and hid, and when the god awoke he was convinced the artist was dead. In despair he hung himself.

The foolish painter, though, thought she could paint a portal back home, but she was trapped. She eventually went mad and hung herself too, but not before desperately painting every surface she could: her home, boulders, tree trunks, and even the withered corpse of the god. A recurring motif is windows within windows, and beautiful women whose eyes are hidden by flowing hair desperately trying to smash their way free. Often it seems like the women are trapped inside the painting, trying to get out.





## An Impossible Encounter

While exploring, a rival from the party's past confronts them. Ideally this should be someone who completely could not be here; if you don't have someone specific to the party, then **Leone Quita** the Steelshaper works. The enemy brings up the weaknesses of one of the PCs and makes a prediction that someone will betray him, but as soon as anyone tries to retaliate, the whole group awakens in a clearing, not having realized they were asleep.

Every hour the party stays here they suffer a similar episode, with dreams providing glimpses into the real world, or of events on another plane in the Gyre. If they stay here six hours, they are addressed by the Voice of Rot, who slithers and crashes through the forest just out of line of sight. He says that he can see the deaths in their pasts that they most regret, and then he bursts from the treeline with incredible speed, devouring the PCs one by one.

When they awake from that nightmare, they're fully rested.

## #9. Metarie, the Swamp of Sabotage

**Planar Trait:** Technology is disrupted. Each round that a firearm or other mechanical or technological device is used, there's a 50% chance it acts as if broken.

### Worse than Bedbugs

Oily three-armed gremlins have infested an otherwise quite lovely swamp demiplane. This world consists of nested layers of marsh. Each layer has bits of boggy ground covered in tall grass separated murky ponds, all of it beneath a looming canopy of moss-draped trees. The gremlins scuttle through the forest, their too-wide eyes glowing in a slowly shifting order of green, and blue, and white. The other prominent creatures are newts the size of crocodiles, which are too curious for their own good.

The lower levels of the swamp are each twenty feet tall, with soggy ceilings instead of forest canopy. The roots of the trees above weave into columns that support each layer, and many of these columns have their trunks infested with carnivorous fireflies.

All told, thirty layers can be navigated, and could potentially serve as a dungeon site if you're desperate for a crawl. Otherwise, it's mostly just icky creatures dropping gears as breadcrumbs, trying to lure outsiders into a cottage whose doorway drops directly into a cauldron which the gremlins use to make stew.

Long, long ago Metarie was a nature preserve in a great plane-wide city whose people relied on innovative mechanical technology to keep out their world alive even as they hollowed out its core. Carelessness led the people of that plane to ignore for too long the primitive three-armed gremlins, who out of jealousy sabotaged the machines that ran to the core. The world collapsed under its own weight, and only the gremlins survived, frolicking in the ruins of a culture they still instinctually resent.

### Why Even Bother?

When the party first arrives they can hear a rumbling engine, similar to that of the Golden Legion's large airship, the *Aurum Treasure*, but closer to the hiss-churn of a steam boiler than the growl of diesel. Indeed, one of the legion's earlier vessels crashed here, and the gremlins have revved it up to lure the party into their domain. The ship is not on the top layer, however. Its crash punched a hole a hundred feet wide, which swamp water pours into. Down three layers it sits, its hold full

of treasure, and its pit fiend captain—**Kebez Pol**—still alive, locked inside the steam boiler after the gremlins rusted the hatch shut. The boiler still runs, and the heat cannot kill him.

Kebez Pol is insane from isolation, and doesn't have enough sense to realize if he's being tricked, so he'll gladly answer any question about the legion, in exchange for being freed from his oubliette. The ship is too far gone to repair, but its fusils could help strengthen the party's ship's arms.

## Waiting for an Opportunity

The gremlins are patient and mean. If the party lands here, a handful of them sneak on board the party's ship (Perception DC 35), though they wait until the PCs are gone and only lesser crew are acting as look-outs. They stow away and wait for the highest stakes—likely the battle with the Voice of Rot, but possibly against the legion—before they sabotage the ship so it has to land or else will crash.

If the party doesn't look for the gremlins, they'll be at a great disadvantage against the fey titan.

## #5. Bonalithe, the Storm Claw

**Planar Trait:** Storms spawn creatures, typically reptilian.

### Stormclaws

The coastal flats of Bonilathe shudder with thunderstorms, as the sentient staff of a long dead weather mage tries madly to stop itself from being drawn into the Gyre's teeth. The staff is trying to create intelligent life by striking pools of primordial ooze with bolts of lightning, but so far the best it can do is conjure reptilian beasts of high animal cunning. They typically kill each other before they can do anything useful for the poor, desperate staff.

This plane is an excuse for you to seed a final magic item for the PCs, and to provide an excuse for there to be dinosaurs in whatever new world the party creates.

## #2. Teykfa, the Ticking Pendulum

**Planar Trait:** People are more aware of the scale of time, and they can better weight long-term consequences. Time can be manipulated.

### The Long Now

One of the first worlds with intelligent life in the multiverse saw its last sentient life end eons ago, but the plane did not enter the Gyre because of the steady ticking of Teykfa, a megastructure carved into the heart of a parched desert mountain. Crafted of rust-resistant metal alloys and perfectly balanced with dozens of redundant structures, the mechanism functions as a clock that keeps time on a geologic scale. Once vigilant stewards wound its counterweight, but even after they perished it took millions of years for the structure to run down. Soon it will tick its last.

This world is the party's last chance to rest before confronting the Voice of Rot. Fortunately, time flows quickly here, so if the party lands and spends a week preparing, only a day will have passed in the outside world.

Should the PCs desire to bond with this plane, they should adjust the rate the clock ticks before they leave, or else there might be unforeseen consequences. With this plane in the sky, magic that manipulates time becomes possible, albeit difficult.



## FLYING FORTRESS

### Action. Montage.

*A gold-adorned volcano fortress serves as the Golden Legion's base in the Gyre, and holds many prisoners, including the engineers who maintain a steampunk thopter mechanism that allows the entire plane to fly.*

If the party wishes to rescue the monarch of the Unseen Court so they can bond with Av, or to bond with this plane and its potential for fabulous technology, they'll need to defeat the leader of the Golden Legion, His Celestial Eruption Paelyrion XVIII. The warlord resides in the legion Command (area 19) an opulently decorated corridor that runs between the outside slope of the volcano and its caldera.

To get there, though, the party must survive the defenses of an entire hellish citadel.

### Likely Courses of Action

Killing Paelyrion XVIII isn't enough to defeat the Golden Legion since the force has a chain of command, but the throne room/command center has controls that can destroy the fortress.

The trick is getting there.

As a vehicle Egalitrix is too slow and cumbersome to avoid the party's approach, but it has immense firepower. Also, the party should be careful of being too clever, because the legion is masterful at teleportation magic.

An aerial approach likely gets spotted, provoking a dogfight detailed in Battle in the Sky. The party might land and treat the fortress as a dungeon crawl, in which case we present various encounters for combat, stealth, and sabotage in Legion Interior. When they reach the command throne room, Paelyrion XVIII awaits in Celestial Eruption.



Or the party could think outside the box and bring along asteroids from Urim, then hurl them at the fortress from half a mile away to kill half the legion and cause chaos, then teleport in a fire-proof invisible saboteur to overload the caldera heat regulators, triggering the only two-sided volcanic eruption they'll ever have the pleasure of seeing.

A weakness that might be quickly apparent is that the designers were still thinking two-dimensionally and assumed the ship needed only offense, not defense, since the fortress has no major weapons mounted below its middle section. While a ship approaching from below would take fire from smaller fusils that could be adjusted downward, it could reach the fortress largely unmolested.

### Unseen Monarch

You can have the monarch of the Unseen Court kept wherever you like. It hasn't been long enough for him or her to become a full loyal slave of the legion, so Paelyrion wouldn't keep the monarch as a trophy in his throne room. But you might have the monarch as a prisoner in a golden cage in one of the treasures inside the fortress, or just have him or her show up as a low-ranking legionnaire, still retaining some of his or her original form but growing horns through a golden veil that covers his or her face.

If you forget about the monarch and the party leaves without rescuing him or her, don't worry, Rock Rackus can save the day.

## TELEPORTATION REDIRECTION

Any creature that teleports onto Egalitrix from a distance of more than 60 feet has his arrival noted by the lord of the legion, His Celestial Eruption Paelyrion XVIII. The creature senses some pressure against his arrival and must make a DC 20 Will save. If it fails, the creature's arrival is delayed by one round, and instead of where it intended to arrive, it appears in a spot of Paelyrion chooses anywhere in the fortress. Each creature redirected this way ends up in the same location. Typically Paelyrion chooses the magma reservoir (area 15), where they fall into molten rock. (See lava dangers in the *PATHFINDER RPG CORE RULEBOOK*.)

## NARRATIVE, NOT MECHANICAL NAVALRY

If the party tries to fly straight at Egalitrix, instead of making attack rolls and command checks you can just narrate the barrage of fusils. In a direct approach with no tricks, the party's ship gets crippled and set on fire at Long range, at which point six windskiffs swoop in and circle at close range, blasting the ship to try to knock it out of the sky. This should prompt the PCs to leap from ship to ship to take out their enemies and find a new vessel.

With a cleverer or sneakier party, their ship might take some damage, get holes smashed in its hull, and suffer a fire, which slows it enough for one wave of windskiffs to close in, but once they win the fight they'll be able to fly to Legion Command.

## BATTLE IN THE SKY

### Action. Real-Time.

*Egalitrix fusils and windskiffs lash out as the party approaches.*

Egalitrix is a mountain in the sky, and thus is visible from over sixty miles away. The party of course has magic, so they might try to sneak and avoid a confrontation altogether, or they could end up flying in with the Caeloon monastery, an elemental titan from Gardboral, and Doverspike the vampiric dragon as wingmen.

Unless the party finds a way to approach with stealth, their airship would be spotted from miles out, at which point the legion would prepare its swarm of windskiffs. Six that are already on alert would launch first, hoping to time their advance so they could close to attack and board right as the party comes within range of the fortress's weapons. After those first skiffs depart, more are scrambled, and so once aerial combat begins, another four windskiffs arrive each naval round.

Even if they find some way to arrive unseen, once they get within 500 feet various *true seeing* wards will detect them, and the alert squadron of windskiffs will launch and be ready to engage right as the party is closing within landing distance. The largest fusils won't be able to hit them, but point defenses will.

### Stages in Combat

This battle is roughly divided into stages, each about 500 feet across. The basic stages you'll need to track are the prow, the port, the starboard, the aft, the peak, and the under-peak. Also at play are two stages in each direction outward, representing the sky through which the party approaches. It will typically take a ship one naval turn (one minute) to move across one 500-foot stage, but the swarm of legion windskiffs will try to slow them so they'll take more fire from the fortress's weapon batteries.

### Incoming Fire

The fortress has ten weapon batteries:

- ♦ **Brand Towers.** These only fire forward, but to extreme range.
- ♦ **3 Heavy Fusils.** One battery faces forward, another port, another starboard. They can strike at long and medium range.
- ♦ **6 Point Defenses.** One battery each faces forward, port, starboard, aft, up to defend Legion Command, and down under the super-structure. They can strike at medium and close range.

The party will need to cross from extreme range (over 1000 feet away), to long range (between 500 and 1000 feet), to medium range (within 500 feet), and then to close range (within 25 feet). Each naval turn that the party's ship is in a stage that a weapon can target it, that weapon will fire. That's a lot of attacks, so the party needs five or six aces up their sleeves if they want to try a frontal assault.

Counter attacking is valid, and each battery has its own defenses. Due to their size, a single strike that hits a battery will just impose a -5 penalty to further attacks by that battery. A second strike disables the battery, and a third creates a crowd-pleasing explosion that kills all the gunnery crew.

**Brand Towers**

(Extreme, Long, Medium, and Close; prow only)

*Two metal horns glow and spurt a thousand foot stream of magma through the sky. Where it strikes it weaves and burns a brand in the shape of a hellish horned face in profile, like the heads of a coin.*

**Attack:** +15 at extreme range, +20 at long, +25 at medium, +15 at close. An attack that misses at close range instead strikes the vessel's superstructure.

**Damage:** One strike, plus an additional strike for every 5 points the attack roll beats the ship's defense. Each strike hits a different place, but instead of causing damage it inflicts the *burning* condition and deals 2d6 fire damage to each creature in that area.

**Burning:** At the end of this round and each naval round thereafter, for each component that is burning, the captain makes a saving throw (d20 + Charisma modifier). On a 20 or higher, the fire is put out. A 10 or higher prevents any damage. A 5 to 9 deals a strike to the component. A 4 or less has the fire spread to an adjacent location.

Engineers can use their naval action and make an Intelligence check (DC 20) to extinguish a fire, assuming he has crew available equal to the ship's Minimum Crew (who won't count toward full complement for the round). Some magic might also work, or just provide a bonus to the save.

**Defense 30; Crew 5****Heavy Fusils**

(Long and Medium; one each forward, port, or starboard)

*Nine immense fusils cover each of the forward, port, and starboard approaches. They fire sizzling bolts that arc like black comets.*

**Attack:** +20 at long, +25 at medium.

**Damage:** One strike, plus an additional strike for every 5 points the attack roll beats the ship's defense. Each strike hits a different place.

**Defense 30; Crew 300****Point Defenses**

(Medium and Close; one each in all directions)

*Dozens of smaller fusils, some handheld, fire bolts of golden arcane energy. They screech like shearing metal, then explode on impact.*

**Attack:** +20 at medium, +25 at close.

**Damage:** One strike, plus an additional strike for every 5 points the attack roll beats the ship's defense. Each strike hits a different place.

**Defense 20; Crew 300****Aft Exhaust Cloud**

Egalitrix's engines belch not just smoke and steam, but infernal toxic air that is magically evil. Approaching for behind is clever but perilous. The ship needs to maneuver behind the fortress at an extreme distance and stay hidden by the smoke cloud, then actually enter the cloud and pass through it for about three minutes. They're magically detected at Medium range, and when they emerge from the cloud directly above the aft, the first six windskiffs will be scrambled to attack.

Each minute the party's ship is in the smoke cloud, each character who breathes in the smoke must make a Fortitude save (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage.

**From Below or Above**

Approaching from below will still get the party spotted, so they'll have to deal with waves of windskiffs, plus point defenses at Medium and Close range. Then they could board some lower section of the superstructure and move through the fortress on foot, or pop up to the upper level.

Dropping in from above works much the same, except it allows immediate access to the Legion Command, whose point defenses probably can't do much before the party rushes the throne room.

**Windskiff Skirmish**

The legion's flagship *Aurum Treasure* was either destroyed by the party's actions at Av, or damaged and reclaimed by Rock Rackus. However, entire squadrons of smaller and nimbler windskiffs remain. The legion's windskiffs are individually weak and fragile, so this gives the PCs a chance to play the indomitable dreadnought, but if they aren't proactive the party might be swarmed and destroyed. Of course, then they can just jump between legion ships until they're on whichever one happens to still be flying.

**Golden Legion Goonswarm .Alert Force (Level 27)**

- ♦ 6 infernal windskiffs

**Goonswarm .Alert Crew (6 ships, each Level 17)**

- ♦ 1 Golden Legion horned devil
- ♦ 1 Golden Legionnaire company

**Golden Legion Goonswarm Reinforcements (Level 25 each, Level )**

- ♦ 20 infernal windskiffs

**Goonswarm Reinforcement Crew (18 ships, each Level 18)**

- ♦ 2 Golden Legionnaire elite stars
- ♦ 1 golden steam golem





### Tactics

The legionnaires have been briefed about the party's power, and they know better than to get into close combat. The ships are likely too small to ram the party's ship to any effect, and they don't attempt to board. But if the party manages to get close enough to start attacking the infernal crews directly, the rest of the swarm clusters around the party's vessel, then join the mass melee. If they can, they try to shove or drag enemies overboard and hurl them into the depths of space.

We assume an initial six windskiffs attack. If the party gets spotted on their approach, up to five waves of four more windskiffs arrive each naval round thereafter. However, once the party destroys or cripples 18 ships, the remaining vessels peel off, deeming the engagement too costly.

### Flying Allies

A full dozen 15<sup>th</sup> level monks might help, as might a vampiric dragon, a titanic elemental, or a country-sized turtle.

### Kinava Monks of Caeloon

Calily and the monks of the Kinava monastery can fold the building into a gargantuan flying vessel which uses its wide wings (in the building sense) as literal wings.

Unfortunately, because it's made of paper, it is flammable and very vulnerable to the legion's weapons. If the party has some way to minimize the threat of fire (like using a spell to create a rainstorm in space, or B.S.ing some epic magic to use the energy of Etheax to make it so only intentional fires burn here), then the monks provide air support.

You can handwave a bit and have them do clever things to take out a few incoming windskiffs and maybe block one strike per round. The monastery is probably larger than the party's ship, so it can fly ahead fully unfolded to make them harder to see, and when fusil shots come streaking in the monks can rapidly fold in whole sections to dodge those attacks.

Another trick is for the monastery, which has wide open 'courtyards,' is to descend like a titanic hawk and maneuver so it surrounds a windskiff or two, then fold the whole courtyard away in order to tuck those ships into an extradimensional space where they can do no harm, or where monks can be gang up on the crew.

### Doverspike the Worldslayer

The vampiric dragon can transform into mist and conjure fog banks a quarter mile across, big enough to spare the party from fusil fire as they approach, and to cause the windskiffs that do arrive to be uncoordinated and scattered. As a combatant he remains hidden and only strikes when his target has no nearby allies who might retaliate. If he has a chance, he'll just incinerate entire companies of legionnaires, their fire resistance useless against his life-draining breath. This has the effect of taking out one windskiff in the fog bank each naval round.

Doverspike is fascinated by the possibility of treasure that rivals his own hoard, which after all was claimed from a world whose entire population had died. If not kept on a short leash, once he reaches the fortress he is drawn to the brand towers, glides up one in mist form, and manages to take out most of the defenders before one horned devil triggers a detonation that consumes the whole tower — and Doverspike — in an explosion of magma.

### Titan of Gardboral

If such a titan can be goaded to target Egalitrix, it's best just to let it cause havoc and move in during the confusion. The chimeric elemental can cripple one or two weapon batteries as it closes in, but then it falls beneath the unified onslaught of a thousand legionnaires.

### Bhoior, the Walking Whisper

A spirit medium could convince the undead turtle to go where he wants it. The legion really can do nothing to hurt something this big, but the turtle is so slow all it will really accomplish is letting the PCs directly board the flying fortress without an aerial fight. Afterward it can bite one of the wings off, which is spectacular but not particularly useful against Paelyrion XVIII.

## LEGION INTERIOR

### Action. Montage.

*This is basically your last chance for a dungeon crawl in this campaign.*

Here's a general overview of what the party runs into in each area of the fortress. Forces move somewhat in response to the party's actions, and whenever the party encounters a group with an erinyes, it will use *report and reinforce* to teleport away to another location that has erinyes. One of the erinyes in that location will rally nearby units, and five rounds later will open a new portal leading back to the original battle.

We don't expect the party to kill the Golden Legion to the last devil, so we want the party to feel harried and outnumbered. It should be clear that if they try to take on the whole legion they'll probably be worn down, not allowed to rest, and eventually killed. If they try to teleport away Paelyrion will redirect them to the magma reservoir, hoping to incinerate them. It's certainly possible to sneak past the legion, or rush through less-occupied areas in a mad dash to the throne room.

Then again, the party is 20<sup>th</sup> level. If they want to try to kill a whole legion, and you think you'll enjoy it, let them.

### Total Legion Forces at Egalitrix

- ♦ Paelyrion XVIII
- ♦ 2 Golden Legion pit fiends
- ♦ 34 Golden Legion horned devils
- ♦ 69 Golden Legion erinyes
- ♦ 4 Golden Legion glabrezu
- ♦ 180 Golden Legionnaire companies (4500 devils in total)
- ♦ 60 Golden Legion elite stars (300 elite devils)
- ♦ 30 Golden Legion steam golems
- ♦ 12 Enslaved Supplicants of Elofasp
- ♦ 4 Enslaved Elofasp ravants
- ♦ Hundreds of non-combatant slaves

## Layout and Defenses

Each 'deck section' on the map is thirty feet high, though they might be divided into shorter decks not individually shown. The total mapped area is about a thousand feet long in total. The forces typically found in each area are listed first, then a description.

### 1. Brand Tower. *3 horned devils, 2 erinyes, and 2 glabrezu per tower.*

These two forward towers jut like horns from the prow of the fortress ship. The tips of each are clad in layers of hellish sigils and are fed by an arcane pipeline of magma, which charges them with destructive power. At the command of a legion warmage, each brand can unleash a stream of magma that arcs a thousand feet or more.

### 2. Elite Officer Barracks. *10 horned devils and 8 erinyes per tower.*

The highest ranking members of the legion, who are possessed with some modicum of free will, lodge here, though their amenities amount merely to personal beds, rather than the cramped floorspace and bunks where lesser legionnaires sleep. Small suites are available for crafting and enchanting.

### 3. Slave, Servants, and Supplies.

Those who serve the elite officers reside in torturous confinement here.

### 4. Alert Barracks. *2 elite stars and 2 companies per tower.*

The bottom level of each of the two towers has both quarters and a sparring gym filled with all manner of spiked obstacles.

### 5. Prow Treasury. *3 enslaved supplicants of Elofasp and 2 elite stars*

The legion literally derives power from wealth, and all told it owns gold sufficient for multiple dragon's hoards. This prow treasury has golden statuary and art objects worth over 2 million gold pieces, which helps charge the weapons in the brand towers. Destroying that treasure would deactivate those weapons.

### 6. Forward Fusils. *8 steam golems, 16 companies, 8 erinyes, 2 horned devils*

A bank of eight turret-mounted arcane fusils, each over a hundred feet long, loom along the prow. Hundreds of legionnaires are necessary to load and aim these colossal weapons, even with the assistance of twenty-foot-tall golden constructs. Scores of smaller fusils array the perimeter, allowing for more precision defense. Each fusil fires blasts of arcane force or hellfire.

### 7. Armory. *4 companies, 2 elite stars, 2 enslaved supplicants of Elofasp*

This holds personal weapons, as well as components to repair the fusils and enchanted crystals that store explosive energy.

### 8. Flight Deck. *6 companies, 6 erinyes, 4 steam golems, 1 elite star*

The surface of the metal superstructure has a half-dozen windscreens secured and ready to launch with just a few minute's notice. Each screen carries a company of legionnaires, commanded by an erinyes. Thick mechanical hatches open to permit access to the hangar below.

### 9. Airship Hangar. *7 enslaved supplicants, 1 enslaved ravan*

Twenty more windscreens are kept stored here, only lightly guarded. However, Elofasp warbeasts lurk in the shadows, and will attack intruders.

The following areas are mirrored, with equivalent locations on both the port and starboard side of the fortress.

### 10. Mechanics Shop. *4 companies, 1 erinyes*

Slaves who possess skills at crafts might be spared joining the legion if they obediently serve to repair the fortress's machinery and warships. The choking black smoke here cuts visibility to less than twenty feet, and life expectancy to less than twenty years.

### 11. Broadside Gundeck. *9 steam golems, 18 companies, 9 erinyes, 2 horned devils*

Nine more immense fusils, like the ones in section 6, aim out across the port wing, and likewise the starboard. Hundreds more legionnaires operate them.

### 12. Secondary Armory. *2 companies, 1 elite star*

The legion has never had to face an assault; it has always been the aggressor, so the broadside weapons are comparably weak and under-maintained.

### 13. Galley and Ritual Chambers.

Food, kitchens, and very minimalist galleys serve the crew here. The spaces double as ritual chambers, and so every surface is adorned with binding or channeling sigils. The horned devils will occasionally lead hundreds of legionnaires in mass chants to focus divination or defensive spells.

### 14. Engine Room. *5 elite stars, 10 companies, 2 erinyes*

Each wing contains a huge turbine, fueled by magmatic energy, which spins propellers at the wingtip and along the aft of the ship. These components are heavily armored, and in any event their size makes them difficult to sabotage. Nevertheless, they require a ton of men to operate and maintain.

### 15. Magma Reservoir. *2 companies, 1 enslaved ravan, 1 succubus*

The underbelly of the superstructure is filled with magma, the heat from which powers the engines. A long-neglected eldritch machine sits at the side of the reservoir, its press stamp and sacrificial blood siphon designed to channel human suffering into molten stone to create the volatile ammunition the fortress uses.

### 16. Primary Barracks. *12 elite stars, 34 companies*

Over a thousand of legionnaires reside in these cramped quarters, circulating as needed to man their various posts.

### 17. Treasury. *1 horned devil, 2 erinyes, 5 elite stars, 10 companies, 4 enslaved supplicants*

The greater wealth of the legion is split along the two flanks of the vessel, and each of these chambers has wealth worth over twenty million gold pieces. Stacked ingots rise to the ceiling. Currently it's under renovation as legion wizards try to figure out how to make gold floors and columns strong enough to be load-bearing.

### 18. Forge. *4 companies, 1 erinyes*

Here are crafted larger components for expanding the fortress or building new warships.

### 19. Legion Command. *Paelyrion XVIII, 2 pit fiends, 3 erinyes, 1 enslaved ravan, 5 elite stars*

A winding staircase weaves from the flight deck up to this comparably small throne room. The chamber runs from the edge of the volcanic caldera to a forward overlook. Paelyrion XVIII directs the legion from here, his commands carried to and fro by erinyes messengers. This chamber doesn't actually have direct control over the fortress or its weapons, but it does have machinery to regulate the heat of the caldera. Much as at the climax of adventure two, *The Dying Skyseer*, disrupting this system can cause the entire mountain to explode.

## Metal and Gears

There are five main ways to sabotage the fortress.

First, each **engine room** has diesel engines and steam turbines which would require hours to dismantle or detonate, and even mighty magic would need minutes to get the job done, all while reinforcements swarm in. However, a DC 25 Knowledge (engineering) check can deduce how the machinery is controlled, and a DC 35 Disable Device check can change the pitch, yaw, and roll of the fortress, then damage the mechanism enough that it will take hours to repair. In the meanwhile, the PCs could leave the fortress tilted so its main weapons cannot bear on the PCs as they approach, or cause it to slowly steer toward the stormy outer edge of the Gyre nebula.

Unlike airships which can 'sink' into the void below the Gyre, Egalitrix is a plane and so will float even if the engines are destroyed.

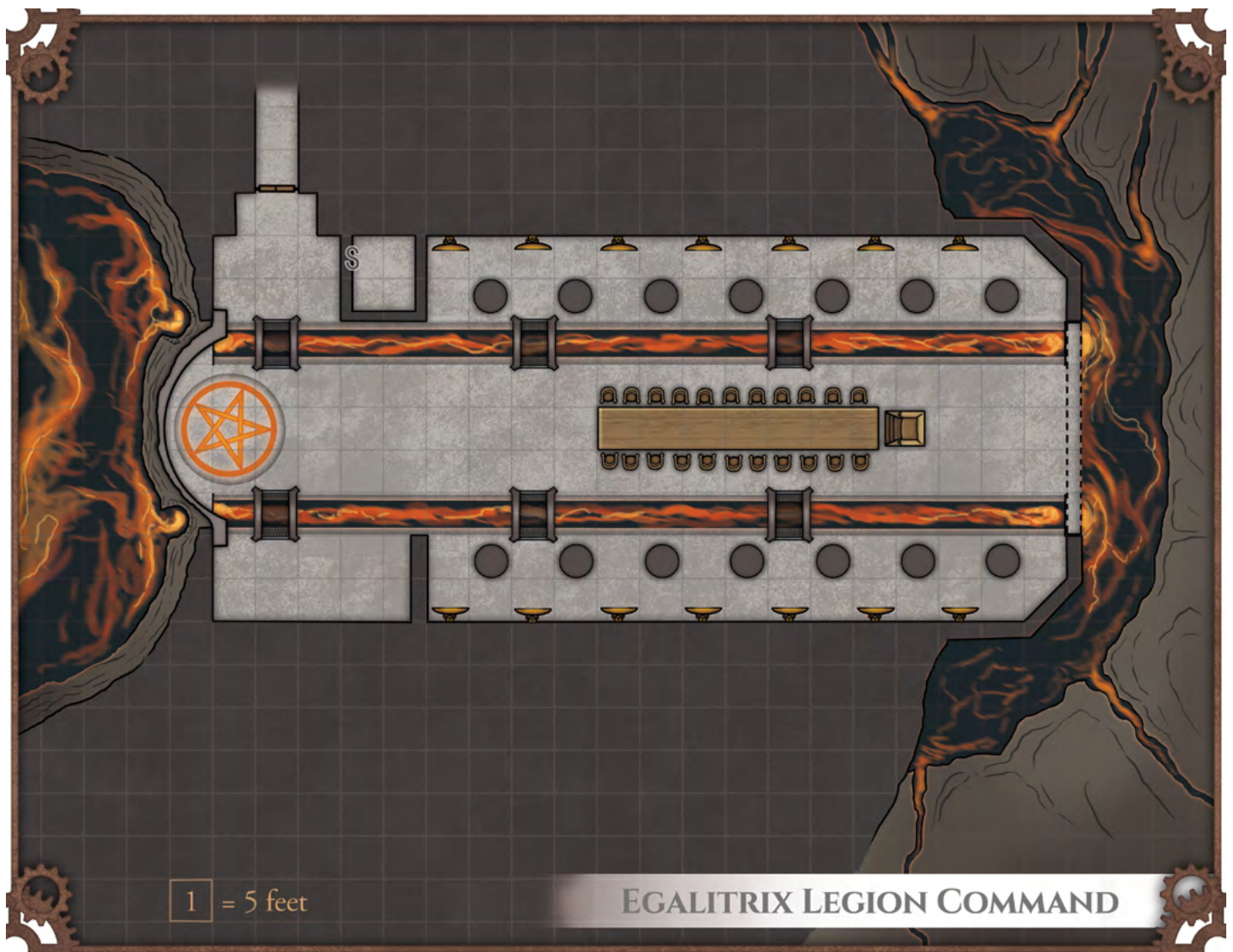
Second, any of the three **armories** (prow, port, and starboard) are filled with explosive crystals that can be detonated. The legion has never come under attack, so their safety here is quite lax, and a single fire or lightning effect that deals at least 40 damage will set off a cascade of explosions, and

within a minute the whole armory will explode, dealing 100 damage to everyone in the area and damaging each component adjacent to it.

Third, the **gundecks** can be similarly detonated, but they have less ammunition lying around, so it requires an attack that does 60 damage, and the explosion only does 50 damage to those caught in it. It also damages adjacent components.

Fourth, the **magma reservoir** can be drained by huge relief valves (Disable Device DC 35 to figure out the proper method) or by dealing 2 strikes with a naval weapon. This causes lava to pour out the bottom of the fortress, and saps the engines and brand towers of their power.

Fifth, the three **treasuries** (prow, port, and starboard) literally grant the greed-fueled legion its power. Damaging one of these chambers (such as by detonating a gundeck, striking it with a naval weapon, or ramming it with a giant turtle) imposes a -2 penalty to the AC, attack rolls and saves of all legionnaire companies and elite stars. A second strike destroys the treasure, causing it to slag and pour out of holes in the side of the fortress. Each strike increases the penalty, to a maximum of -12 for six strikes destroying all three treasures.





## CELESTIAL ERUPTION

### Action. Tactical. Level 32.

*Intruders to the throne room of General Paelyrion XVIII are destroyed with well-trained efficiency. And with piles of gold.*

The throne room of Legion Command is dominated by a long table reminiscent of a real-world corporate board room. Twin rivers of lava, bridged by six iron grates, run through channels down the length of the room, fed by the caldera and pouring into a pool on the face of the mountain. An open window looks out this lava pool, and beyond to the brand towers and whatever poor spot the legion decides to attack.

The table seats twenty-four, reserved for the pit fiends and a mix of horned devils and erinyes, but now most of the seats are empty. A golden mound of machinery and chains form the throne of Paelyrion, which can swivel to face any direction. Columns flank the central table, and the shadowy edges of the room are lined with full-length mirrors of polished gold. These are *mirrors of opposition*, similar to the one that might be found on a Mavisha island.

The pentagram next to the caldera is a localized teleportation circle which anyone can activate by stepping into it and thinking of any location in the fortress.

A staircase from the flight deck weaves up the mountain, then heads into a tunnel that leads to the throne room's main entrance. A hidden room accessed by a secret door (Perception DC 35 to notice it amid the golden decorations) houses a pet ravant, trained to exit and attack intruders at the sound of battle.

### Legion Command Defense

- ♦ General Paelyrion XVIII
- ♦ Enslaved master Chyak
- ♦ 2 Golden Legion pit fiends
- ♦ 1 Golden Legion enslaved ravant
- ♦ 2 Golden Legion elite stars

Ages ago, Paelyrion was an advisor to Egal the Shimmering, lord of the Golden Legion. He was tasked with conquering a young world with rich resources, which was being contested by numerous forces from across the planes. Somehow a native civilization of orcs managed to enact a ritual that cut off the plane he was mustering on from the rest of the multiverse, and he and a thousand legionnaires became stranded in the Gyre.

Paelyrion is immortal, and he learned long ago that so is gold. He intends to escape the Gyre somehow, but until then he might as well acquire as much gold as possible for himself. Like his master Egal, the conquest is not important, only the treasure it yields. While evil, he sees no need to destroy those who are no threat, but anyone who jeopardizes his treasure is an enemy who cannot be spared.



### Businesslike Battle

General Paelyrion XVIII is not a talker. The moment he spots the party, he and his advisors attack using well-drilled tactics. Paelyrion expects attention to be focused on him, and his *fire* shield punishes any foe who engages him in melee.

If he can catch at least two foes he prefers crushing them under gold with avalanche of gold, and he saves fireball and fire storm for when it won't hit any of his allies (they're not immune to the unholy damage portion of his abilities). He enjoys using mass charm monster and commanding those who succumb to peer into one of the mirrors of opposition, because the greatest victory his side can achieve is to turn an enemy into a loyal slave.

Speaking of slaves, Paelyrion is attended by master Chyak San-Cho, former leader of the monks of the Kinava monastery on Caeloon. Now wrapped in golden chains, Chyak is a trophy and whipping boy for the general, and for the first few rounds of combat Paelyrion even forgets that he's around. Then he realizes he's not been using all his resources, and he sends the monk into battle. If the party has Calily with them Chyak will not attack her or anyone near her, and he visibly struggles with the chains.

Meanwhile, the two pit fiends attempt to summon a Golden Legionnaire company if there's room. They assault the party with melee attacks and spell-like abilities. The elite stars of legionnaires will try to grab foes and drag them beside the mirrors of opposition. And the ravant is just a savage monster, loyal to Paelyrion to the point that it will provoke opportunity attacks to get by his side.

## Mirrors of Opposition

Similar to what was set up in the final vault of the Crypta Hereticarum (see adventure four, *Always on Time*), golden mirrors line the wall. Any creature that is adjacent to the mirror sees his reflection smiling evilly. If he is still adjacent to the mirror at the end of his next turn, he must attempt a DC 22 Will save. If it fails, the creature's soul is trapped in the mirror and it becomes evil and loyal to the Golden Legion. In either case, the mirror darkens and cannot be used again for one day. Members of the Golden Legion are immune to the mirror's effects.

The mirror can hold only one soul, but a ritual known to the Golden Legion can extract and consume the soul without harming the mirror, leaving the victim permanently turned. *Break enchantment* spells performed with both the mirror and the victim present can restore the soul and return the creature to its former self. Dealing damage to the mirror deals an equal amount of hit point damage to the creature whose soul is trapped in it. Once that creature is reduced below 0 hit points, the mirror can easily be destroyed. This frees the trapped soul.

## Aftermath

When Paelyrion falls below 0 hit points, he survives long enough to try to stagger into lava. He clutches his gold chains and shouts that they'll never take it from him, right before he collapses and dies. If somehow they can take Paelyrion alive, he'll try to bargain for his life, offering to free anyone in the legion they want as long as he gets to keep the fortress and all its golden treasure.

Master Chyak can be freed with the proper magic to remove the curse of the golden chains, which would earn the undying loyalty of the Kinava monks. Even if the party has to kill him, though, they will be able to bond with Caeloon because they put the honored man to rest.

About two minutes after the battle begins, erinyes will teleport in as reinforcements. A few minutes later other devils start arriving. Before then, the party would be advised to either flee or find a way to give the legion something else to worry about.



## Unintentional Self-Destruct Sequence

His Celestial Eruption General Paelyrion XVIII's throne has controls that can adjust the flow of magma from the caldera to the rest of the fortress. This was installed as a safeguard in the event saboteurs or traitors tried to wrest control of Egalitrix from him. He would be able to cut off power to the engines or flood certain sections (areas 13 and 16, the galley and barracks) with magma to crush resistance.

He's never had to use this function. In fact, he's forgotten all about it.

If the PCs failed their Knowledge (nature) checks (DC 25) when they first saw Egalitrix (see Predicting Eruption, page 38), let them attempt it again now that they're here to realize that the volcano isn't stable. If that heat weren't being siphoned off, such as by the engines, fusils, and brand, it would rapidly build up and cause the volcano to erupt. A DC 35 Disable Device check as a standard action can set the controls on the throne toward such a calamity, and a second check (DC 35) can sabotage them so the process cannot be reversed.

After the controls are triggered, the whole mountain rumbles. One round later lava begins to spit and bubble in the caldera at the back end of Legion Command. Each round thereafter the lava wells up and spreads 3 squares up the length of the chamber. Eventually lava fills the chamber and begins to roll down the side of the mountain, and one round later the volcano begins to erupt in earnest. In a matter of minutes every living thing that cannot escape Egalitrix will either be incinerated or fatally trapped in searing basalt.

It takes a day for the lava to cool enough to return, at which point the party could bond to the plane if they so desired.

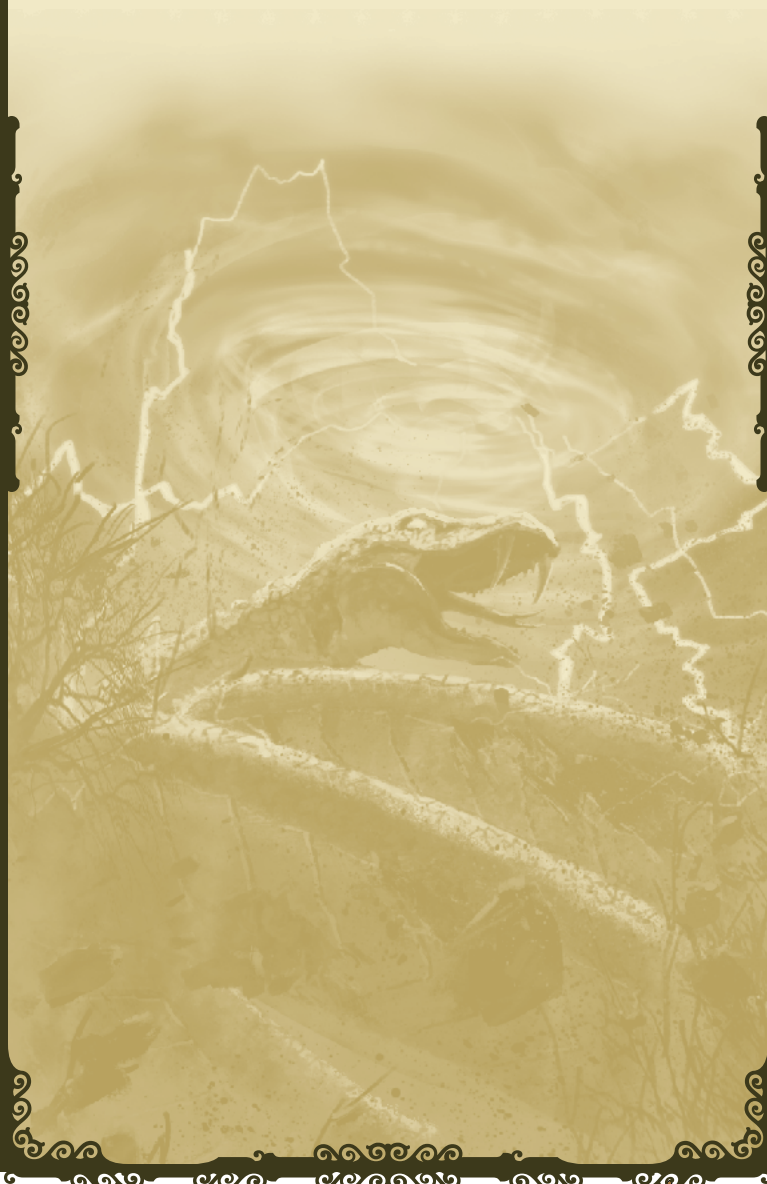




# ACT THREE: BLANK AND PITILESS



When the party is ready, the Voice of Rot is waiting at Reida, the plane closest to the teeth of the Gyre.



## THE STAGE OF HISTORY

### Exploration. Montage.

*The plane of Reida, trapped within the coils of the Voice of Rot, contains all the history of the party's homeworld.*

Beyond Teykfa floats a field of cracked debris, the celestial backwash of grinding teeth at the center of the Gyre. The thunder of stone crushing against stone resounds from every direction, and what clear paths there are don't last long. Filtering through the rubble comes a pale glow from the last life of ancient worlds being snuffed, and something glints silver just at the precipice of annihilation.

As they fly through the miles-wide debris field and near the shining silver ring of Reida, the edges of the nebula to either side grow closer and closer, their misty thunderheads occasionally flickering with lightning. By the time they're clearing the drifting stones, the walls of the universe are only a thousand feet apart, and they narrow rapidly. What from a distance appeared as placid patterns in clouds here are visible as tight bands of roaring wind that carry shredded shards of stone toward the ultimate nexus of the Gyre. There the two halves of the geartooth nebula crash into each other, creating a sucking vortex too bright to look at.

Emerging from the asteroids, it takes a moment for the PCs' eyes to adjust, and then they see floating just three hundred feet off their starboard bow is Reida. Though once a vast world thousands of miles in diameter, in the Gyre Reida has shrunk to only a few hundred feet across, missing a segment some fifty feet wide. The reflection of the Gyre's light off the ring is like a mirror in the sun, but something immense shifts and slithers along the plane's shadowed side.

Powerful Gyre winds begin to drag the party's ship toward oblivion, and the vessel doesn't have enough power to resist for long. Somehow Reida is motionless, resisting the hunger of the Gyre, but for the party the only choice now is whether to meet the Voice of Rot where he waits, or to give up and let themselves be sucked away and ground to starstuff.

### Falling into a Black Hole

The Voice of Rot has wrapped himself around the plane, keeping mostly to the shadowed side facing away from the Gyre's teeth. The intense wind creates the effect of normal gravity, with 'down' being toward the Gyre teeth. Anything 'above' Reida is relatively safe, but should anyone fall off the edge of the plane they'll plummet toward their deaths. The teeth of the Gyre are miles away, so there remains the slightest chance of rescue, such as by long-range teleportation, but considering that solid ground on Reida is only 30 feet wide, the party would be wise to mind their footing.

If a PC does fall into the Gyre, he can still transfer his consciousness back to his other self in the real world, but that's useless if the Voice of Rot wins and kills the world.



## Landing

First, though, they need to survive the landing. If the party never went to Metarie (plane 9), they can reach Reida safely, though the ship and crew are still at risk from the Voice of Rot. The ship can actually remain airborne as long as it stays within 30 feet of Reida, because of the pocket of stability it creates. Straying beyond that causes the ship to shudder in the tidal forces of the Gyre, equivalent to heavy chop that might capsize the vessel.

If there are gremlins on board, though, the vessel's levitationals start to fail as soon as the ship clears the debris field and comes within view of Reida. Winds buffet the ship and chunks of debris strike it all about, making navigation unsteady. The captain needs to decide where to try to set down, then make a Command check (d20 + Int, Wis, or Cha modifier).

The party approaches from about the 7 o'clock angle, and the Voice of Rot stretches from around 2 o'clock (tail) to 6 o'clock (head). Landing directly on either side of the gap requires a DC 25 check. Landing around 11 o'clock or 4 o'clock is a DC 30 check, and making it all the way to 1 or 2 o'clock on the opposite side of the gap is DC 35.

On a success, the ship soft-lands and lists slightly, but it remains solidly on the surface of the plane. Failure means the ship skids and won't stop. The party and their crew have a round to leap off the ship and onto Reida before the ship careens into the abyss. Failure by 5 or more means the ship is short, and it crashes into the edge of the ring. The vessel abruptly cracks from the impact, and everyone must make a DC 26 Reflex save or be knocked prone. Thereafter they have one round to make it off the ship before it falls away.

## Honored Foes

The Voice of Rot has a brief welcome as the party flies in.

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"Five ages have I glimpsed, my honored foes. Lo from the Golden Dawn, to First Crown, from the High Demonocracy, through the Malicious Victory, and now to the Obscuring Steam. Long did I await the end of this, a beautiful and dying world. I ask that you challenge me, that I may smother the last high hope. If it be yours, then I will kill and you shall rot. If it be mine, you will return home and I shall despair. Either way, I shall be appeased."

---

You can give the party time to trade words with the titan, but they need to land soon, and during the battle the Voice of Rot will only speak to his own grandeur and how the world's death shall let him ascend to godhood. He has little desire to talk to the PCs, but something sufficiently dramatic will make him pay attention, causing him for at least one round not to use *sussurus of decay*.

## THE ROUGH BEAST

### Action. Tactical. Level 34.

*The Voice of Rot has existed for the entire life of the world, and he must be battled across the ages.*

In adventure nine, *The Last Starry Sky*, the party briefly faced off against the Voice of Rot, so they'll have an idea of his powers. More importantly, you'll have an idea of how the party managed against the threat of the fey titan. Since every 20<sup>th</sup>-level party is dramatically different, we encourage you to tweak the tactics and powers of the Voice of Rot to provide a sufficient challenge for this climax.

### A Ticking Clock

There are two main elements at play in this battle. First, of course, the Voice of Rot will bite and overrun PCs to try to wound and kill them, or he might use *awaken centuries of the dead* to try to trap them, especially if he's about to destroy part of the plane beneath them.

Second, he needs them to witness the destruction of the world, so as he

moves he uses *sussurus of decay*, both growling and hissing in his eerie way, and in so doing his voice causes whichever of the five segments of Reida he is over to crack visibly. If he uses it a second time, the whole area shatters, leaving large chunks of stone separated by gaps five or ten feet wide. If he uses it a third time, that whole section falls away into the Gyre.

If there are any enemies in the same section of the plane as the Voice of Rot, and those enemies are not bloodied after the damage dealt by *sussurus of decay*, their vigor keeps that section from cracking, shattering, or falling away. However,

if all five ages are destroyed, the Voice of Rot wins. For the party to win they need to destroy the Voice of Rot or knock him off the plane while at least part of their world's history survives.

The chief complication there is that the Voice of Rot is able to tap the power of history. Because he is so ancient, any attack against him here fades away without effect at the start of his turn unless he was struck in parts of his body that are in at least two different ages. This encourages the party to split up (and rewards PCs with long-range attacks, who can target spots in multiple ages).

Depending on how aggressive your party is, you might need to speed things up, and have a given section fall away as soon as it is hit a second time with *sussurus of decay*. It depends heavily on how much damage your party dishes out and whether they might survive the Voice of Rot's attacks.



### Five Ages

Starting from about 8 o'clock and moving clockwise, the five sections of the plane of Reida (separated by 5-ft. wide cracks) represent the orcdominated dawn of time when the Axis Seal was created, the era when the first human nations arose, the centuries when the Demonocracy was in power, the period of the two Victories and their immediate aftermath, and the rise of industry to the modern day. This has little mechanical impact, but as the PCs move across these areas you can have them witness flashes of events past or relive memories from those time periods.

This is a perfect opportunity to fill the PCs in on any parts of the campaign's backstory they are unclear about.

### A Moving Titan

The Voice of Rot constantly moves, and perhaps the easiest way to track his immense location is to get a snake skull to represent his head and thirty coins (one every 10 feet) to represent his body. When he moves, move the head, then remove sufficient coins from the tail end to fill in the spaces between where he started and where his head ended up. At times he might swing his head off the side of the plane so he can spin around and bite someone close behind him, but as long as more of his body is on the world than off it, he is stable.

Other times he might slither over the edge of Reida and move along the side facing the Gyre's teeth, which you can represent by flipping the coins from heads to tails (to show where he is under the plane and likely out of reach of attacks). As above, he makes sure to keep most of his body on the 'up' side of Reida. If somehow the party manages to trick or force the Voice of Rot so more than half his body is either off the plane or on the 'bottom,' he flails, loses his grip, and descends 30 feet per round toward the Gyre. He might still be able to swing back up and get back on top of Reida.

(Use your discretion whether he can actually hold on. For instance, if 60% of him is on the bottom, but his 'middle' is on the top, he's still probably good to go.)

Falling to his own ironic demise becomes more likely as more of the plane is destroyed. He won't use his *sussurus of decay* a third time to destroy a given segment of the plane unless he has a stable position, though if only one segment remains and he destroys it, he wins.

### Ship and Other Terrain

The Voice of Rot easily slithers over the ship, wherever it landed, or he can attack it and try to grab and drag it off the edge of the world. The party's vessel's weapons are not powerful to harm the near godlike hide of the decaying serpent, though ramming would have a fair shot of dislodging a wide swath of his body from its grip on the plane.

### Gyre Wind

Staying on the leeward side of Reida is safe. Any creature that moves over an area without solid ground beneath it falls 150 feet at the end of its turn if it cannot fly, and still falls 30 feet even if it can fly.

Non-melee attacks with weapons that pass over the edge of the plane suffer a -4 penalty to the attack roll.

### Balancing for Allies

This encounter gives you an opportunity to bring back dead characters whom the party enjoyed or hated. By default we assume the PCs arrive with crew members on their ship, who will all die after one or two uses of *sussurus of decay*. Even if they survive for a while, once the titan is wounded and uses *ages of war*, most survivors will be slain unless they're particularly strong or are being defended by the PCs.

If the PCs have several powerful allies with them, you might add one or two of the following attacks each round, as corpses rise from the ground and strike at the PCs. (+32 to hit, 3d6+15 damage.) Pick a type of enemy appropriate to whatever age the PC is in, and if they're in the modern age, we suggest using any foe the party would remember who died before the end of adventure 9. These are just corpses conjured by the Voice of Rot, without the actual souls of the deceased.

Similarly, if you feel the PCs are having a rough time of it, particularly if they're devoting a lot of resources to defending helpless NPCs, an ally from history can arise and make one attack per round. (+32 to hit, 3d6+15 damage.) The historical figure also emits a 15-foot-aura that reduces all damage dealt to allies by 5. These are just memories stored in Reida itself, not real people. The defenses are a good stopgap, but if the Voice of Rot is annoyed by them he'll use *comet fall* to take out stubborn survivors.

Finally, if the party failed to thwart Grandis Komanov in adventure eleven, *Gorged on Ruins*, she appears here and fights to ensure her lord's ascent to godhood. Likewise with Copperhat the Headless in adventure nine, but he's more prone to changing sides if he thinks the party can avert the end of the world, which he's rather fond of.

### The Eye of the Voice of Rot

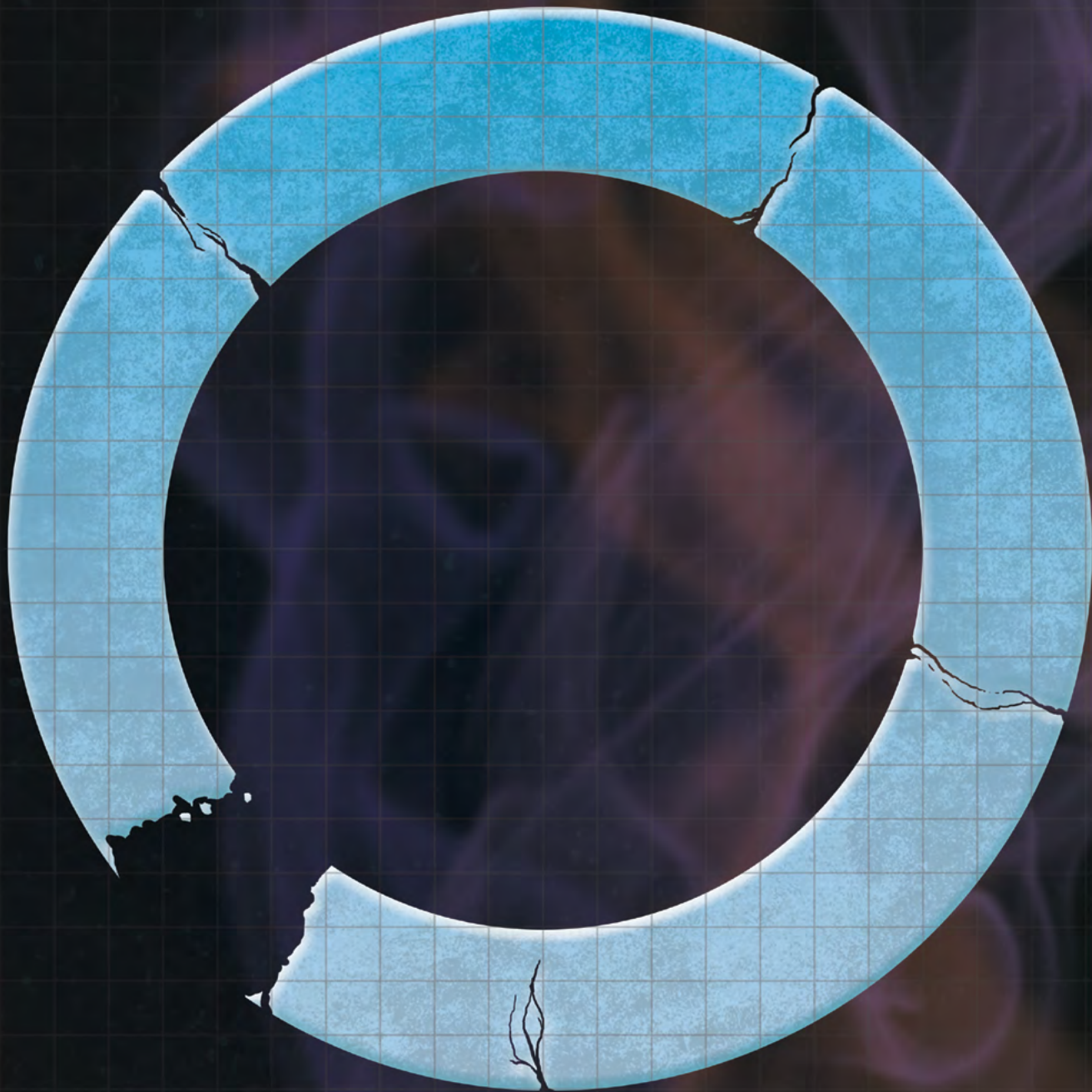
The party might have found the Voice of Rot's long-lost other eye. While the fey titan's remaining eye lets him control the bodies of the dead, his lost eye let him control the souls. If the party brought it with them, it is too withered and calcified to have its full power, but its mere presence gives the Voice of Rot a -2 penalty to AC, attack rolls, and saving throws.

Additionally, a character who holds the eye can use a swift action to conjure a comet, just as can the Voice of Rot.

The titan's first order of business will be to knock whoever has his eye into the Gyre. If he succeeds in destroying his own eye, though, he is stunned for one round and actually stops moving from the pain.

If someone's crazy and puts his eye back into its original socket, he laughs with satisfaction and can immediately call down six *comet fall* attacks without spending an action.

## REIDA, THE ARC OF HISTORY



1 = 10 feet



## Rock of Ages

And, of course, Rock Rackus can show up to aid when things get real. Piloting the *Aural Pleasure*, he's first noticeable as a cocky laugh audible over the roar of Gyre Wind and the rumble of his ship's engines. Then a round later he bursts out of the debris field and starts firing shots of his *diamond-encrusted piece* just before ramming the Voice of Rot. This shoves a 9-square wide swath of the serpent 5 squares laterally.

He hops off the ship and blithely walks up to whoever's nearest, telling them to 'get your men out of here, because I rigged that thing to explode.' Or, if an explosion won't be useful he can swing by, pulling off a crazy piloting stunt to have his crew (including some erinyes he freed from the legion) grab the PCs and carry them wherever they need to go around the ring.

He can get into close combat if necessary, but mostly Rock should act as a mix of mobility and distraction. If he's flung into the Gyre he assumes someone will rescue him. Even if he dies here, if the party uses Av in the Axis Seal ritual in the next adventure, Rock will be restored when that plane is recreated.

## Aftermath

If defeated, the Voice of Rot falls into the Gyre, screaming in denial since he could not imagine he would lose. Should the party's world survive, another fey titan would need to arise in the High Bayou, and whichever PC dealt the killing blow should have rights to determine the nature of that being.

## Carried Through Eternity

Perhaps only a remnant of Reida survives, but it is enough to keep the party's homeworld intact long enough for them to complete the Axis Seal ritual and create a new age that won't be metaphysically bound to the last.

From this point, only the PCs and others who came with them to the Gyre will be able to send their consciousnesses back to their other selves in the real world. Anyone else with them—Rock, Calily, and any other friends or prisoners they acquired here in the graveyard of the multiverse—will have to hope the party chooses their world as part of the eight that will be linked in the Axis Seal.

The party must prepare themselves mentally and choose someone they have an emotional connection to back home, and to focus on the change they wish to make. Then they are ready, and they can leap into the teeth of the Gyre.

## Ground to Starstuff

Have you seen 2001: A Space Odyssey? Shedding clothes to be nude as a babe. Shedding skin like a snake. Shedding flesh and bone altogether to fly, a soul unbound by the limits of crude matter, to make yourself whole.

And when they land, a dragon is waiting for them.



### The Voice of Rot

CR 25

XP 1,638,400

CE Colossal undead (fey titan)

**Init** +3; **Senses** darkvision 60 ft., lifesense, *true seeing*; Perception +42**Aura** necrotic (30 ft., DC 27)

#### Defense

**AC** 46, touch 1, flat-footed 46 (-1 Dex, +45 natural, -8 size)**hp** 542 (35d8+385); fast healing 30**Fort** +21, **Ref** +12, **Will** +25**Defensive Abilities** channel resistance +4, recovery; **DR** 20/epic;**Immune** undead traits;**Resist** acid 30, cold 30, electricity 30, fire 30, positive energy 30, sonic 30

#### Offense

**Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +45 (6d6+36/19-20 plus energy drain and grab)**Space** (head only) 20 ft.; **Reach** 20 ft.**Special Attacks** channel negative energy at will (10d6, DC 37), comet fall, constrict (6d6+36), energy drain (2 levels, DC 37), gaping maw, hurl foe, susurrus of decay**Spell-like Abilities** (CL 25th; concentration +34)Constant—*freedom of movement*, *greater magic fang*, *true seeing*At will—*bestow curse* (DC 23), *create undead*, *control undead* (DC 28), *entangle* (DC 21)3/day—*circle of death* (DC 24), *geas/quest*, quickened *suffocation* (DC 25),*temporary resurrection*, *waves of exhaustion*1/day—*horrid wilting* (DC 28), *finger of death* (DC 27)

#### Statistics

**Str** 52, **Dex** 8, **Con** -, **Int** 26, **Wis** 18, **Cha** 30**Base Atk** +26; **CMB** +55 (+59 grapple); **CMD** 64**Feats** Channel Smite, Critical Focus, Extra Channel, Great Fortitude, Greater Vital Strike, Improved Critical (bite), Improved Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Improved Vital Strike, Iron Will, Lightning Reflexes, Lunge, Power Attack, Quicken Spell-Like Ability (suffocation), Staggering Critical, Vital Strike, Toughness, Weapon Focus (bite)**Skills** Appraise +43, Bluff +44, Climb +65, Heal +38, Intimidate +47, Knowledge (arcana) +46, Knowledge (nature) +43, Knowledge (religion) +46, Perception +42, Sense Motive +42, Stealth +21, Swim +66**Languages** Primordial; *tongues***SQ** fey link, titanic



### Special Abilities

**Comet Fall (Su)** Once per round as swift action, the Voice of Rot can call down a comet in a 5-foot radius burst anywhere within 500 feet. Creatures in the area take 6d6 points of fire damage (Reflex DC 37 for half). The save DC is Charisma-based.

The square at the center of the burst, if it is on the surface of Reida, is destroyed. Creatures in that square must attempt an additional DC 25 Reflex save to fall prone in and adjacent space. Those who fail are exposed to the Gyre wind, and will likely be pushed toward the Gyre.

**Ever Moving (Ex)** In addition to his normal movement, the Voice of Rot automatically moves 10 feet after each PC's turn. Any creature adjacent to the Voice of Rot when he ends this movement must make a DC 27 Reflex save or take 2d8+20 damage, be pushed sideways 5 feet and fall prone. On a successful save the creature takes no damage but can let itself be pushed aside (and remain standing) in order to avoid having to make another save the next time the fey titan moves. The DC is Constitution-based.

**Lifesense (Su)** The Voice of Rot notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

**Gaping Maw (Ex)** The Voice of Rot's bite attack hits all creatures in a 20-foot cone. Make one attack roll and compare it to the AC of each target. The Voice of Rot can attempt to grab more than one creature hit by the same bite attack by taking a -20 penalty on each CMB check. Damage from the bite attack counts as epic and magic for the purposes of overcoming DR.

**Hurl Foe (Ex)** When a fey titan damages a Huge or smaller foe with one of its natural attacks, it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the titan's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the titan's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.

**Necrotic Aura (Su)** Any creature that starts its turn within 30 feet of the Voice of Rot's head must make a DC 27 Fortitude save or take 10d6 points of negative energy damage and be sickened for 1 minute. The save DC is Constitution-based.

**Recovery (Ex)** Whenever a fey titan fails a saving throw against any mind-affecting, paralysis, petrification, polymorph, or immobilizing effect (including binding and temporal stasis but not including imprisonment), it can attempt a new saving throw at the end of its turn to remove the effect. Doing so takes no action. A fey titan can attempt a new save to end the effect as often as it wishes, but can attempt to remove only one such effect per round. Once per year, if a fey titan takes an amount of damage that would normally kill it by reducing its hit points to a negative amount equal to its Constitution score, the damage instead heals the fey titan of twice the amount of damage—but this healing leaves the fey titan disoriented and demoralized. At this point, the creature becomes nauseated and seeks only to return to its lair. Any amount of damage dealt to it by an external source before it reaches its lair, though, immediately negates the nauseated effect and allows the fey titan to end its retreat and attack.

**Sususurrus of Decay (Su)** As a swift action, the Voice of Rot can growl and hiss as he uses his channel negative energy attack. If there are no enemies in the same age of Reida as the Voice of Rot's head, or if all enemies in that age are below half their maximum hit points, the ground of this age of Reida cracks. If the ground is already cracked, it instead shears apart. If it has already sheared apart, the whole area is drawn into the Gyre.

When one of the ages of Reida is drawn into the Gyre, any surviving creatures in that age are left adrift and must make a DC 25 Fortitude save each round or die. The save DC increases by 1 for each round they are adrift. If they die, they are drawn into the Gyre and are annihilated. If all five ages of Reida are drawn into the Gyre, the plane is destroyed and all life on the party's homeworld perishes. The Voice of Rot transcends into a god of death and vanishes.

**Timeless (Ex)** Track the damage and conditions that affect the Voice of Rot each turn.

At the start of each of his turns, if he only took damage on parts of his body in a single age of Reida since the start of his last turn, undo all damage and conditions that affected him during that time. Effectively, the Voice of Rot must be hit by enemies in at least two Ages at a time for it to have any effect on him.

**Titanic (Ex)** The head of the Voice of Rot occupies a 20 foot square, and his body trailing behind him is 15 feet wide, a total of 300 feet long. Any part of his body can be targeted, but he has DR 20/- everywhere but his head. Due to his size, he cannot turn more than 45 degrees for every 10 feet he advances (so he must travel at least 40 feet in order to turn around). Because he is so massive, uneven ground and other terrain features that form difficult terrain do not hinder the Voice of Rot's movement, though areas of forest or settlements are considered difficult terrain to him. A Huge or smaller creature can move through any square occupied by the Voice of Rot, and vice versa. The Voice of Rot can make attacks of opportunity only against foes that are Huge or larger, and can only be flanked by Huge or larger foes. It's possible for a Huge or smaller creature to climb the Voice of Rot. This requires a DC 30 Climb check, and unlike the normal rules, a Small or larger creature that climbs on the Voice of Rot's body provokes an attack of opportunity from the fey titan if within reach of his head.

The Voice of Rot has two hit point thresholds.

**Threshold I – Ages of War** When the Voice of Rot first drops below 360 hp, all negative status effects on him end and he moves 75 feet as an immediate action. Every surface of the arc of Reida erupts with corpses of long-dead warriors, who rise from the dirt of history. Spaces occupied by the dead count as difficult terrain, and any enemy that enters or starts its turn in a space occupied by these dead takes 5 damage.

The dead have AC 10 and 1 hit point, and they are unaffected by the Voice of Rot's attacks. It is possible for the party to clear a path by attacking the dead (or just using auras or area attacks), but this will slow them down.

**Threshold II – The White Tongue** When the Voice of Rot first drops below 180 hp, all negative status effects on him end and he moves 75 feet as an immediate action. All enemies on Reida must make a DC 37 Will save. Those who fail become a conduit for the Voice of Rot, choking as the titan's voice emerges from their mouths and their tongues writhe in their throats.

"Would you desire songs of your deeds?" he asks. "Would you be paintings of kings? Even if you should win this day, the time that you live shall be dwarfed by that when you are but misremembered history. I seek to fulfill my purpose, for I was created to witness death. You iron-clad brambles desire salvation of a world that is meaningless."

They cannot speak or attack until the end of their next turn. At the end of their next turn, they lose one quarter of their maximum hit points as they vomit a Small white serpent that pulses with their heartbeat in an adjacent space. The serpent has the Voice of Rot's AC and saves, 1 hp, and a speed of 30 feet. If it can enter the Voice of Rot's space, it merges with the fey titan, healing him for an amount of hit points equal to amount lost by the creature from which the serpent emerged.

# APPENDIX ONE:

## THE GOLDEN LEGION OF EGAL THE SHIMMERING

While it's not necessary to defeat the Golden Legion in order to accomplish their mission, the party will find more allies and friendlier worlds if they stop this devilish scourge.

### Airships

The legion has one great industrial airship, the *Aurum Treasure*, which is nearly two hundred feet long and bristling with arcane fusils, and twenty-six thirty-foot-long windsiffs.

<b>Aurum Treasure, Windship of War</b>		Level 21 Vehicle
Huge Vehicle		
<b>Hull Integrity</b> 4		<b>Command</b> +24
<b>Defense</b> 30		<b>Full Crew</b> 32
<b>Maneuverability</b> 10		<b>Minimum Crew</b> 8
<b>Speed</b> 8 (flight)		<b>Total Complement</b> 400
<b>Design</b>		
Length 175 ft. Beam 50 ft. Two lower wing sails, two stabilization sails. Main deck, bridge, gunnery deck, crew quarters, barracks deck, and treasury hold. All covered with gold and infernal sigils.		
<b>Daunting Demeanor</b>		
<i>Your first few shots fail to perturb the hellish vessel.</i>		
<i>The first attack against the ship each combat takes a -5 penalty. Hostile creatures that board the ship treat their first square of movement as difficult terrain.</i>		
<b>Fiery Armaments</b>		
<i>Five light arcane fusils and four full fusils to each broadside, a lower deck with six heavy fusils per side, and an undercastle (not shown) with six light fusils that can aim downward. Each fusil fires an eldritch blast of black, crackling magical fire.</i>		
<i>Crew: 110. Attack: +20 to broadsides, or +17 forward, aft, up, or down. The weapons can strike at long range, with a -10 penalty. If a volley deals two or more strikes to the hull, one of those strikes can cause the burning condition instead of reducing hull integrity.</i>		
<b>Shield of Greed</b>		
<i>Sparkles of gold are visible, though most of the precious metal is stained with blood and coated with soot. This is a domain of the wealthy and prosperous, and only those rich enough are allowed to attack.</i>		

An eldritch shield defends the crew of the windship, powered by the treasure hoard in its hold and the unified greed of its crew. The ship is immune to the burning condition, and any spell that originates more than 50 feet from the ship cannot come inside that area. Two ships with shields that have overlapping auras merge the shields so neither shield protects against attacks in the other shield's area.

If the treasury is significantly depleted, this shield fails. Likewise, any creature that willingly destroys wealth worth at least 10,000 gp while launching an attack can ignore the shield's defenses for that attack.

<b>Industrial Dominion of the Winds</b>
<i>Mighty growling engines burn infernal diesel that has refined magma, hatred, and the flesh of sacrificed mortals into a muddy red fuel. Enchantments lighten the massive vehicle, but constant downward thrust is required to keep it aloft. It leaves a contrail of toxic smoke as it flies.</i>

The ship can fly at any elevation. Any vehicle in the same naval stage that is behind the airship is cloaked in smoke if it is the same size or smaller, and such vessels roll twice and take the worse result for Command checks and attack rolls. Prolonged exposure can poison creatures.

<b>Infernal Windsiff</b>	Level 17 Vehicle
Small Vehicle	
<b>Hull Integrity</b> 2	<b>Command</b> +15
<b>Defense</b> 10	<b>Full Crew</b> 4
<b>Maneuverability</b> 10	<b>Minimum Crew</b> 1
<b>Speed</b> 16 (flight)	<b>Total Complement</b> 12
	(currently overloaded)

<b>Design</b>
Length 30 ft. Beam 10 ft. Diesel engine belching fire and smoke, turning a trio of propellers along the aft. Gold-threaded wing sails for stabilization.

<b>Overloaded</b>
Too many legionnaires are aboard, so over a dozen cling to the outer hull. For each point of hull integrity damage the ship takes, deal 20 damage to one of the crew on board. (This is not reduced by the <i>lesser shield of greed</i> .)

<b>Lesser Shield of Greed</b>
<i>The gold that lines the deck and fills the hold generates a shield that blocks outside attacks.</i>

Any spells that originate more than 50 feet from the ship deal 34 less damage to targets within that area.

<b>Armaments</b>
<i>Six light fusils—like longswords made of steel and gold, with massive red quartz crystals mounted at their tips—are chained to the deck with golden hooks, and the company of legionnaires clinging to the side of the hull can readily aim in any direction.</i>

Crew: 5. Attack: +13 in any direction.

<b>Ramprow</b>
<i>The gold plating has been stripped away from a spiked ram prow.</i>

When this ship rams another, prevent the first strike of damage the rammed ship would deal back to it.

<b>Industrial Dominion of the Winds</b>
<i>A small growling engine burns infernal diesel, and the vessel leaves a contrail of toxic smoke as it flies.</i>

The ship can fly at any elevation. Any vehicle in the same naval stage that is behind the airship is cloaked in smoke if it is the same size or smaller, and such vessels roll twice and take the worse result for Command checks and attack rolls. Prolonged exposure can poison creatures.







## Pit Fiend

The Golden Legion has two pit fiends out on conquest objectives, one in charge of the hive queen of Elofasp, and another two guarding His Celestial Eruption General Paelyrion XVIII in the fortress Egalitrix. These devils have been in the Gyre with the legion since they were first stranded.

### Golden Legion Pit Fiend

CR 20

XP 307,200

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

**Init** +13; **Senses** darkvision 60 ft., see in darkness; **Perception** +33**Aura** fear (20 ft., DC 23)

#### Defense

**AC** 38, touch 18, flat-footed 29 (+9 Dex, +20 natural, –1 size)**hp** 350 (20d10+240); regeneration 5 (good weapons, good spells)**Fort** +24, **Ref** +21, **Will** +18**Defensive Abilities** golden chains; **DR** 15/good and silver; Immune charms, compulsions, fire, poison; **Resist** acid 10, cold 10; **SR** 31

#### Offense

**Speed** 40 ft., fly 60 ft. (average)**Melee** +4 *flaming unholy mace* +36/+31/+26/+21 (2d6+17 plus 1d6 fire), claw +30 (2d8+6), 2 wings +30 (2d6+6), bite +30 (4d6+6 plus poison and disease), tail slap +30 (2d8+6 plus grab)**Space** 10 ft., **Reach** 10 ft.**Special Attacks** constrict 2d8+19**Spell-Like Abilities** (CL 18th; concentration +26)

At will—*blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *greater scrying* (DC 25), *invisibility*, *magic circle against good*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *scorching ray*, *trap the soul* (DC 26), *unholy aura* (DC 26), *wall of fire*

3/day—*quicken fireball* (DC 21)1/day—*meteor swarm*, summon (level 9, any 1 CR 19 or lower devil, 100%)1/year—*wish*

#### Statistics

**Str** 37, **Dex** 29, **Con** 35, **Int** 26, **Wis** 30, **Cha** 26**Base Atk** +20; **CMB** +34 (+38 grapple); **CMD** 53**Feats** Cleave, Great Cleave, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (fireball), Vital Strike**Skills** Appraise +17, Bluff +31, Diplomacy +31, Disguise +27, Fly +30, Intimidate +31, Knowledge (arcana) +28, Knowledge (planes) +31, Knowledge (religion) +31, Perception +33, Sense Motive +33, Spellcraft +31, Stealth +28, Survival +22, Use Magic Device +28**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

#### Special Abilities

**Golden Chains (Su)** Hundreds of pounds of spiked gold chains wrap the fiend from head to toe. They are enchanted to ensure unswerving loyalty, granting the fiend immunity to charm and compulsion effects. They have hardness 15 and 40 hp, and can be damaged with a successful sunder attempt. If the chains are destroyed, the fiend is stunned for 1 round and shaken for 1d4 rounds thereafter.**Disease (Su)** Devil Chills: Bite—*injury*; *save* Fort DC 32; *onset* immediate; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves. The save DC is Constitution-based.**Poison (Ex)** Bite—*injury*; *save* Fort DC 32; *frequency* 1/round for 10 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

## Horned Devil

The forty or so horned devils in the Golden Legion serve as commanders or aides to the pit fiends and other important leaders. Their golden spiked chains allow them to enslave foes they defeat. Great warriors who are taken by the legion over time eventually transform into horned devils.

### Golden Legion Horned Devil

CR 16

XP 76,800

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

**Init** +8; **Senses** darkvision 60 ft., see in darkness; **Perception** +24**Aura** fear aura (5 ft., DC 23)

#### Defense

**AC** 35, touch 17, flat-footed 27 (+8 Dex, +18 natural, –1 size)**hp** 217 (15d10+135); regeneration 5 (good weapons, good spells)**Fort** +18, **Ref** +17, **Will** +13**Defensive Abilities** golden chains; **DR** 10/good and silver; **Immune** charms, compulsions, fire, poison; **Resist** acid 10, cold 10; **SR** 27

#### Offense

**Speed** 30 ft., fly 50 ft. (average)**Melee** +1 *unholy spiked chain* +26/+21/+16 (2d6+11 plus stun), bite +22 (2d8+5), tail +22 (2d6+5 plus infernal wound) or 2 claws +24 (2d6+10), bite +24 (2d8+10), tail +22 (2d6+5 plus infernal wound)**Special Attacks** enlist (DC 23)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 16th; concentration +22)

At will—*dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 21)

3/day—*fireball* (DC 19), *lightning bolt* (DC 19)1/day—*summon* (level 6, 3 barbed devils, 35%)

#### Statistics

**Str** 31, **Dex** 27, **Con** 28, **Int** 14, **Wis** 22, **Cha** 23**Base Atk** +15; **CMB** +26; **CMD** 44**Feats** Improved Bull Rush, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike, Weapon Focus (spiked chain)**Skills** Bluff +24, Diplomacy +21, Fly +15, Intimidate +24, Knowledge (planes) +20, Perception +24, Sense Motive +21, Spellcraft +20, Stealth +22**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

#### Special Abilities

**Enlist (Sp)** As a full-round action, the horned devil can attempt to dominate an adjacent creature that it has stunned with its spiked chain. The creature must make a DC 23 Will save or be affected by *dominate monster*, becoming slavishly devoted to the Golden Legion. The save DC is Charisma-based.**Golden Chains (Su)** See entry for Golden Legion pit fiend.**Infernal Wound (Su)** The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a DC 26 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.**Stun (Su)** Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength-based.

## Erinyes

Most erinyes in the legion were once just slaves who thought they could be clever enough to resist the compulsion of the chains. Over time their deceptive nature transformed them into erinyes. The legion deploys these fiends as scouts and infiltrators.

### Golden Legion Erinyes

CR 12

XP 19,200

Erinyes fighter 4

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

**Init** +8; **Senses** darkvision 60 ft., see in darkness, true seeing; Perception +16

#### Defense

**AC** 25, touch 19, flat-footed 16 (+8 Dex, +1 dodge, +6 natural)**hp** 166 (13d10+95)**Fort** +17, **Ref** +15, **Will** +9; bravery +1**Defensive Abilities** golden chains; **DR** 5/good; **Immune** charms, compulsions, fire, poison; **Resist** acid 10, cold 10; **SR** 19

#### Offense

**Speed** 30 ft., fly 50 ft. (good)**Melee** +2 *longsword* +21/+16/+11 (1d8+11/19–20)**Ranged** +2 *flaming composite longbow* +22/+22/+17/+12 (1d8+10, 19–20/x3 plus 1d6 fire) or golden chain +21 touch (entangle)**Spell-Like Abilities** (CL 12th; concentration +17)Constant—*true seeing*At will—*alter self*, *fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 19)1/day—*summon* (level 3, 2 bearded devils, 50%)

#### Statistics

**Str** 22, **Dex** 28, **Con** 25, **Int** 14, **Wis** 20, **Cha** 21**Base Atk** +13; **CMB** +20; **CMD** 38**Feats** Combat Reflexes, Dodge, Far Shot, Improved Critical (longbow), Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Spring Attack, Weapon Focus (longbow), Weapon Specialization (longbow)**Skills** Acrobatics +20, Bluff +19, Diplomacy +14, Escape Artist +12, Fly +20, Intimidate +18, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +16**Languages** Celestial, Common, Infernal; telepathy 100 ft.**SQ** armor training 1

#### Special Abilities

**Entangle (Su)** Each erinyes carries a 50-foot-long golden chain that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 22). An erinyes can hurl its chain 30 feet with no range penalty. An erinyes's chain functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

**Golden Chains (Su)** See entry for Golden Legion pit fiend.

## Turned Glabrezu

A few glabrezu were turned recently, and they have not yet transformed into horned devils.

### Golden Legion Glabrezu

CR 14

XP 38,400

LE Huge outsider (chaotic, demon, evil, extraplanar)

**Init** +2; **Senses** darkvision 60 ft., true seeing; Perception +28

#### Defense

**AC** 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, –2 size)**hp** 210 (12d10+144)**Fort** +20, **Ref** +6, **Will** +13**Defensive Abilities** golden chains; **DR** 10/good; **Immune** charms, compulsions, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

#### Offense

**Speed** 40 ft.**Melee** 2 pincers +22 (2d8+12/19–20), 2 claws +22 (1d6+12), bite +20 (1d8+12)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rend (2 pincers, 2d8+18)**Spell-Like Abilities** (CL 14th; concentration +21)Constant—*true seeing*At will—*chaos hammer* (DC 21), *confusion* (DC 21), *dispel magic*, *mirror image*, *reverse gravity* (DC 24), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrock 50%)1/month—*wish* (granted to a mortal humanoid only)

#### Statistics

**Str** 35, **Dex** 15, **Con** 35, **Int** 20, **Wis** 20, **Cha** 24**Base Atk** +12; **CMB** +26; **CMD** 38**Feats** Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike**Skills** Bluff +30, Diplomacy +24, Intimidate +24, Knowledge (history) +20, Knowledge (local) +20, Perception +28, Sense Motive +20, Stealth +9, Use Magic Device +19**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

#### Special Abilities

**Golden Chains (Su)** See entry for Golden Legion Pit Fiend.



## Legionnaires

The rank and file of the Golden Legion are enslaved from myriad worlds, and over time as they wear the chains their skin becomes scaled and they sprout horns from their foreheads.

### Golden Legionnaire Company

CR 13

XP 25,600

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

**Init** +3; **Senses** darkvision 60 ft., *detect magic*, see in darkness; Perception +28

#### Defense

**AC** 28, touch 14, flat-footed 24 (+3 Dex, +1 dodge, +14 natural)**hp** 171 (18d10+90)**Fort** +12, **Ref** +14, **Will** +9**Defensive Abilities** troop traits; **DR** 5/good; **Immune** charms, compulsions, fire, poison; **Resist** acid 10, cold 10; **SR** 24

#### Offense

**Speed** 20 ft.**Melee** troop (4d8+8)**Space** 20 ft.; **Reach** 5 ft.**Special Attacks** hellfire breath (DC 25)**Spell-Like Abilities** (CL 12th; concentration +12)Constant—*detect magic*At will—*greater teleport* (troop members plus 50 lbs. of objects per member only)

#### Statistics

**Str** 26, **Dex** 17, **Con** 18, **Int** 11, **Wis** 12, **Cha** 11**Base Atk** +18; **CMB** +26; **CMD** 38**Feats** Ability Focus (hellfire breath), Combat Reflexes, Dodge, Great Fortitude, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Toughness**Skills** Knowledge (engineering) +21, Intimidate +21, Perception +28, Profession (soldier) +22, Stealth +26, Survival +22**Languages** Infernal; telepathy 100 ft.

#### Special Abilities

**Hellfire Breath (Su)** Three times per day as a standard action, the members of a golden legionnaire company can exhale gouts of flame that fill all squares within 10 feet of the company. Creatures in the area take 9d6 points of fire damage (Reflex DC 25 for half). The save is Constitution-based.



### Golden Legion Elite Star

CR 14

XP 38,400

Magaav fighter 8

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

**Init** +11; **Senses** darkvision 60 ft., *detect magic*, see in darkness; Perception +19

#### Defense

**AC** 31, touch 18, flat-footed 23 (+5 armor, +7 Dex, +1 dodge, +8 natural)**hp** 165 (15d10+83)**Fort** +15, **Ref** +14, **Will** +7; +2 vs. fear**Defensive Abilities** golden chains; **DR** 5/good; **Immune** charms, compulsions, fire, poison; **Resist** acid 10, cold 10; **SR** 17

#### Offense

**Speed** 20 ft., fly 50 ft. (average)**Melee** +1 *ranseur* +24/+19/+14 (2d4+13/x3) or 2 claws +21 (1d6+6 plus 2 bleed)**Special Attacks** noxious breath, lightning fusil, rend (2 claws, 1d6+9 plus 2 bleed), weapon training (polearms +1)**Spell-Like Abilities** (CL 12th; concentration +12)Constant—*detect magic*At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—summon (CL 3rd, 1 magaav 40%)

#### Statistics

**Str** 22, **Dex** 24, **Con** 18, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +15; **CMB** +21; **CMD** 39**Feats** Combat Reflexes, Dodge, Hover, Improved Initiative, Improved Iron Will, Iron Will, Lunge, Mobility, Power Attack, Spring Attack, Vital Strike, Weapon Focus (ranseur), Weapon Specialization (ranseur), Toughness**Skills** Acrobatics +16 (+12 when jumping), Escape Artist +16, Knowledge (engineering) +11, Fly +16, Intimidate +20, Perception +19, Stealth +16**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.**SQ** armor training 2, master grappler, shared senses

#### Special Abilities

**Golden Chains (Su)** See entry for Golden Legion pit fiend.

**Lightning Fusil (Ex)** An elite star wields an arcanoscientific fusil powered by a steam-powered backpack. As a standard action, he can fire the fusil, dealing 10d6 electricity damage to all targets in a 15-foot-radius burst within 200 feet. After firing the weapon, it takes a minute to recharge before it is ready to fire again.

**Master Grappler (Ex)** An elite star can wield a weapon and still attempt grapple checks. While not wielding a weapon, an elite star gains a +4 bonus on grapple checks.

**Noxious Breath (Su)** Three times per day, as a standard action an elite star can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must succeed at a DC 17 Fortitude save or be sickened for 1d4 rounds. Creatures that successfully save cannot be affected by the same elite star's noxious breath for 24 hours. This is a poison effect. The save DC is Constitution-based.

**Shared Senses (Su)** All elite stars within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one elite star to the next, allowing for the senses of a single devil to potentially spread through and inform an entire legion instantly. It is still possible for an elite star to be flat-footed for other reasons even if other elite stars nearby are not.







## Constructs

The artificers of the Egalitrix fortress have crafted steam-powered flying golems out of gold. Though they have the same general shape and size of a horned devil, the steam golems have massive ornithopter wings modeled after those of a dragonfly.

Other non-combat constructs serve as pack mules, flying treasure and war materiel from airships to whatever plane is being attacked at the time.

### Golden Steam Golem

CR 17

XP 102,400

N Huge construct

**Init** –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

#### Defense

**AC** 33, touch 7, flat-footed 34 (–1 Dex, +26 natural, –2 size)**hp** 205 (30d10+40)**Fort** +10, **Ref** +9, **Will** +10**DR** 15/adamantine; **Immune** construct traits, magic

#### Offense

**Speed** 30 ft., fly 50 ft. (clumsy)**Melee** 2 claws +41 (4d8+13/19–20)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** clunky steamcraft (DC 25), rend (2 claws, 4d8+19), steam rupture

#### Statistics

**Str** 36, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +30; **CMB** +44; **CMD** 53

#### Special Abilities

**Clunky Steamcraft (Su)** As a free action once every 1d4 rounds, a golden steam golem can expel a cloud of smoke and cinders that fills a 20-foot cube. This functions as an *incendiary cloud* that persists for 1d6 rounds, dealing 6d6 fire damage (DC 25 Reflex for half). The save DC is Constitution-based.

**Immunity to Magic (Ex)** A golden steam golem is immune to any spell or spell-like ability that allows spell resistance, except as noted below.

- ✦ A magical attack that deals cold damage slows a golden steam golem (as per the *slow* spell) for 1d6 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. A golden steam golem gets no save against fire effects.

**Steam Rupture (Ex)** When a golden steam golem is destroyed, it begins to vent steam and flail uncontrollably. Unless its remains take at least 10 points of cold damage, it explodes one round later. All creatures within 30 feet of the golem take 12d8 points of fire damage (DC 25 Reflex for half). The save is Constitution-based.

## Warbeasts

The plane of Elofasp provides many obedient monsters which the Golden Legion uses to reinforce their devils.

### Enslaved Supplicant of Elofasp

CR 15

XP 51,200

N Large magical beast

**Init** +9; **Senses** darkvision 60 ft., low-light vision; Perception +18

#### Defense

**AC** 31, touch 15, flat-footed 25 (+5 Dex, +1 dodge, +16 natural, –1 size)**hp** 225 (18d10+126)**Fort** +18, **Ref** +16, **Will** +8**Defensive Abilities** golden chains; **Immune** charms, compulsions, fire, illusions

#### Offense

**Speed** 30 ft., climb 30 ft.**Melee** 2 claws +25 (1d8+7/19–20 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** adamantine claws, angelic arrival, fall to your knees, lunge, mandibles, sudden strike

#### Statistics

**Str** 24, **Dex** 20, **Con** 24, **Int** 1, **Wis** 14, **Cha** 15**Base Atk** +18; **CMB** +26 (+30 grapple); **CMD** 41 (45 vs. trip)**Feats** Dodge, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Mobility, Power Attack, Skill Focus (Stealth), Spring Attack, Weapon Focus (claw)**Skills** Perception +18, Stealth +20; **Racial Modifiers** +4 Perception, +4 Stealth**SQ** praying illusion

#### Special Abilities

**Adamantine Claws (Ex)** A supplicant's claws overcome damage reduction as if they were made of adamantine.

**Angelic Arrival (Su)** When a supplicant attacks, the spines on its back produce bright light in a 30-ft. radius. If the supplicant takes an action to hide, the light ends, and the sudden darkness grants the supplicant to hide even if there is no other cover or concealment.

**Fall to Your Knees (Su)** As a swift action once per minute, a supplicant can warp the light around it and conjure a fractured landscape of towering holy figures. Creatures in a 30-foot-radius burst around the supplicant must make a DC 21 Fortitude save or be permanently blinded. The area of effect becomes a zone of illusory terrain that provides total concealment to creatures within it. A DC 21 Will save disbelieves the illusion. The save DC is Charisma-based.

**Golden Chains (Su)** See entry for Golden Legion pit fiend.

**Lunge (Ex)** A supplicant's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a supplicant attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A supplicant cannot make attacks of opportunity with its lunge.

**Mandibles (Ex)** A supplicant that grabs a foe can make a bite attack against that foe as a secondary attack. The supplicant's bite is a +19 attack that inflicts 1d6+3 points of damage on a hit.

**Praying Illusion (Su)** When a supplicant sits motionless, it is cloaked by an illusion making it resemble an inanimate object appropriate to the area, but typically reminiscent of a praying figure. The supplicant can take 20 on its Stealth check to hide in plain sight while immobile. A DC 21 Will save disbelieves the illusion, allowing a creature to perceive the supplicant's true form. The save DC is Charisma-based.

**Sudden Strike (Ex)** A supplicant is particularly adept at moving quickly when its foes are surprised. During a surprise round, a supplicant may act as if it had a full round to act, rather than just one standard action.

**Enslaved Elofasp Ravant**

CR 19

XP 204,800

N Large magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +18**Defense****AC** 35, touch 19, flat-footed 25 (+10 Dex, +16 natural, –1 size)**hp** 330 (20d10+220)**Fort** +22, **Ref** +22, **Will** +11**Defensive Abilities** ferocity, golden chains; **Immune** bleeding, charms, compulsions, fire, paralysis, sleep, staggering, stunning**Offense****Speed** 50 ft., burrow 20 ft., climb 50 ft., fly 60 ft. (average), swim 50 ft.**Melee** bite +30 (2d6+10/19–20), 2 claws +30 (2d6+10/19–20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2d6+15), ripping claws**Statistics****Str** 30, **Dex** 30, **Con** 30, **Int** 1, **Wis** 20, **Cha** 6**Base Atk** +20; **CMB** +31 (+33 bull rush or overrun); **CMD** 46 (48 vs. bull rush or overrun, 50 vs. trip)**Feats** Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Overrun, Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)**Skills** Perception +18, Stealth +19**SQ** diamond form**Special Abilities****Diamond Form (Ex)** As a swift action, a ravant can compress its form so natural armor plates slide into place to protect it. Until the start of its next turn, the ravant gains DR 20/–, resistance 20 to all energy types, and its speeds increase by 30 ft. While in this form, it cannot attack. A ravant cannot use this ability in any round which it has already attacked.**Golden Chains (Su)** See entry for Golden Legion pit fiend.**Ripping Claws (Ex)** If a ravant deals damage to a creature with its rend ability, it can attempt to dismember that creature. The ravant attempts a grapple check; if successful, it pulls off one of the target's legs or arms. The target is sickened until it receives magical healing (or until it recovers to full hit points by natural means), and takes 2d6 points of bleed damage each round. A creature with only one arm cannot perform actions requiring two arms or two hands. A bipedal creature with one leg missing cannot walk or run; it can crawl or hop, but is denied its Dexterity bonus against all opponents. A quadrupedal creature with one leg missing is reduced to half normal speed. At the GM's discretion, creatures with more than four legs affected by this attack may be able to move at normal speed.**Unique Figures**

These are the leaders and champions of the Golden Legion. The actual leader of the legion, Egal the Shimmering, is off somewhere in hell.

**Star Marshal Lacacia**

CR 18

XP 153,600

Handmaiden devil bard 6

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

**Init** +13; **Senses** darkvision 60 ft., *true seeing*; Perception +28**Defense****AC** 34, touch 20, flat-footed 24 (+9 Dex, +1 dodge, +14 natural)**hp** 319 (15d10+6d8+207)**Fort** +20, **Ref** +23, **Will** +16; +4 vs. bardic performance, sonic, and language-dependent**DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 25**Offense****Speed** 40 ft., fly 60 ft. (average)**Melee** 2 claws +27 (2d8+8/19–20/x3), 2 tentacles +25 (1d6+4 plus grab)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tentacle)**Special Attacks** tentacle cage (4d8+12 bludgeoning, AC 17, 31 hp)**Spell-Like Abilities** (CL 14th; concentration +21)Constant--*spider climb*, *true seeing*At will--*alter self*, *dispel good* (DC 22), *enthrall* (DC 19), *greater teleport* (self plus 1 entrapped creature and 50 lbs. of goods only), *persistent image* (DC 22)3/day--*black tentacles*, *charm monster* (DC 21)1/day--*summon* (level 5, 3 erinyes 65%)**Bard Spells Known** (CL 6th, concentration +13)2nd (5/day)--*blur*, *heroism*, *invisibility*, *reckless infatuation* (DC 19)1st (6/day)--*alarm*, *ear-piercing scream* (DC 18), *unnatural lust* (DC 18), *ventriloquism* (DC 18)0 (at will)--*dancing lights*, *detect magic*, *ghost sound* (DC 17), *mage hand*, *message*, *open/close***Statistics****Str** 26, **Dex** 28, **Con** 29, **Int** 22, **Wis** 19, **Cha** 24**Base Atk** +19; **CMB** +27 (+29 trip, +31 grapple); **CMD** 46 (can't be tripped)**Feats** Acrobatic Steps, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Trip, Iron Will, Multiattack, Nimble Moves, Strike Back, Toughness**Skills** Acrobatics +27 (+31 jump), Bluff +32, Diplomacy +25, Disguise +29, Escape

Artist +24, Fly +16, Knowledge (arcana) +21, Knowledge (planes) +30, Perception +28, Perform (dance) +32, Perform (sing) +32, Sense Motive +22, Spellcraft +21, Stealth +33, Use Magic Device +32

**Languages** Celestial, Common, Draconic, Infernal, telepathy 100 ft.**SQ** agile grappler, bardic knowledge +3, bardic performance 21 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion), lore master 1/day, versatile performance (dance, sing)**Special Abilities****Agile Grappler (Ex)** Lacacia does not gain the grappled condition if she grapples a foe.**Tentacle Cage (Su)** If Lacacia successfully grapples a creature, she transfers that creature into her lower body's nest of cage-like tentacles. This works like swallow whole. Lacacia's tentacles are AC 17 and have 31 hp for the purpose of an entrapped creature cutting itself out. Lacacia's tendrils heal quickly, allowing her to use this ability 1 round after a creature cuts itself free.

**General Paelyrion XVIII**

CR 21

XP 409,600

Advanced immolation devil

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

**Init** +10; **Senses** darkvision 60 ft., *true seeing*; Perception +30**Defense****AC** 40, touch 19, flat-footed 30 (+10 Dex, +21 natural, –1 size)**hp** 390 (19d10+285); regeneration 5 (good weapons or good spells)**Fort** +25, **Ref** +21, **Will** +16**Defensive Abilities** golden chains; **DR** 15/good and silver; **Immune** fire, poison;**Resist** acid 10, cold 10; **SR** 30**Offense****Speed** 30 ft., fly 80 ft. (good)**Melee** bite +32 (2d6+14 plus burn), 2 claw +32 (1d8+14 plus burn), gore +32 (2d8+14 plus burn), 2 wings +30 (1d8+7)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** avalanche of gold, burn (2d6, DC 33), hellfire**Spell-Like Abilities** (CL 19th; concentration +27)Constant--*fire shield*, *true seeing*At will--*fireball* (DC 22), *greater teleport* (self plus 50 lbs. of objects only),  
*persistent image* (DC 24), *wall of fire*3/day--*dictum* (DC 26), *fire storm* (DC 27), *mass charm monster* (DC 27)1/day--*summon* (level 9, any 2d4 devils of CR 10 or lower, 90%)**Statistics****Str** 38, **Dex** 30, **Con** 39, **Int** 28, **Wis** 27, **Cha** 28**Base Atk** +19; **CMB** +34; **CMD** 54**Feats** Blind-Fight, Blinding Critical, Combat Expertise, Combat Reflexes,  
Critical Focus, Iron Will, Multiattack, Power Attack, Stand Still, Toughness**Skills** Bluff +31, Diplomacy +31, Disable Device +29, Fly +34, Intimidate +31,  
Knowledge (arcana, nobility) +29, Knowledge (engineering, planes) +31,  
Perception +30, Sense Motive +30, Spellcraft +31, Stealth +28**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**Special Abilities****Avalanche of Gold (Su)** As a standard action, Paelyrion can summon a portion of his immense treasury to bury his foes under literal tons of golden treasure. The treasure rains down and pelts all creatures in a 5-foot-radius burst within 100 feet, dealing 15d6 points of bludgeoning damage (Reflex DC 28 for half). A creature that fails its save also falls prone. The squares in the burst become difficult terrain. The save DC is Charisma-based.**Golden Chains (Su)** See entry under Golden Legion pit fiend.**Hellfire (Su)** Any fire damage caused by Paelyrion's abilities and spells is half fire damage, half unholy damage.**Enslaved Master Chyak**

CR 19

XP 204,800

As Calily Buen, except:

**Defensive Abilities** golden chains; **Immune** charm and compulsions



# APPENDIX TWO: BESTIARY OF THE GYRE

Herein find stats for enemies, allies, and savage beasts.

## ALLIES

The party's main allies will be Rock Rackus and Calily Buen.

### Rock Rackus's Final Form

Rock has complicated songs, but he's not a complicated fighter. He's still a glory hog, but he's learned to funnel the magic that suffuses his celebrity in order to bolster his allies.

<b>Rock Rackus</b>	CR 19
<b>XP</b> 204,800	
Male human bard (celebrity) 20	
CG Medium humanoid (human)	
<b>Init</b> +7; <b>Senses</b> Perception +13	
<b>Defense</b>	
<b>AC</b> 24, touch 17, flat-footed 20 (+7 armor, +3 deflection, +3 Dex, +1 dodge)	
<b>hp</b> 185 (20d8+91)	
<b>Fort</b> +15, <b>Ref</b> +17, <b>Will</b> +14; +4 vs. bardic performance, language-dependent, and sonic	
<b>Offense</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> +2 rapier +19/+14/+9 (1d6+4/18–20)	
<b>Ranged</b> diamond-encrusted piece +21 (1d8+3/x4)	
<b>Special Attacks</b> bardic performance 49 rounds/day (swift action; countersong, deadly performance, dirge of doom, distraction, fascinate, frightening tune, gather crowd, inspire competence +6, inspire greatness, inspire heroics, mass suggestion, soothing performance, suggestion)	
<b>Bard Spells Known</b> (CL 20th; concentration +27)	
6th (6/day)— <i>animate objects</i> , <i>heroes' feast</i> , <i>irresistible dance</i> (DC 25), <i>overwhelming presence</i> (DC 25), <i>project image</i> (DC 23)	
5th (6/day)— <i>bard's escape</i> , <i>dream</i> , <i>mislead</i> , <i>greater heroism</i> , <i>song of discord</i> (DC 24)	
4th (6/day)— <i>cure critical wounds</i> , <i>dimension door</i> , <i>freedom of movement</i> , <i>hold monster</i> (DC 23), <i>zone of silence</i>	
3rd (7/day)— <i>blink</i> , <i>charm monster</i> (DC 22), <i>dispel magic</i> , <i>haste</i> , <i>see invisibility</i> , <i>slow</i> (DC 20)	
2nd (7/day)— <i>invisibility</i> , <i>mirror image</i> , <i>misdirection</i> , <i>silence</i> , <i>suggestion</i> (DC 21), <i>tongues</i>	
1st (7/day)— <i>charm person</i> (DC 20), <i>cure light wounds</i> , <i>expeditious retreat</i> , <i>hideous laughter</i> (DC 20), <i>silent image</i>	
0th (at will)— <i>dancing lights</i> , <i>daze</i> (DC 17), <i>detect magic</i> , <i>flare</i> (DC 17), <i>lullaby</i> (DC 19), <i>prestidigitation</i> , <i>unwitting ally</i> (DC 19)	



### Statistics

**Str** 14, **Dex** 16, **Con** 16, **Int** 8, **Wis** 10, **Cha** 24

**Base Atk** +15; **CMB** +17; **CMD** 34

**Feats** Dodge, Great Fortitude, Greater Spell Focus (enchantment), Point-Blank Shot, Precise Shot, Improved Initiative, Quicken Spell, Skill Focus (Perform [act]), Spell Focus (enchantment), Still Spell, Toughness

**Skills** Bluff +20, Diplomacy +31, Intimidate +31, Knowledge (arcana, history, nature, nobility, planes) +15, Knowledge (local) +23, Perception +13, Perform (act) +35, Perform (sing) +25, Spellcraft +13, Stealth +8, Use Magic Device +17

**Languages** Common

**SQ** bardic knowledge +10, famous +5, jack-of-all-trades (use any skill, all skills are class skills, take 10 on any skill), shining star, versatile performance (act, oratory, dance, string, percussion)

**Combat Gear** scroll of heal, scroll of restoration, scrolls of teleport (2), **Other Gear** +3 chain shirt, +2 rapier, diamond-encrusted piece, belt of physical perfection +2, cloak of resistance +3, headband of alluring charisma +4, ring of invisibility, ring of protection +3, 276 gp

**Diamond-Encrusted Piece** This extravagantly decorated +3 pistol is so gaudy and impressive that anytime it is fired, all creatures within 30 feet that see the wielder suffer a –2 penalty to all attack rolls against any creature other than the wielder until the wielder's next turn.



## Calily, Aerial Monk

Calily's fighting style has many options, but generally she closes with *stance of the remembered migration*, then strikes with *moon lights the day*. Thereafter she uses basic attacks while hovering out of reach. If an enemy is able to close the distance or makes powerful attacks, she lands, shifts to *stance of the paper wind*, and punishes the foe for being too strong.

### Calily Buen

CR 19

XP 204,800

Female venerable human unchained monk 20

LG Medium outsider (human)

Init +6; Senses darkvision 60 ft.; Perception +29

#### Defense

AC 33, touch 28, flat-footed 29 (+5 armor, +2 deflection, +2 Dex, +1 dodge, +5 monk, +8 Wis)

hp 133 (20d10+20)

Fort +16, Ref +18, Will +18; +2 vs. enchantment

Defensive Abilities flawless mind, improved evasion; DR 10/chaotic;

Immune disease

#### Offense

Speed 90 ft.

Melee +3 *unarmed strike* flurry of blows +28/+28/+28/+23/+18/+13 (2d10+7)

Ranged mwk shuriken flurry of blows +23/+23/+23/+18/+3/+8 (1d2+4)

Special Attacks flurry of blows, quivering palm (DC 28), stunning fist (20/day, DC 28), style strike (2/round; defensive spin, flying kick, foot stomp, knockback kick)

#### Statistics

Str 18, Dex 14, Con 10, Int 16, Wis 27, Cha 13

Base Atk +20; CMB +24 (+26 disarm); CMD 47 (49 vs. disarm)

Feats Blind-Fight, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Gorgon's Fist, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Improved Vital Strike, Lightning Stance, Medusa's Wrath, Power Attack, Scorpion Style, Spring Attack, Stunning Fist, Vital Strike, Weapon Focus (unarmed strike), Wind Stance

Skills Acrobatics +20 (+64 when jumping), Bluff +16, Craft (origami) +14, Diplomacy +16, Fly +22, Heal +20, Knowledge (arcana) +8, Knowledge (history) +17, Knowledge (religion) +11, Linguistics +5, Perception +29, Sense Motive +31, Stealth +18

Languages Common, Draconic, Dwarven, Elven; tongue of the sun and moon

SQ fast movement, ki pool (18 points, adamantine, cold iron, lawful, magic, silver), ki powers (abundant step, diamond resilience, diamond soul, empty body, high jump, quivering palm, slow fall, wind jump, wholeness of body), perfect self, stance of the paper wind, timeless body

Combat Gear *dust of appearance*; Other Gear masterwork shuriken (50), *amulet of mighty fists* +3, *bag of holding* (type I), *belt of giant strength* +4, *boots of elvenkind*, *bracers of armor* +5, *cloak of resistance* +4, *headband of inspired wisdom* +6, *ring of protection* +2, *ring of sustenance*, healer's kit

#### Special Abilities

**Stance of the Paper Wind (Ex)** As a move action, Calily moves her speed and enters the stance of the paper wind. While in this stance, any attack or damaging effect that allows a Reflex save cannot do more than 30 points of damage to her at once. If an attack would deal more than 30 damage and the attacker is within range, she may make a melee or ranged attack against the attacker as an immediate action.

Additionally, when a creature she has not targeted with an attack since the start of her last round attacks her, she may make a Reflex save (DC equals the attack roll). On a success, she completely ignores the attack. Move Actions



#### ► Stance of the Paper Wind

*She crumples beneath your mighty blow, but the motion somehow takes the force out of your attack. In a continuous motion she unfolds around the other side of your strike, putting her in position for a deft counterattack.*

Effect: Calily flies 8 squares and enters the stance of the paper wind. While in this stance, no attack or effect can deal more than 30 damage to Calily in a single chunk. If an attack would deal more than 30 damage and the attacker is within reach, she may use *staff guides the wind* as an immediate reaction against the attacker.

Additionally, when a creature she has not targeted with an attack since the start of her last round attacks her, she may make a save. On a success, she completely ignores the attack.

#### ► Stance of the Remembered Migration \* At-Will

*Grass bursts upward like birds taking flight as a gale carries her beside you at incredible speed. She floats, poised, and slaps you in the instant you leave any opening. The strike is light, but she has gotten inside your guard.*

Effect: Calily flies 20 squares and enters the stance of the remembered migration. While in this stance she can hover, and whenever an enemy adjacent to her moves, shifts, or misses her with an attack, she can use *wing chop* as an immediate interrupt.

#### Minor Actions

##### ► Ki Cleanse ♦ Encounter

*She vanishes, leaving behinds just the outer layer of her clothing, and with it abandons her ailments.*

Effect: Calily becomes invisible until she attacks, ends all negative conditions affecting her, can stand up, and shifts 8 squares. The space she left and each space adjacent to it becomes obscured until the end of her next turn.

##### ► Wing Chop ♦ At-Will, 1/round

*Her arm slides past your defenses, managing to interrupt your momentum while delivering a soft strike of her own. You find yourself briefly tangled, unable to move.*

Attack: Melee 1 (one creature); +35 vs. Reflex

Hit: 10 damage, and the target is immobilized until the end of Calily's next turn.

Skills Acrobatics +27, Endurance +22, Perception +32, Stealth +27

Str 12 (+16) Dex 24 (+22) Wis 24 (+22)

Con 14 (+17) Int 13 (+16) Cha 12 (+16)

Alignment Good Languages tongue of the sun and moon  
(can speak with all living things)



### Martial Scientist Technique – Stance of the Paper Wind

A martial scientist who trains with Calily can learn the foundation of her monastery's fighting style, which is based on swift defensive adaptation.

#### ► Stance of the Paper Wind ♦ Training

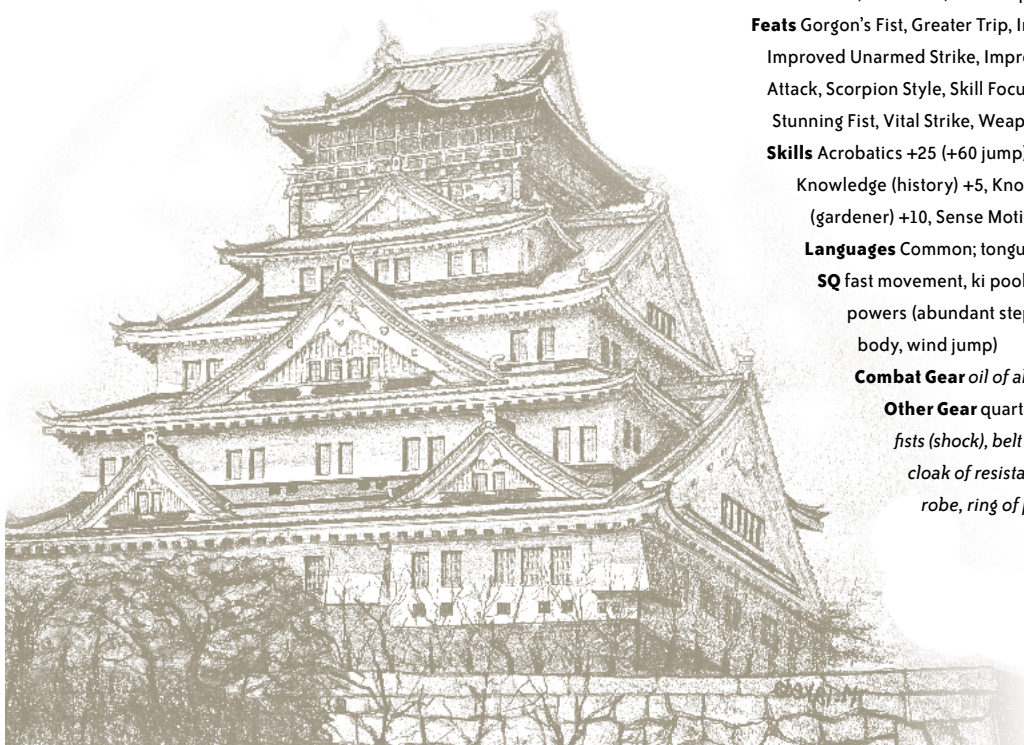
*You crumple beneath your foe's attack, but in so doing steal the strength from the blow. In a continuous motion you unfold around the other side of the strike, putting you in position for a deft counterattack.*

**Requirement:** Characters with the Martial Scientist theme who spend time training with Calily Buen can learn this power.

**Benefit:** As a move action, you move your speed and enter the stance of the paper wind. While in this stance, any attack or damaging effect that allows a Reflex save cannot do more than 30 points of damage to you at once. If an attack would deal more than 30 damage and the attacker is within range, you may make a melee or ranged attack against the attacker as an immediate action.

Additionally, when a creature you have not targeted with an attack since the start of your last round attacks you, you may make a Reflex save (DC equals the attack roll). On a success, you completely ignore the attack.

**Special:** You can only use one martial scientist technique per day. At the end of 8 hours of rest, you can swap this power for that of another technique.



### Caeloon Ascetics

Most of the monks of Caeloon aren't familiar with battle, though their training has made them strong enough to aid the party.

#### Caeloon Ascetic

CR 14

XP 38,400

Human unchained monk 15

LN Medium humanoid

**Init** +3; **Senses** Perception +23

#### Defense

**AC** 25, touch 24, flat-footed 22 (+1 armor, +1 deflection, +3 Dex, +5 monk, +5 Wis)**hp** 127 (15d10+45)**Fort** +12, **Ref** +13, **Will** +11; +2 vs. enchantment**Defensive Abilities** improved evasion; **Immune** disease

#### Offense

**Speed** 80 ft.**Melee** unarmed strike +19/+19/+19/+14/+9 (2d10+3/19-20 plus 1d6 electricity)**Ranged** masterwork shuriken +19/+19/+19/+14/+9 (1d2+3)**Special Attacks** flurry of blows, stunning fist (16/day, DC 22, fatigued, sickened, staggered), style strike (2/round; defensive spin, flying kick, knockback kick)

#### Statistics

**Str** 17, **Dex** 16, **Con** 14, **Int** 10, **Wis** 20, **Cha** 8**Base Atk** +15; **CMB** +22 (+26 to trip); **CMD** 42 (44 vs. trip)**Feats** Gorgon's Fist, Greater Trip, Improved Critical (unarmed strike), Improved Trip, Improved Unarmed Strike, Improved Vital Strike, Lunge, Medusa's Wrath, Power Attack, Scorpion Style, Skill Focus (Acrobatics), Snatch Arrows, Spring Attack, Stunning Fist, Vital Strike, Weapon Focus (unarmed strike)**Skills** Acrobatics +25 (+60 jump), Climb +10, Escape Artist +10, Heal +10, Knowledge (history) +5, Knowledge (religion) +5, Perception +23, Profession (gardener) +10, Sense Motive +20, Stealth +20, Survival +6, Swim +10**Languages** Common; tongue of the sun and moon**SQ** fast movement, ki pool (12 points, cold iron, lawful, magic, silver), ki powers (abundant step, diamond soul, high jump, slow fall, wholeness of body, wind jump)**Combat Gear** oil of align weapon (2), potion of cure light wounds (2)**Other Gear** quarterstaff, masterwork shuriken (50), amulet of mighty fists (shock), belt of physical perfection +2, bracers of armor +1, cloak of resistance +1, headband of inspired wisdom +2, monk's robe, ring of protection +1, ring of sustenance



## ENEMIES

The primary sentient enemies (aside from the Golden Legion) are the Hunlow pirates.

### Pirates of Hunlow

The evil aquatic god Hunlow survives as a living sea (plane 33). He lets pirates ply his waters if they show sufficient reverence, meaning most of the pirates of Hunlow are high-level clerics.

### Clergy Captains

Though they use the same stats, bear in mind each of these priests survived epic events in his or her life to reach this power level. Most were once champions and hierophants of other gods before being stranded in the Gyre and converting in order to survive.

#### Priest of Hunlow

CR 14

XP 38,400

Human cleric 15

CE Medium humanoid (human)

Init +5; Senses Perception +20

#### Defense

AC 22, touch 12, flat-footed 21 (+9 armor, +1 deflection, +1 Dex, +1 natural)

hp 131 (15d8+60)

Fort +12, Ref +9, Will +17

#### Offense

Speed 30 ft.

Melee +1 cutlass +15/+10/+5 (1d6+4/15–20)

Special Attacks channel negative energy 2/day (DC 16, 8d6), lightning lord (15 bolts/day, DC 20), weapon master (15 rounds/day)

Domain Spell-Like Abilities (CL 15th; concentration +22)  
10/day—battle rage (+7), storm burst (1d6+7)

Cleric Spells Prepared (CL 15th; concentration +22)

8th—*power word stun*,<sup>o</sup> *stormbolts* (DC 27)7th—*blasphemy* (DC 26), *control weather*,<sup>o</sup> *destruction* (DC 24),6th—*antilife shell*, *banishment* (DC 23), *blade barrier*<sup>o</sup> (DC 25), *harm* (DC 23)5th—*dispel good*, *greater command* (DC 22), *flame strike*<sup>o</sup> (DC 24), *insect plague*,  
*righteous might*, *slay living* (DC 22)4th—*divine power*,<sup>o</sup> *freedom of movement*, *giant vermin*, *greater magic weapon*,  
*poison* (DC 21), *unholy blight* (DC 23)3rd—*call lightning*<sup>o</sup> (DC 22), *contagion* (2, DC 20), *deeper darkness*, *dispel magic*,  
*wind wall*2nd—*bear's endurance*, *death knell* (DC 19), *fog cloud*<sup>o</sup>, *gentle repose*, *hold person*  
(DC 19), *spiritual weapon*1st—*bane* (DC 18), *divine favor*, *doom* (2, DC 18), *entropic shield*, *obscuring mist*,  
*shield of faith*0th (at will)—*bleed* (DC 17), *light*, *resistance*, *virtue*<sup>o</sup> Domain spell; Domains War, Weather

#### Statistics

Str 15, Dex 12, Con 14, Int 10, Wis 24, Cha 8

Base Atk +11; CMB +13; CMD 25

Feats Combat Casting, Critical Focus, Extra Channel, Greater Spell Focus (evocation),  
Improved Critical (cutlass), Improved Initiative, Lightning Reflexes, Spell Focus  
(evocation), Toughness, Weapon Focus (cutlass)Skills Bluff +5, Intimidate +5, Knowledge (local) +6, Knowledge (religion) +9,  
Perception +20, Profession (sailor) +18

Languages Common

SQ aura

Combat Gear *potion of invisibility*; Other Gear +3 mithral breastplate, +1 cutlass,  
*amulet of natural armor* +1, *belt of giant strength* +2, *cloak of resistance* +1, *headband*  
*of inspired wisdom* +4, *ring of protection* +1, unholy water, cold iron unholy symbol  
(worth 500 gp), onyx gems (worth 1,000 gp), silver dust for desecrate (worth 25 gp),  
2,482 gp

### Common Crew

Even the normal crew were tough enough to survive at least a low-level apocalypse.

#### Unholy Boarding Crew

CR 13

XP 25,600

CE Medium humanoid (human, troop)

Init +4; Senses Perception +20

#### Defense

AC 29, touch 15, flat-footed 24 (+4 Dex, +1 dodge, +14 natural)

hp 171 (18d8+90)

Fort +12, Ref +17, Will +9

Defensive Abilities troop traits

#### Offense

Speed 30 ft., surge 40 ft.

Melee troop (4d8+8)

Space 20 ft.; Reach 5 ft.

Special Attacks skulls of the tortured (DC 23)

#### Statistics

Str 26, Dex 18, Con 18, Int 11, Wis 12, Cha 11

Base Atk +13; CMB +21; CMD 33

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Lightning Reflexes,  
Iron Will, Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Acrobatics +17, Intimidate +7, Perception +20, Profession (sailor) +17, Swim +15

Languages Common

#### Special Abilities

**Skulls of the Tortured (Su)** An unholy boarding crew carries cracked skulls charged with negative energy. As a standard action once per day, they can hurl these skulls into the air, where they begin to glow and scream as they converge on a spot within 200 feet. They explode in a 20-foot-radius burst, dealing 8d6 points of negative energy damage and 1d6 points of Strength damage to all creatures in the burst. A successful DC 23 Will save halves the negative energy damage and negates the Strength damage. The save DC is Dexterity-based.

**Surge (Su)** When an unholy boarding crew moves, they can conjure upsurging waves that hurl them through the air. This effectively allows them to fly at a speed of 40 feet, but they must land at the end of their movement.

## Fallen Angels

Every being that relies on divine power who reaches the Gyre comes to realize that only one God has true power here. Many lesser angels fall under his sway. Some patrol the skull islands, but two always watch the stairs to Drozani (plane 25).

### Fallen Angel of Hunlow

CR 16

XP 76,800

Variant planetar

CE Large outsider (angel, extraplanar, evil)

**Init** +8; **Senses** darkvision 60 ft., *detect good*, *detect snares and pits*, low-light vision, *true seeing*; Perception +27

**Aura** protective aura

#### Defense

**AC** 32, touch 13, flat-footed 28 (+4 Dex, +19 natural, –1 size; +4 deflection vs. good)**hp** 229 (17d10+136); regeneration 10 (good weapons and effects)**Fort** +19, **Ref** +11, **Will** +19; +4 vs. poison, +4 resistance vs. evil**DR** 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 27

#### Offense

**Speed** 30 ft., fly 90 ft. (good)

**Melee** +3 *shock trident* +27/+22/+17 (2d6+15 plus 1d6 electricity) or slam +24 (2d8+12)

**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 16th; concentration +23)Constant — *detect good*, *detect snares and pits*, *discern lies* (DC 20), *true seeing*

At will — *continual flame*, *dispel magic*, *invisibility* (self only), *lesser restoration*, *remove curse*, *remove disease*, *remove fear* (DC 18), *speak with dead* (DC 20), *unholy blight* (DC 21)

3/day — *blade barrier* (DC 21), *flame strike* (DC 22), *power word stun*, *raise dead*, *waves of fatigue*

1/day — *earthquake* (DC 25), *greater restoration*, *mass charm monster* (DC 25), *waves of exhaustion*

**Spells Prepared** (CL 16th; concentration +23)8th — *earthquake* (DC 25), *fire storm* (DC 25)7th — *blasphemy* (DC 24), *regenerate* (2)

6th — *banishment* (DC 23), *greater dispel magic*, *heal*, *mass cure moderate wounds* (DC 23)

5th — *break enchantment*, *dispel good* (2, DC 22), *plane shift* (DC 22), *righteous might*4th — *death ward*, *dismissal* (DC 21), *neutralize poison* (DC 21), *summon monster IV*

3rd — *cure serious wounds* (2), *daylight*, *invisibility purge*, *summon monster III*, *wind wall*

2nd — *align weapon* (2), *bear's endurance* (2), *cure moderate wounds* (2), *eagle's splendor*

1st — *bless* (2), *cure light wounds* (4), *shield of faith*0 (at will) — *detect magic*, *purify food and drink*, *stabilize*, *virtue*

#### Statistics

**Str** 27, **Dex** 19, **Con** 24, **Int** 22, **Wis** 25, **Cha** 24**Base Atk** +17; **CMB** +26; **CMD** 40

**Feats** Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness

**Skills** Acrobatics +24, Craft (any one) +26, Diplomacy +27, Fly +26, Heal +24, Intimidate +27, Knowledge (history) +23, Knowledge (planes) +26, Knowledge (religion) +26, Perception +27, Sense Motive +27, Stealth +20

**Languages** Celestial, Draconic, Infernal; truespeech**SQ** change shape (*alter self*)

#### Special Abilities

**Protective Aura (Su)** Against attacks made or effects created by good creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against good* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (CL 17th).



## Captain Thrusty

This jovially sadistic captain wields his rapier with bizarre agility considering his stocky, overweight frame.

### Captain Thrusty

CR 22

XP 614,400

Male half-fiend human swashbuckler 20

CE Medium outsider (native)

**Init** +14; **Senses** darkvision 60 ft.; Perception +20

#### Defense

**AC** 35, touch 28, flat-footed 21 (+3 armor, +3 deflection, +8 Dex, +6 dodge, +1 insight, +4 natural)**hp** 250 (20d10+140)**Fort** +16, **Ref** +20, **Will** +11**Defensive Abilities** evasion, improved uncanny dodge; **DR** 10/magic;**Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 33

#### Offense

**Speed** 30 ft., fly 30 ft. (good)**Melee** +1 human-bane flaming rapier +34/+29/+24/+19 (1d6+12/15–20/x3 plus 1d6 fire plus 20 precise strike)**Ranged** mwk dagger +33 (1d4+9/17–20/x3 plus 20 precise strike)**Special Attacks** smite good 1/day (+3 attack, +20 damage), swashbuckler weapon mastery, swashbuckler weapon training +4**Spell-like Abilities** (CL 20th; concentration +23)

3/day--darkness, poison (DC 17), unholy aura (DC 21)

1/day--blasphemy (DC 21), contagion (DC 17), desecrate, destruction (DC 20),

horrid willing (DC 21), summon monster IX, unhallow, unholy blight (DC 17)

#### Statistics

**Str** 20, **Dex** 26, **Con** 20, **Int** 13, **Wis** 10, **Cha** 17**Base Atk** +20; **CMB** +25; **CMD** 52**Feats** Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Extra Panache, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Signature Deed (opportunistic parry and riposte), Spring Attack, Toughness, Vital Strike, Weapon Focus (rapier), Weapon Specialization (rapier)**Skills** Acrobatics +18, Bluff +23, Climb +18, Diplomacy +6, Heal +5, Intimidate +26, Knowledge (religion) +21, Perception +20, Profession (sailor) +15, Stealth +18, Swim +13**SQ** charmed life 7/day (+3) deeds (bleeding wound, cheat death, deadly stab [DC 28], derring-do, dizzying defense, dodging panache, evasive, kip-up, menacing sword-play, opportunistic parry and riposte, perfect thrust, precise strike, stunning stab [DC 28], swashbuckler's edge, swashbuckler's grace, swashbuckler initiative, subtle blade, superior feint, targeted strike), panache (5 points), swashbuckler finesse**Languages** Abyssal, Common**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 human-bane flaming rapier, masterwork dagger, amulet of natural armor +3, belt of physical perfection +4, boots of speed, bracers of armor +3, cloak of resistance +3, dusty rose prism ioun stone, ring of protection +3, 3,726 gp

**Swashbuckler Combat** Thrusty has a pool of panache points that he uses to fuel his deeds. He regains 1 panache point each time he confirms a critical hit or reduces a creature to 0 or fewer hit points with a light or one-handed piercing melee weapon attack. He always confirms critical hits with his rapier or dagger.

While he has at least 1 panache point, he gains the following benefits:

- ♦ He gains a +2 bonus to initiative.
- ♦ He gains the benefits of evasion, improved uncanny dodge, and uncanny dodge.
- ♦ He can take 10 on any Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check, even while distracted or in immediate danger.
- ♦ He takes no penalty for moving at full speed when he uses Acrobatics to attempt to move through a threatened area or an enemy's space.
- ♦ He is immune to disarm, steal, and sunder combat maneuvers made against a light or one-handed piercing weapon he is wielding.
- ♦ He adds his swashbuckler level to the damage dealt with a light or one-handed piercing melee weapon. Any creature that is immune to sneak attacks is immune to the additional damage granted by precise strike, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of a precise strike. This additional damage is precision damage, and isn't multiplied on a critical hit. As a swift action, he can spend 1 panache point to double his precise strike's damage bonus on the next attack. This benefit must be used before the end of his turn, or it is lost.
- ♦ When he hits an opponent with a light or one-handed piercing melee weapon, he can choose to use Intimidate to demoralize that opponent as a swift action instead of a standard action.
- ♦ He can kip-up from prone as a move action without provoking attacks of opportunity. He can kip-up as a swift action instead by spending 1 panache point.
- ♦ He can, as a standard action, purposefully miss a creature he could make a melee attack against with a wielded light or one-handed piercing weapon. When he does, the creature is denied its Dexterity bonus to AC until the start of the swashbuckler's next turn.
- ♦ He can as a full-round action make a perfect thrust, pooling all of his attack potential into a single melee attack made with a light or one-handed piercing melee weapon. When he does, he makes the attack against the target's touch AC, and ignores all damage reduction.

Because of his Signature Deed feat, Thrusty can use opportunistic riposte and parry for no cost, so he usually uses his attacks of opportunity to parry melee attacks against him (up to 9 per round). He either uses his immediate action in a round to make an attack against an opponent he has successfully parried, or spends 1 panache point to use dodging panache to try to deny a particularly dangerous opponent a full attack.

When Thrusty scores a critical hit, he will either spend 1 panache point to attempt a deadly stab or 2 for a stunning stab. He prefers to use the latter if Taracle is nearby to allow the admiral a chance to use his eat alive ability.

If reduced to 0 or fewer hit points, Thrusty will spend all of his remaining panache to use cheat death. He tries to flee thereafter.



## Admiral Taracle

Hunlow sired a child, and this wretched being has commanded the Hunlow pirates for centuries. Like his father, he's not subtle. He likes to eat people alive, but for appearances he usually starts battles with a pair of dwarven axes looted from the tomb on Dunkelweiss (plane 31). These radiant axes were the personal weapons of the dwarven king Ron the Grand.

### Admiral Taracle

CR 22

XP 614,400

CE Medium outsider (chaotic, evil, native)

**Init** +4; **Senses** darkvision 60 ft.; Perception +25**Aura** divine presence (60 ft.; DC 29), *unholy aura*

#### Defense

**AC** 39, touch 18, flat-footed 35 (+4 deflection, +4 Dex, +25 natural)**hp** 390 (20d10+280); regeneration 20 (good spells and weapons)**Fort** +30, **Ref** +14, **Will** +18**Defensive Abilities** ferocity; **DR** 10/epic; **Immune** electricity, poison;**Resist** acid 10, cold 10, fire 10

#### Offense

**Speed** 40 ft., fly 60 ft. (good), swim 60 ft.**Melee** +4 *courageous glorious dwarven waraxe* +33/+28/+23/+18 (1d10+17/x3),  
+4 *glorious invigorating dwarven waraxe* +33/+28/+23 (1d10+17/x3), bite +31  
(1d8+6), pincer +31 (1d6+19/x3 plus poison)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with pincer)**Special Attacks** deadly pincer, eat alive**Spell-Like Abilities** (CL 20th; concentration +28)Constant—*freedom of movement*, *unholy aura* (DC 26)

#### Statistics

**Str** 36, **Dex** 19, **Con** 36, **Int** 14, **Wis** 15, **Cha** 28**Base Atk** +20; **CMB** +33 (+35 bull rush); **CMD** 51 (53 vs. bull rush)**Feats** Bull Rush Strike, Double Slice, Greater Two-Weapon Fighting, Improved Bull Rush, Improved Two-Weapon Fighting, Multiattack, Power Attack, Toughness, Two-Weapon Fighting, Two-Weapon Rend**Skills** Bluff +32, Fly +8, Intimidate +32, Knowledge (religion) +24, Perception +25, Profession (sailor) +25, Sense Motive +25, Swim +21, Survival +25**Languages** Abyssal, Aquan, Common**Gear** +4 *courageous glorious dwarven waraxe*, +4 *glorious invigorating dwarven waraxe*

#### Special Abilities

**Deadly Pincer (Ex)** Taracle always applies 1-1/2 times his Strength modifier to damage dealt by his pincer attack, and deals triple damage on a critical hit.**Divine Presence (Su)** Allies within 60 feet of Taracle gain a +2 profane bonus on AC, attack rolls, and saving throws. Enemies take a -2 penalty to AC, attack rolls, and saving throws. A DC 29 Will save negates these penalties and renders a creature immune to Taracle's aura for 24 hours. The save DC is Charisma-based.**Eat Alive (Su)** Taracle can perform a coup de grace with his bite attack as a standard action. If this kills his foe, Taracle gains 1d8 temporary hit points plus 1 per Hit Die of the target and a +2 profane bonus to Strength. These effects last for 1 minute per Hit Die of the target.**Poison (Ex)** Pincer—injury; *save* Fort DC 33; *frequency* 1/round for 10 rounds; *effect* 1d6 Strength damage; *cure* 3 consecutive saves. The save DC is Constitution-based

## SAVAGE BEASTS

Only nigh invincible monsters survive the end of the world, so every monster in the Gyre is horrifying.

### Vaknids of Urim

The great worms of Urim (plane 47) are too slow to be a threat, but vaknids, though still immense, are dangerously swift. These undead spiders purge their surroundings of air, and so their movements are always completely silent, which makes their immense scuttling even more unsettling.

### Vaknid Vortexweaver

CR 16

XP 76,800

NE Huge undead

**Init** +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +23**Aura** vacuum (15 ft., DC 20)

#### Defense

**AC** 29, touch 11, flat-footed 26 (+1 dodge, +2 Dex, +18 natural, -2 size)**hp** 210 (20d8+120)**Fort** +11, **Ref** +7, **Will** +12**Immune** fire, sonic, undead traits

#### Offense

**Speed** 50 ft., climb 50 ft.**Melee** bite +28 (3d8+22 plus grab)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** suck the life, trample (3d8+22, DC 35), vacuous orb

#### Statistics

**Str** 40, **Dex** 14, **Con** —, **Int** 7, **Wis** 10, **Cha** 20**Base Atk** +15; **CMB** +32 (+34 bull rush, +36 grapple); **CMD** 45 (47 vs. bull rush, 57 vs. trip)**Feats** Awesome Blow, Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Power Attack, Toughness, Vital Strike**Skills** Climb +38, Perception +23, Stealth +29; **Racial Modifiers** +8 Stealth**SQ** compression

#### Special Abilities

**Aura of Vacuum (Ex)** A vaknid vortexweaver forcibly sucks the air out of the lungs of creatures within 15 feet of it. Creatures in the aura who fail a DC 20 Fortitude save or take 2d6 points of damage and must attempt Constitution checks each round as if they had run out of breath. An affected character can't speak, use breath weapons, cast spells with verbal components, or do anything else that requires breathing. The save DC is Constitution-based.**Suck the Life (Su)** If a vaknid vortexweaver starts its turn grappling a creature, it deals automatic bite damage and gains the amount of damage it deals as temporary hit points that last for 1 hour.**Vacuous Orb (Su)** As a standard action once per day, a vaknid vortexweaver can spin a man-sized ball of glowing green silk with a gap at one end and hurl it to any space within 100 feet. The orb creates a 50-foot radius spread of severe winds blowing towards the orb. (See wind effects in the *PATHFINDER RPG CORE RULEBOOK*.) Each round, creatures in the spread must make a DC 25 Fortitude save or be pulled into the orb's space, clogging the hole. While the hole is clogged, the aura is suppressed, but the creature is grappled and takes 15d6 bludgeoning damage each round.

The orb has AC 20, 50 hp, and an effective CMD of 35 for escape attempts. Destroying the orb disperses the winds. Vaknids and creatures in their vacuum aura are immune to the winds.

**Vaknid Webmaster**

CR 17

XP 102,400

NE Gargantuan undead

**Init** +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +23**Aura** vacuum (30 ft., DC 22)**Defense****AC** 31, touch 9, flat-footed 28 (+1 dodge, +2 Dex, +22 natural, -4 size)**hp** 252 (24d8+144)**Fort** +13, **Ref** +9, **Will** +14**Immune** acid, fire, sonic, undead traits**Offense****Speed** 50 ft., climb 50 ft.**Melee** bite +34 (4d8+28)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** acid web (+16, DC 22, 24 hp), bristling bones, trample (4d8+28, DC 40), web mastery**Statistics****Str** 48, **Dex** 14, **Con** —, **Int** 7, **Wis** 10, **Cha** 20**Base Atk** +18; **CMB** +41 (+43 bull rush or drag); **CMD** 54 (56 vs. bull rush or drag, 66 vs. trip)**Feats** Awesome Blow, Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Drag, Improved Initiative, Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (bite)**Skills** Climb +38, Perception +23, Stealth +29; **Racial Modifiers** +8 Stealth**SQ** compression**Special Abilities****Acid Web (Ex)** This ability works like the web ability, but affects all creatures in a 10-foot-radius burst. In addition, any creature caught in the web takes 15d6 acid damage each round.**Aura of Vacuum (Ex)** See entry under vaknid vortexweaver.**Bristling Bones (Ex)** As a standard action, a vaknid webmaster can tug on webs covering its body, causing the bones of its ancient meals to lash out at those nearby. The vaknid makes an Awesome Blow attack against all creatures sharing its space.**Web Mastery (Su)** As a swift action, a vaknid webmaster can cause a strand of web to stretch up to 50 feet from any other webbed space, even in defiance of gravity, as long as it remains within 150 feet. Alternatively, the vaknid can make a bull rush or drag attempt against any target within 150 feet in contact with a web.**Savants of Shabboath**

Those who cross the pockmarked, flooded surface of Shabboath (plane 45) feel drawn into murky tunnels that lead to a sunless sea. In their dreams, immense imposing beings demand their obeisance.

**Slumbering Savant**

If savants expect combat, they'll spend time manifesting a waxy slime that they can shape into baroque structures that provide cover and create a labyrinth to confuse intruders. These walls can be broken through fairly easily. A creature that succeeds a Strength check (DC 20) can pry open a hole sufficient to move through, then pass through five feet, as a standard action. Alternately, a character can attempt to ram through (Strength DC 27), and on a success it treats the space as difficult terrain, and leaves a hole in its wake.

The savant's real body remains immobile and hidden against one of these walls, and it only moves if it is confident no enemies will see it before it can become invisible again (see natural invisibility). Meanwhile its schistic projection engages the party, typically by swimming into melee, using attacking with a tentacle, and then vanishing when the real body spends a swift action to dismiss it and conjure it elsewhere. If an enemy is struck by the tentacle, the real body uses *mass suggestion* or quickened *dominate person* to draw the victim close enough for it to grab and draw into a mindscape. While the savant flays open the mind of its victim, the projection repeatedly uses slime cage to keep enemies from engaging its real body.

**Slumbering Savant**

CR 17

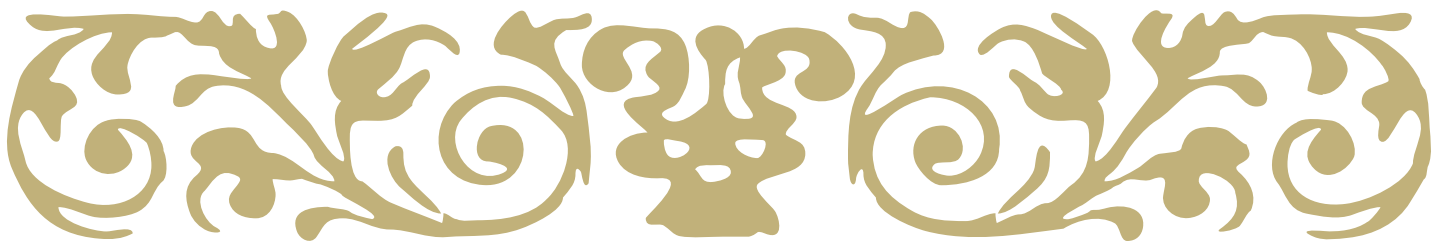
XP 102,400

LE Huge aberration (aquatic)

**Init** +2; **Senses** blindsight 120 ft., darkvision 120 ft.; Perception +28**Defense****AC** 32, touch 6, flat-footed 32 (+4 armor, -2 Dex, +22 natural, -2 size)**hp** 270 (20d8+180)**Fort** +14, **Ref** +6, **Will** +19**Defensive Abilities** natural invisibility; **Immune** acid, mind-affecting effects;**Resist** cold 20; **SR** 28**Offense****Speed** 10 ft., swim 50 ft.**Melee** 4 tentacles +25 (2d6+12 plus grab and sense-link)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** create mindscape, schistic projection, sense-link, slime cage**Spell-Like Abilities** (CL 20th; concentration +26)Constant—*mage armor*At will—*detect thoughts* (DC 18), *dominate person* (DC 21), *hypnotic pattern* (DC 18), *illusory wall* (DC 20), *mirage arcana* (DC 21), *persistent image* (DC 21), *programmed image* (DC 22), *veil* (DC 22)3/day—*dominate monster* (DC 25), quickened *dominate person* (DC 21), *geas/quest* (DC 22), *mass suggestion* (DC 22)

**Sorcerer Spells Known** (CL 12th; concentration +18)6th (4)—*symbol of persuasion* (DC 23)5th (6)—*symbol of pain* (DC 22), *teleport*4th (7)—*dimension door*, *phantasmal killer* (DC 20), *symbol of slowing* (DC 21)3rd (7)—*clairaudience/clairvoyance*, *explosive runes* (DC 20), *hold person* (DC 19),  
*secret page*2nd (8)—*blindness/deafness* (DC 18), *invisibility*, *levitate*, *symbol of mirroring* (DC 19),  
*touch of idiocy*1st (8)—*charm person* (DC 17), *comprehend languages*, *erase* (DC 17), *ray of*  
*enfeeblement* (DC 17), *silent image* (DC 17)0 (at will)—*arcane mark*, *dancing lights*, *daze* (DC 16), *detect magic*, *ghost sound*  
(DC 16), *mage hand*, *message*, *read magic*, *touch of fatigue***Statistics****Str** 34, **Dex** 6, **Con** 26, **Int** 21, **Wis** 20, **Cha** 22**Base Atk** +15; **CMB** +31 (+35 grapple); **CMD** 43 (can't be tripped)**Feats** Arcane Strike, Combat Casting, Combat Expertise, Eschew MaterialsB, Extend  
Spell, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Quicken  
Spell-Like Ability (dominate person), Toughness**Skills** Knowledge (arcana) +25, Knowledge (history) +25, Knowledge (nature) +25,  
Perception +28, Sense Motive +25, Spellcraft +28, Stealth +15, Swim +37, Use Magic  
Device +26**Languages** Abyssal, Aquan, Aklo, Draconic, Infernal, Undercommon,; telepathy 100 ft.**SQ** anchored**Special Abilities****Anchored (Ex)** As a full-round action, a savant can affix itself to a solid surface.While anchored, it cannot move, and it gains a +4 bonus to its CMD on all checks to  
resist being bull-rushed, dragged, overrun, or repositioned. This bonus increases  
by +4 for each size category larger the savant is compared to the opponent at-  
tempting the maneuver. The creature can unanchor itself as a full-round action.**Create Mindscape (Su)** If a savant grabs a creature, it can draw that creature into a  
mindscape as a swift action. This functions as the psychic spell *create mindscape*.  
The savant usually creates a mindscape that is veiled and harmful (DC 26 Will save  
to disbelieve), and it can choose to give the mindscape the rapid time trait. Each  
round, a longer period of subjective time occurs within the mindscape (however  
long works to keep the combat pacing going). A creature can exit the mindscape by  
making a DC 41 Diplomacy check to come to an understanding with the savant, or a  
DC 32 Sense Motive check to navigate its own subconscious to create an exit.

For more information on mindscapes, see OCCULT ADVENTURES.

**Natural Invisibility (Su)** A savant is invisible when motionless. It loses this invisibility  
and remains visible for 1 round in any round in which its main body moves or makes  
a melee attack. This invisibility extends to any creatures it is grappling.**Schistic Projection (Su)** As a swift action, a savant can manifest a projection of part  
of its consciousness in any space within 100 feet, which resembles the savant but  
more stylized, often glowing with deep red or purple hues, or surrounded by schools  
of fish composed of motes of fire. This functions as project image, except that the  
projection can make tentacle attacks and be damaged as if it were the real savant.  
The projection and the savant share a single hit point pool, but conditions affect each  
version of the savant separately. A savant can use this ability to dismiss his current  
projection and conjure a new one. The new projection suffers no conditions that  
were affecting the previous projection.**Sense-Link (Su)** A creature hit by a savant's tentacle must make a DC 26 Will save or  
have its sense linked with the savant. While linked, the savant is aware of whatever  
the target senses, understands all languages the target understands, and is never  
flat-footed against the creature's attacks. The creature takes a -2 penalty to all  
attack rolls and skill or ability checks that are based on Strength or Dexterity since  
it cannot sense its own body. Additionally, whenever the savant takes damage,  
each creature linked to it takes 5 damage from psychic feedback. The target may  
attempt an additional Will save at the end of its turn to end this effect. The save DC  
is Charisma-based.**Slime Cage (Sp)** A savant can conjure a barred cage of slime in any space within 50  
feet. This functions as the barred cage version of *forcecage* (CL 20th, Reflex DC  
23 negates), except the viscous slime that fills the area deals 5d6 points of acid  
damage each round to creatures inside the cage.



## Grand Savant

Where the lesser savants are subtle and tricky, the grand savant has grown lazy with its immense strength.

Grand Savant CR 21  
XP 409,600

LE Gargantuan aberration (aquatic)

**Init** +2; **Senses** blindsight 120 ft., darkvision 120 ft.; Perception +33

### Defense

**AC** 36, touch 2, flat-footed 36 (+4 armor, -4 Dex, +30 natural, -4 size)

**hp** 387 (25d8+275)

**Fort** +20, **Ref** +4, **Will** +21

**Defensive Abilities** corpulent turgidity; **Immune** acid, mind-affecting effects;

**Resist** cold 20; **SR** 32

### Offense

**Speed** 5 ft., swim 10 ft.

**Melee** 4 tentacles +31 (3d6+16/19-20 plus grab)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** constrict (3d6+24), devastating probe, placid consumption

**Spell-Like Abilities** (CL 20th; concentration +29)

Constant—*mage armor*

At will—*dominate person* (DC 24), *hypnotic pattern* (DC 21), *illusory wall* (DC 23), *mirage arcana* (DC 24), *persistent image* (DC 24), *programmed image* (DC 25), *veil* (DC 25)

3/day—*dominate monster* (DC 28), quickened *dominate person* (DC 24), *geas/quest* (DC 25), *mass suggestion* (DC 25)

### Statistics

**Str** 42, **Dex** 2, **Con** 30, **Int** 21, **Wis** 20, **Cha** 28

**Base Atk** +18; **CMB** +38 (+42 grapple); **CMD** 44 (can't be tripped)

**Feats** Cleave, Combat Casting, Combat Expertise, Great Cleave, Great Fortitude, Improved Critical (tentacle), Improved Great Fortitude, Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (dominate person), Toughness, Weapon Focus (tentacle)

**Skills** Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (nature) +30, Perception +33, Sense Motive +30, Spellcraft +33, Stealth +18, Swim +52, Use Magic Device +31

Languages Abyssal, Aquan, Aklo, Draconic, Infernal, Undercommon;; telepathy 100 ft.

**SQ** anchored

### Special Abilities

**Anchored (Ex)** As a full-round action, the grand savant can affix itself to a solid surface. While anchored, it cannot move, and it gains a +4 bonus to its CMD on all checks to resist being bull-rushed, dragged, overrun, or repositioned. This bonus increases by +4 for each size category larger the grand savant is compared to the opponent attempting the maneuver. The creature can unanchor itself as a full-round action.

**Corpulent Turgidity (Ex)** After any attack that targets the grand savant, spaces adjacent to it that would have been in the path of the attack become waxy walls (as described above), unless there is a creature occupying that space, in which case they become difficult terrain. Single-target attacks just fill one square, but a fireball along the grand savant's side would create a wall in every square adjacent to the parts of its body caught in the burst.

**Devastating Probe (Su)** The grand savant can detect thoughts as per the spell of the same name (CL 20th). It can suppress or resume this ability as a free action. When the grand savant uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 30 Will save. The save DC is Charisma-based.

If a creature fails its save, it takes 10d6 damage from psychic feedback. The grand savant grants allies within its telepathy range a +2 insight on attack rolls, AC, and saves against creatures whose thoughts it has read.

**Placid Consumption (Ex)** If the grand savant begins a round with a grabbed foe, it automatically bites the foe with its gnashing beak mostly hidden under the monster's layers of barnacled fat, dealing 3d6+24 damage.



## Aquatic Minions

The savants recently enslaved some creatures from Mavisha to use as bodyguards.

Kraken Guardian CR 18  
XP 153,600

NE Gargantuan magical beast (aquatic)

**Init** +4; **Senses** darkvision 120 ft., low-light vision; Perception +28

### Defense

**AC** 32, touch 6, flat-footed 32 (+26 natural, -4 size)

**hp** 290 (20d10+180)

**Fort** +21, **Ref** +12, **Will** +11

**Immune** cold, mind-affecting effects, poison

### Offense

**Speed** 10 ft., swim 40 ft., jet 280 ft.

**Melee** 2 arms +26 (2d6+10/19-20 plus grab), 8 tentacles +24 (1d8+5 plus grab), bite +26 (2d8+10)

**Space** 20 ft.; **Reach** 20 ft. (60 ft. with arm, 40 ft. with tentacle)

**Special Attacks** constrict (tentacles, 1d8+10), ink cloud, rend ship

**Spell-Like Abilities** (CL 15th; concentration +20)

1/day—*control weather*, *control winds*, *dominate monster* (DC 24, animal only), *resist energy*

### Statistics

**Str** 30, **Dex** 10, **Con** 29, **Int** 21, **Wis** 20, **Cha** 21

**Base Atk** +20; **CMB** +34 (+38 grappling); **CMD** 44 (can't be tripped)

**Feats** Bleeding Critical, Blind-Fight, Cleave, Combat Expertise, Critical Focus, Improved Critical (arm), Improved Initiative, Improved Trip, Multiattack, Power Attack

**Skills** Intimidate +25, Knowledge (geography) +25, Knowledge (nature) +25, Perception +28, Stealth +11, Swim +41, Use Magic Device +25

**Languages** Aquan, Common

**SQ** tenacious grapple



### Special Abilities

**Ink Cloud (Ex)** A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based.

**Kraken Ink:** Ink cloud—contact; save Fort DC 29; frequency 1/round for 10 rounds; effect 1 Str damage plus nausea; cure 2 consecutive saves.

**Jet (Ex)** A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Rend Ship (Ex)** As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes a CMB check opposed by the ship's captain's Profession (sailor) check, but the kraken gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

**Tenacious Grapple (Ex)** A kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.

### Elemental Chum Swarm

CR 15

XP 51,200

N Tiny outsider (elemental, extraplanar, swarm)

Init +13; Senses darkvision 60 ft.; Perception +25

#### Defense

AC 28, touch 22, flat-footed 18 (+9 Dex, +1 dodge, +6 natural, +2 size)

hp 241 (21d10+126)

Fort +19, Ref +18, Will +10

Defensive Abilities swarm traits; Immune elemental traits

#### Offense

Speed 20 ft., swim 90 ft.

Melee swarm (5d6 plus blood drain and distraction)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 25), drench

#### Statistics

Str 11, Dex 29, Con 20, Int 4, Wis 13, Cha 10

Base Atk +15; CMB +16; CMD 27

**Feats** Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Stealth), Toughness

**Skills** Acrobatics +33, Escape Artist +33, Perception +25, Stealth +39, Swim +31

**Languages** Abyssal, Common

### Special Abilities

**Blood Drain (Ex)** Whenever an elemental chum swarm damages a foe with its swarm damage, it also drains blood, dealing 1d6 points of Strength damage. A swarm that drains blood from a target with 0 Strength instead deals 2d4 points of Constitution damage.

**Drench (Su)** An elemental chum swarm's touch puts out non-magical flames of Large size or smaller. The swarm can dispel magical fire it touches as *dispel magic* (CL 21st).

## Miscellaneous Beasts

Use these other monsters as needed, though the party might never encounter them.

### Carnivorous Mandala of Thrag

The Thrag mandala beasts use tactical reincarnation, throwing themselves into deadly encounters so they can come back as a more advantageous form. Every form they live in, though, can manifest a *mantle of stability* so that its prey does not actually die. As long as a creature is unconscious and stable, it will not reincarnate, giving the mandala beast time to drag it away to its lair to repeatedly feast on it through multiple lifetimes.

### Carnivorous Mandala Beast of Thrag

CR 21

XP 409,600

#### Form of the Stalker

NE Large magical beast

Init +11; Senses darkvision 60 ft., low-light vision, scent; Perception +26

Aura mantle of stability (30 ft.)

#### Defense

AC 36, touch 16, flat-footed 29 (+7 Dex, +20 natural, -1 size)

hp 310 (23d10+184)

Fort +21, Ref +20, Will +11

Defensive Abilities adaptive incarnation, intentional reincarnation;

Immune fear, paralysis, poison, sleep

Weaknesses vulnerable to fire

#### Offense

Speed 50 ft.

Melee bite +35 (2d8+13/19-20 plus trip), 2 talons +35 (2d6+13/19-20)

Space 10 ft.; Reach 10 ft.

**Special Attacks** lash out, pounce, rend (2 claws, 2d6+19), steer the cycle, soul undertow (DC 25)

#### Statistics

Str 36, Dex 25, Con 27, Int 3, Wis 15, Cha 18

Base Atk +23; CMB +37; CMD 54

**Feats** Bleeding Critical, Combat Reflexes, Critical Focus, Critical Mastery, Exhausting Critical, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Iron Will, Iron Will, Skill Focus (Stealth), Tiring Critical

**Skills** Acrobatics +19 (+27 when jumping), Perception +26, Stealth +21 (+29 forests), Survival +3 (+23 tracking); **Racial Modifiers** +8 Acrobatics, +10 Perception, +4 Stealth (+12 forests), +20 Survival when tracking

### Special Abilities

**Soul Undertow (Su)** A creature staggered by this ability cannot make ranged attacks or cast spells with a range greater than touch.

**Form of the Harrier**

NE Large magical beast

**Init** +11; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, scent; Perception +26

**Aura** mantle of stability (30 ft.)

**Defense**

**AC** 36, touch 16, flat-footed 29 (+7 Dex, +20 natural, -1 size)

**hp** 310 (23d10+184)

**Fort** +21, **Ref** +20, **Will** +11

**Defensive Abilities** adaptive incarnation, intentional reincarnation;

**Immune** fear, paralysis, poison, sleep

**Weaknesses** vulnerable to fire

**Offense**

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

**Melee** bite +35 (2d8+13/19-20 plus push), 2 wings +30 (2d6+6/19-20)

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

**Special Attacks** lash out, push (15 ft.), steer the cycle, soul undertow (DC 25)

**Statistics**

**Str** 36, **Dex** 25, **Con** 27, **Int** 3, **Wis** 15, **Cha** 18

**Base Atk** +23; **CMB** +37; **CMD** 54 (can't be tripped)

**Feats** Bleeding Critical, Combat Reflexes, Critical Focus, Critical Mastery,

Exhausting Critical, Flyby Attack, Improved Critical (bite), Improved Critical (wing),

Improved Initiative, Improved Iron Will, Iron Will, Tiring Critical

**Skills** Fly +23, Perception +26, Stealth +14, Survival +3 (+23 tracking);

**Racial Modifiers** +8 Fly, +10 Perception, +20 Survival when tracking

**Special Abilities**

**Soul Undertow (Su)** A creature staggered by this ability flees from the mandala beast as if frightened.

**Form of the Field**

NE Large plant

**Init** +11; **Senses** darkvision 60 ft., low-light vision; Perception +26

**Aura** mantle of stability (30 ft.)

**Defense**

**AC** 36, touch 16, flat-footed 29 (+7 Dex, +20 natural, -1 size)

**hp** 310 (23d8+207)

**Fort** +21, **Ref** +14, **Will** +11

**Defensive Abilities** adaptive incarnation, *freedom of movement*, intentional reincarnation; **Immune** plant traits

**Weaknesses** vulnerable to fire

**Offense**

**Speed** 10 ft.

**Melee** 3 bites +30 (2d8+13/19-20 plus grab and poison)

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

**Special Attacks** constrict (2d8+19), lash out, steer the cycle, soul undertow (DC 25)

**Spell-Like Abilities** (CL 20th; concentration +24)

Constant—*freedom of movement*

**Statistics**

**Str** 36, **Dex** 25, **Con** 27, **Int** 3, **Wis** 15, **Cha** 18

**Base Atk** +17; **CMB** +31 (+36 grapple); **CMD** 48 (can't be tripped)

**Feats** Bleeding Critical, Combat Reflexes, Critical Focus, Critical Mastery, Exhausting

Critical, Improved Critical (bite), Improved Initiative, Improved Iron Will, Iron Will,

Tiring Critical, Toughness, Weapon Focus (bite)

**Skills** Perception +26, Stealth +28, Survival +3 (+23 tracking);

**Racial Modifiers** +10 Perception, +10 Stealth, +20 Survival when tracking

**Special Abilities**

**Soul Undertow (Su)** A creature staggered by this ability drops an item it is holding at the start of its turn. If it is not holding anything, it must spend an action to draw a weapon or retrieve an item, then drop it.

A mandala beast possesses the following special abilities in all of its forms:

**Adaptive Incarnation (Ex)** When first encountered, a mandala beast has no energy resistance. When damaged by an attack that causes cold, electricity, or sonic damage, it gains resistance 30 to that energy type the next time it reincarnates. If an attack causes more than one type of energy damage, the mandala beast gains resistance 30 to all the types of energy damage dealt.

**Intentional Reincarnation (Ex)** Whenever the mandala beast dies, its body dissolves into the ground. At the start of its next turn it reincarnates, rising in a new form of its choice in any space within 100 feet at full hit points. It can make a Stealth check to hide as part of its reincarnation.

The mandala beast has three main forms it favors. It begins in the form of the stalker, and when it dies, it returns on its next turn in the form of the harrier. When that dies, it returns in the form of the field. If that form is killed, the beast returns once again in the form of the stalker (with some cosmetic differences), once again at full hit points.

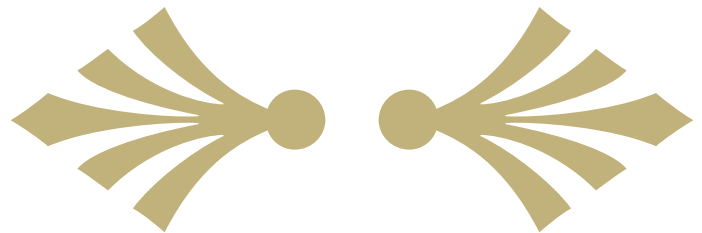
The reincarnation cycle can be stopped if either the mandala beast is stabilized before its next turn, or if at least 50 acid or fire damage is dealt to the ground beneath its body, in order to prevent it from being absorbed by the living soil. If it must decay naturally, its reincarnation is delayed by a few days.

**Lash Out (Ex)** As a swift action, a mandala beast can make a single bite attack. A mandala beast cannot lash out on the same round it charges.

**Mantle of Stability (Su)** Creatures reduced below 0 hp in the aura immediately stabilize and cannot die, regardless of how much damage they take. A creature whose negative hp exceeds its Constitution score immediately dies if it leaves the aura.

**Steer the Cycle (Ex)** As a swift action, a mandala beast can lash out and kill a tiny creature on the ground, then kick the dying animal to another space within 30 feet. The tiny creature is instantly consumed by the soil, and a moment later, walls of thorny foliage burst screaming from the ground. The foliage fills two adjacent 10-foot cubes and functions as a *wall of thorns*. Additionally, any creature caught in or passing through the wall takes 2d6+20 points of sonic damage each round from the screams. A mandala beast can use this ability once per incarnation.

**Soul Undertow (Su)** As a standard action, a mandala beast can launch its mandala at a target within 100 feet. The target must make a DC 25 Will save or take 20d6 damage and be staggered for 2d4 rounds. While staggered, the target screams constantly, feeling the perpetual suffering of the entire plane. It can attempt a DC 25 Will save each round to end the staggered effect early. The save DC is Charisma-based. The attack has an additional effect depending on the beast's form. These effects last as long as the target remains staggered from the attack.







## Doverspike the Vampiric Dragon

Doverspike won't attack the party, but he might be goaded into fighting with them.

### Doverspike

CR 22

XP 614,400

Male vampire wyrm red dragon

CE Gargantuan undead (augmented dragon, fire)

**Init** +4; **Senses** dragon senses, smoke vision; Perception +36**Aura** fire (10 ft., 2d6 fire), frightful presence (330 ft., DC 30)

#### Defense

**AC** 49, touch 7, flat-footed 49 (+1 dodge, +42 natural, -4 size)**hp** 337 (27d8+216); fast healing 5**Fort** +22, **Ref** +17, **Will** +23**Defensive Abilities** channel resistance +4; **DR** 20/magic, 10/magic and silver;**Resist** cold 10, electricity 10; **Immune** fire, undead traits; **SR** 31**Weaknesses** vampire weaknesses, vulnerability to cold

#### Offense

**Speed** 40 ft., fly 250 ft. (clumsy)**Melee** bite +41 (4d6+26/19-20), slam +41 (2d8+18), 2 claws +41 (2d8+16), 2 wings +39 (2d6+8), tail slap +39 (2d8+26)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** blood drain (1d4 Con), breath weapon (60-ft. cone, DC 23, 22d10 half fire, half negative energy), crush (Medium creatures, DC 23, 4d6+22), dominate (DC 30), energy drain (2 negative levels), manipulate flames, melt stone, tail sweep (Small creatures, DC 23, 2d6+22)**Spell-Like Abilities** (CL 27th; concentration +34)At will—*detect magic*, *find the path*, *pyrotechnics* (DC 19), *suggestion* (DC 20), *wall of fire***Spells Known** (CL 17th; concentration +24)8th (4/day)—*greater shout*, *prismatic wall*7th (6/day)—*limited wish*, *mass hold person*, *spell turning*6th (6/day)—*antimagic field*, *contingency*, *greater dispel magic*5th (7/day)—*polymorph*, *telekinesis* (DC 22), *teleport*, *wall of force*4th (7/day)—*fear* (DC 21), *fire shield*, *greater invisibility*, *stoneskin*3rd (7/day)—*dispel magic*, *displacement*, *haste*, *tongues*2nd (7/day)—*alter self*, *detect thoughts*, *misdirection*, *resist energy*, *see invisibility*1st (8/day)—*alarm*, *grease* (DC 18), *magic missile*, *shield*, *true strike*0 (at will)—*arcane mark*, *bleed*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*

#### Statistics

**Str** 47, **Dex** 10, **Con** --, **Int** 22, **Wis** 23, **Cha** 24**Base Atk** +27; **CMB** +49; **CMD** 59 (63 vs. trip)**Feats** Alertness, Cleave, Combat Reflexes, Critical Focus, Dodge, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell, Stunning Critical, Toughness, Vital Strike, Wingover**Skills** Appraise +36, Bluff +44, Diplomacy +37, Fly +16, Intimidate +37, Knowledge (arcana) +36, Knowledge (history) +36, Knowledge (religion) +36, Perception +50, Sense Motive +50, Spellcraft +36, Stealth +26**Languages** Abyssal, Common, Draconic, Dwarven, Giant, Orc**SQ** change shape (dire bat, wolf), gaseous form, shadowless, spider climb

#### Special Abilities

**Fire Aura (Su)** All creatures within 10 feet take 1d6 points of fire damage at the beginning of Doverspike's turn.**Gaseous Form (Su)** This functions as a normal vampire's gaseous form ability, except he gains a fly speed of 50 feet (perfect). When he assumes this form, he also conjures a fog cloud that covers a quarter-mile radius which moves with him.**Manipulate Flames (Su)** Doverspike can control any fire spell within 110 feet as a standard action. This ability allows him to move any fire effect in the area, as if he were the caster. This ability also allows him to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within his area of control, as if he were the caster. He can make all decisions allowed to the caster, including canceling the spell if he so desires.**Melt Stone (Su)** Doverspike can use his breath weapon to melt rock at a range of 100 feet, affecting a 55-foot-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.**Smoke Vision (Ex)** Doverspike can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

## Chimeric Elementals

On Gardboral (plane 15), elementals link together like chains hundreds of feet long, composed of all manner of energetic forces. The greatest are the maelstrom avatars, colossal humanoid figures of living fire, lightning, ice, and stone. After their world ended with the ascendant doomsday war of the god of giants, the ground, sky, sea, and fire below were commanded to fill the tomb of the victorious god with all the world's treasure. They deconstructed the entire world, and now the god's paraelemental avatars roam, seeking more treasure.

### Chimeric Elemental Titan

CR 20

XP 307,200

N Colossal outsider (air, earth, elemental, fire, extraplanar, water)

**Init** +14; **Senses** darkvision 60 ft.; Perception +23

#### Defense

**AC** 35, touch 13, flat-footed 24 (+10 Dex, +1 dodge, +22 natural, -8 size)**hp** 330 (20d10+220)**Fort** +23, **Ref** +22, **Will** +8**DR** 15/—; **Immune** acid, cold, electricity, elemental traits, fire

#### Offense

**Speed** 50 ft., burrow 20 ft., fly 100 ft. (perfect), swim 90 ft.; earth glide**Melee** 2 slams +31 (4d8+16 plus 2d8 electricity plus burn)**Space** 30 ft.; **Reach** 30 ft.**Special Attacks** burn (4d10, DC 30), vortex (DC 30), whirlwind (DC 30)

#### Statistics

**Str** 42, **Dex** 31, **Con** 30, **Int** 10, **Wis** 11, **Cha** 11**Base Atk** +16; **CMB** +40; **CMD** 63**Feats** Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse, Weapon Focus (slam), Toughness**Skills** Acrobatics +29, Escape Artist +29, Fly +14, Intimidate +23, Knowledge (planes) +23, Perception +23, Stealth +13**Languages** Auran, Aquan, Ignan, Terran

## Ystis, the Maddening Cat

On Ringes, the Barren Moor (plane 14), this feline lich survived an apocalypse caused by the wizard he was once a familiar of. He responds to intruders by hiding and waiting for them to go violently mad, but if he sees anyone wander off alone, he's confident enough to strike. He retreats if allies come, and while remaining hidden uses *plague storm* and *epidemic* to infect foes with virulent diseases.

He's also a cat, though, vain and lazy. If someone offers him a chance to get off this plane and a comfortable living situation, he could be tempted to tag along. He has sadistic tastes, though.

### Ystis, the Maddening Cat

CR 21

XP 409,600

Awakened cat lich wizard 20

CE Tiny undead (augmented magical beast)

**Init** +2; **Senses** darkvision 60 ft., scent; Perception +39**Aura** fear (60 ft., DC 24)

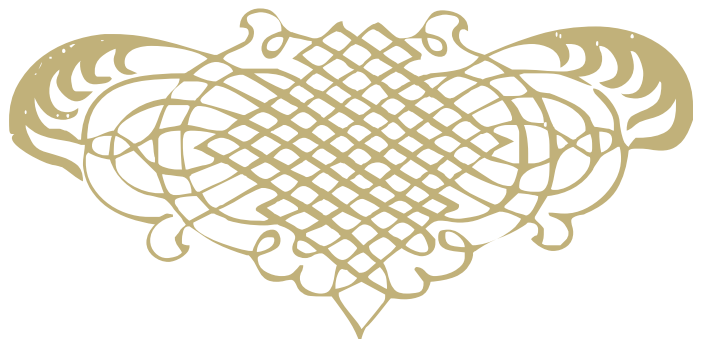
#### Defense

**AC** 24, touch 19, flat-footed 22 (+5 deflection, +2 Dex, +5 natural, +2 size)**hp** 221 (20d6+3d8+138)**Fort** +17, **Ref** +13, **Will** +18**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

#### Offense

**Speed** 30 ft.**Melee** 2 claws +17 (1d2–4), bite +17 (1d3–4) or touch +17 (1d8+11 plus paralyzing touch)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** hand of the apprentice (11/day), metamagic mastery (8/day), paralyzing touch (DC 24)**Wizard Spells Prepared** (CL 20th; concentration +25)9th—*cursed earth*, *energy drain*, *foresight*, *time stop*, *wail of the banshee* (DC 29)8th—*discern location*, *horrid wilting* (DC 28), *mass charm monster* (DC 26), *moment of prescience*, *symbol of death* (DC 28)7th—*epidemic* (DC 27), *finger of death* (DC 27), *plague storm* (DC 27), *prismatic spray* (DC 25), *spell turning*, *waves of exhaustion*6th—*circle of death* (DC 26), *chain lightning* (DC 24), *greater contagion* (2, DC 26), *greater dispel magic*, *unwilling shield* (DC 26)5th—*blight* (DC 25), *cloudkill* (DC 23), *plague carrier*, *possess object*, *suffocation* (2, DC 25)4th—*bestow curse* (DC 24), *dimension door*, *enervation*, *greater false life*, *greater invisibility*, *stoneskin*3rd—*dispel magic*, *protection from energy*, *stinking cloud* (DC 21), *suggestion* (2, DC 21), *vampiric touch* (2)2nd—*invisibility*, *mirror image*, *resist energy* (2), *shatter*, *spectral hand*, *web* (DC 20)1st—*mage armor* (2), *magic missile* (3), *ray of enfeeblement* (2, DC 21)0th (at will)—*detect magic*, *light*, *mage hand*, *read magic*

#### Statistics

**Str** 3, **Dex** 15, **Con** -, **Int** 26, **Wis** 20, **Cha** 23**Base Atk** +13; **CMB** +13; **CMD** 24 (29 vs. trip)**Feats** Combat Casting, Extend Spell, Great Fortitude, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, Maximize Spell, Quickened Spell, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Spell Penetration, Still Spell, Toughness, Weapon Finesse**Skills** Bluff +29, Climb +10, Intimidate +29, Knowledge (arcana, history, nature, planes) +34, Perception +39, Sense Motive +36, Spellcraft +34, Stealth +36;**Racial Modifiers** +4 Climb, +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Abyssal, Aklo, Aquan, Auran, Common, Draconic, Ignan, Infernal, Terran; feral speech**SQ** arcane bond (*ring of protection* +5), arcane discoveries (feral speech)**Gear** headband of mental superiority +6, *ring of protection* +5



## THE DEAD GODDESS

If a PC tries to seize the power of Srasama, her avatar rises and attempts to kill the impudent mortal.

### Avatar of Srasma

CR 25

XP 1,638,400

N Gargantuan outsider (extraplanar)

Init +12; **Senses** darkvision 60 ft., *true seeing*; Perception +42

### Defense

**AC** 42, touch 30, flat-footed 29 (+12 Dex, +1 dodge, +9 insight, +12 natural, +2 sacred, -4 size)**hp** 555 (30d10+390); fast healing 20**Fort** +24, **Ref** +30, **Will** +27**Defensive Abilities** evasion, mind blank; **DR** 20/epic; **Immune** ability damage, death effects, fire, poison, negative energy; **Resist** acid 30, cold 30, electricity 30; **SR** 36

### Offense

**Speed** 80 ft.**Melee** +5 flaming burst longsword +41/+36/+31/+26 (4d6+19/19-20 plus 1d6 fire), +5 flaming burst longsword +41/+36/+31 (4d6+19/19-20 plus 1d6 fire)**Special Attacks** final scorn, guttering desperation**Spell-Like Abilities** (CL 25th; concentration +33)Constant—*freedom of movement*, *mind blank*, *tongues*, *true seeing*At will—*alter self*, *greater arcane sight*, *greater dispel magic*, *greater invisibility*, *greater scrying* (DC 26), *greater teleport*, *wall of thorns*3/day—*banishment* (DC 27), *quicken greater dispel magic*, *heal*, *empowered horrid wilting* (DC 27), *spell turning*1/day—*limited wish*, *mage's disjunction* (DC 28), *power word kill*

### Statistics

**Str** 38, **Dex** 34, **Con** 34, **Int** 30, **Wis** 28, **Cha** 28**Base Atk** +30; **CMB** +50; **CMD** 76**Feats** Combat Expertise, Combat Reflexes, Deflect ArrowsB, Die Hard, Dodge, Endurance, Empower Spell-Like Ability (*horrid wilting*), Great Fortitude, Greater Two-Weapon Fighting, Improved Great Fortitude, Improved Two-Weapon Fighting, Iron Will, Power Attack, Two-Weapon Fighting, Toughness, Quicken Spell-Like Ability (*greater dispel magic*)**Skills** Acrobatics +45 (+65 to jump), Appraise +40, Bluff +42, Climb, Diplomacy +39, Heal +42, Intimidate +42, Knowledge (history) +40, Knowledge (nature) +40, Knowledge (planes) +43, Knowledge (religion) +43, Perception +42, Sleight of Hand +42, Sense Motive +42, Stealth +33, Use Magic Device +39**Languages** Elven; *tongues***SQ** dead god, focused animosity, tripartite aspect

### Special Abilities

**Dead God (Ex)** Once a creature attacks or otherwise actively opposes the Avatar of Srasama, that creature takes 1 point of Constitution drain at the end of each of its turn until the avatar is destroyed or Srasama chooses to end the battle. Whenever a creature takes Constitution drain in this way, the avatar can either make a new saving throw to remove a negative condition affecting her or gain 5 temporary hit points.**Final Scorn (Ex)** When Srasma is slain, she chooses one foe that has most earned her ire. The three aspects teleport adjacent to that creature and merge into one. Srasma makes a full attack against that foe, then collapses and dies. All creatures within 500 feet must make a DC 34 Will save or be stunned for 1 round. If they have less than 50 hp, they fall unconscious instead. The save DC is Charisma-based.**Focused Animosity (Ex)** Srasama begins combat with only 185 hit points. Her attacks can only affect the PC who grabbed the necklace from Dala, and they simply pass through other creatures harmlessly.

However, if another creature attacks or intentionally impedes Srasama, she gains the ability to harm that creature, she adds 185 hit points to her hit point pool, and she can now take two standard actions on her turn, divided between two bodies.

If a third foe interferes, she gains another 185 hit points (to her maximum of 555 hit points) and each of her three bodies can act each round.

If more than 3 foes attack Srasama, she does not gain any more power.

**Guttering Desperation (Su)** As a standard action, Srasma can command enemies within 100 feet of her to grovel for their lives. Any target that fails a DC 34 Fortitude save catches on fire, taking 15d6 damage each round. Half of this damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. If a creature ends its turn prone, it can attempt another DC 34 Fortitude save to end this ongoing damage. The save DC is Charisma-based.**Tripartite Aspect (Ex)** At the beginning of combat, Srasama divides into three bodies. Each body can take a move and a swift action every turn, and each can make attacks of opportunity, but only one body can take a standard action any given turn (or a full-round action if it doesn't take a move action). They share hit points, but conditions only affect the specific body they struck.

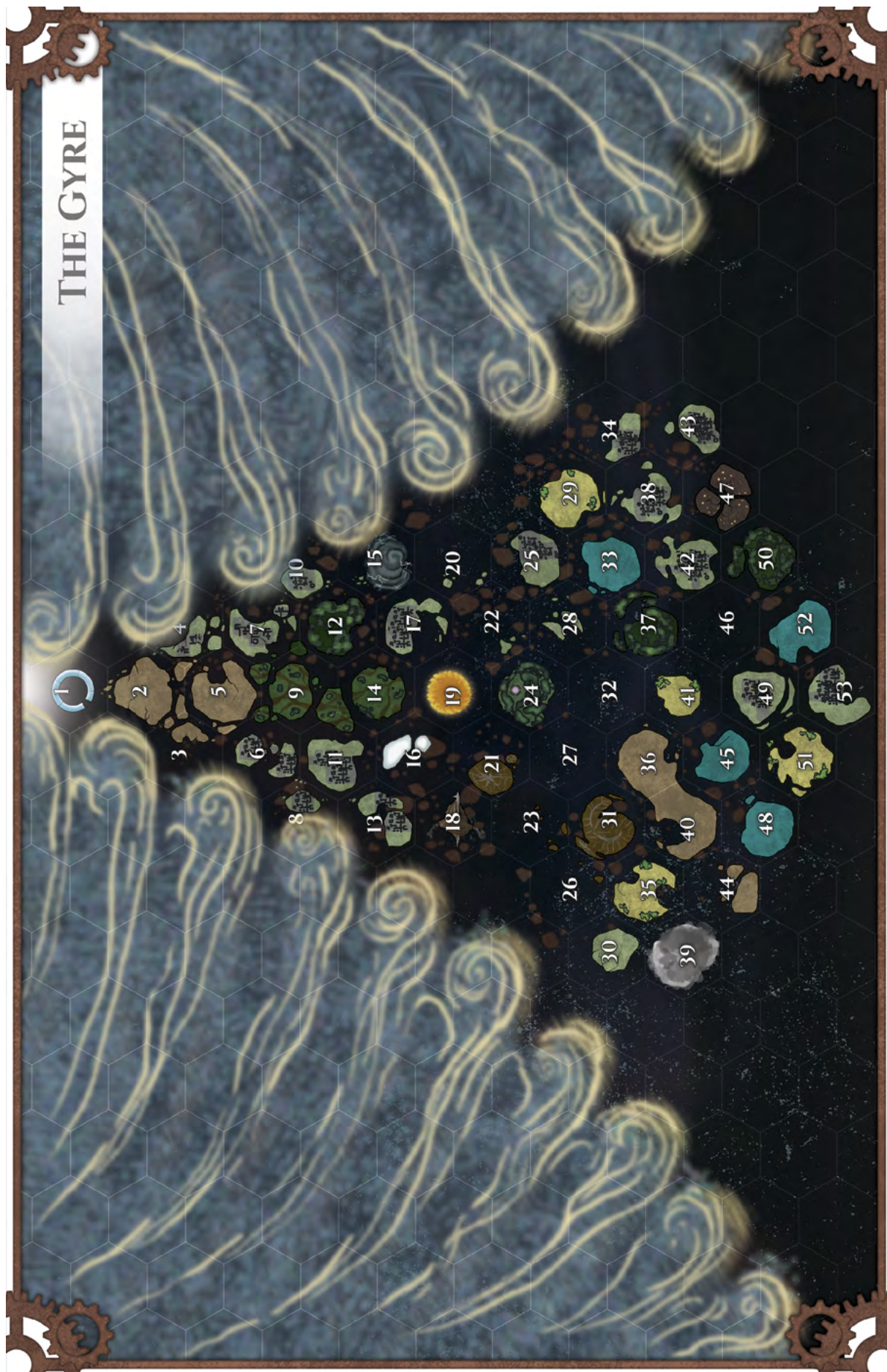
## Seizing Srasama's Divine Portfolio

If the avatar of Srasama is destroyed, whichever PC seized her necklace from Dala becomes a minor god of womanhood. The new god's powers will be fairly limited until he or she acquires some worshippers, but for now Srasama's portfolio grants the ability to use one of the following each day:

- ◆ Send a message to a woman anywhere in the multiverse, which can last up to five minutes and include various sensory effects like a major illusion.
- ◆ As a standard action, heal damage equal to your HP total, divided as you choose among any number of women you touch.
- ◆ As a swift action, grant a woman touched +1 to all attack rolls, saves, and defenses until the end of the encounter.
- ◆ Ensure that a pregnant woman touched will have a healthy birth.
- ◆ Ensure that a woman touched who conceives a child in the next week will bear a daughter.
- ◆ As a standard action, cast *harm* on a female humanoid (DC 16 + Charisma bonus).
- ◆ Speak to the soul of a dead woman touched if it died in the past year, lasting up to five minutes, though this grants no inherent control.

Other than that, the new god is free to choose his or her style of divinity.





## GYRE EXPLORATION

PLANAR LOCATION, NAME, AND MONIKER	ENERGIES	TRAITS
1. <b>Reida</b> , the arc of history	Life, Time	Strong prophecy.
2. <b>Teykfa</b> , the ticking pendulum	Earth, Time	People are more aware of the scale of time, and they can better weigh long-term consequences. Time can be manipulated.
3. <i>Dead motes</i>	—	—
4. <i>Dead motes</i>	—	—
5. <b>Bonilathe</b> , the storm claw	Air, Fire	Storms spawn creatures.
6. <i>Dead motes</i>	—	—
7. <i>Dead motes</i>	—	—
8. <i>Dead motes</i>	—	—
9. <b>Metarie</b> , the swamp of sabotage	Life, Water	Technology is disrupted.
10. <i>Plundered ruins</i>	—	—
11. <i>Plundered ruins</i>	—	—
12. <b>Guay</b> , the grove of dreams	Life, Space	Dreams create demiplanes.
13. <i>Dead motes</i>	—	—
14. <b>Ringes</b> , the barren moor	Earth, Water	Murderous violence.
15. <b>Gardboral</b> , the chimeric maelstrom	Air, Life	Elementals are common and massive.
16. <b>Apo</b> , the unknown disk	Death, Space	Intermittent spheres of annihilation.
17. <b>Iratha Ket</b> , the graveyard revel	Death, Life	Greater altruism. Occasional spontaneous musical numbers.
18. <b>Egalitrix</b> , fortress of the Golden Legion	Fire, Space	Fantastic grand industry will develop, driven by greed.
19. <b>Obliatas</b> , the devouring light	Any	Undead are destroyed by the sun.
20. <i>Dead motes</i>	—	—
21. <b>Elofasp</b> , the spawning hive	Earth, Life	Giant obedient beasts.
22. <i>Empty void</i>	—	—
23. <i>Empty void</i>	—	—
24. <b>Ascetia</b> , the hidden jungle	Life, Time	People are more aware of history.
25. <b>Drozani</b> , a dead city in the clouds	Air, Death	Slowly the birth rate dwindles to zero.
26. <i>Empty void</i>	—	—
27. <i>Empty void</i>	—	—

PLANAR LOCATION, NAME, AND MONIKER	ENERGIES	TRAITS
28. <i>Empty void</i>	—	—
29. <b>Etheax</b> , the tended flame	Fire, Time	Patience and fire magic are both easy.
30. <i>Plundered ruins</i>	—	—
31. <b>Dunkelweiss</b> , the fermented peaks	Earth, Life	Alcohol is good for you.
32. <i>Empty void</i>	—	—
33. <b>Hunlow</b> , a place for pirates	Death, Water	The ocean is literally a blood-thirsty god who loves villains.
34. <i>Plundered ruins</i>	—	—
35. <b>Wilanir</b> , the lair of discontent	Air, Water	Dense mists bring ill tidings.
36. <b>Amrou</b> , the salt waste (also 40)	Death, Earth	Mundane counters against supernatural threats are stronger.
37. <b>Thrag</b> , the beastly bounty	Life, Time	All animals and plants are ambulatory and carnivorous.
38. <i>Plundered ruins</i>	—	—
39. <b>Apet</b> , the distant plane	Air, Space	Planar travel limited to local system.
40. <b>Amrou</b> , the salt waste (also 36)	~see 36~	~see 36~
41. <b>Bhoior</b> , the walking whisper	Air, Time	Sounds echo, sometimes years later.
42. <i>Plundered ruins</i>	—	—
43. <i>Dead motes</i>	—	—
44. <b>Avilona</b> , the final murmur	Air, Death	Flight is limited to five minutes.
45. <b>Shabboath</b> , the severed sea	Earth, Water	Creates an 'underdark' cavern system.
46. <i>Empty void</i>	—	—
47. <b>Urim</b> , the shattered golden chain	Earth, Space	Gold blocks teleportation.
48. <b>Mavisha</b> , the mysterious deep	Water, Time	Islands conceal secrets.
49. <b>Nem</b> , the plane of ruin	Death, Time	Lingering souls are stronger than corporeal undead.
50. <b>Caeloon</b> , the paper wind	Air, Life	People are resilient in the face of tragedy.
51. <b>The Plain of Rice</b>	Space, Water	The entire world is shallow water.
52. <b>Padyer</b> , a clean realm	Fire, Water	Water burns and purges.
53. <b>Av</b> , plane of mirrors	Death, Life	Conjures physical reflection of whatever world it orbits.



## GYRE PLANES

In the final adventure the party will need to bond their world to eight other planes. They need at least one plane with each of the following elemental *energies* – Air, Earth, Fire, Water, Life, Death, Space, and Time. Most planes they have an option to choose will affect the world, sometimes subtly, occasionally dramatically.

### Current Worlds

These planes are currently linked to the party's homeworld, due to the Obscurati's ritual at the Axis Seal.

- ♦ **Jiese, the fire of industry.** Flame-wracked stony wasteland inhabited by beasts and salamanders. *Energies:* Fire, Life. *Effect:* Precision technology functions.
- ♦ **Perlocus, a voice on the wind.** Cloudy skysphere where words can turn the air solid and easily influence creatures. *Energies:* Air, Earth. *Effect:* Persuasion is more effective.
- ♦ **Mojang, a wild artifice.** Faint purple surface, wildly varied terrain, but with few creatures in a primitive ecosystem. *Energies:* Earth, Life. *Effect:* Nature readily follows orders.
- ♦ **Ostea, the beating heart.** Bloody sea that pulses as if it covers a massive heart, with islands of bone. *Energies:* Water, Life. *Effect:* Rapid healing and automatic stabilization.
- ♦ **Ratios, the cold logic.** Bland rock, chill air, where whispers intrude on one's mind. *Energies:* Earth, Space. *Effect:* Intuiting emotions and intimidating becomes harder.
- ♦ **Fourmyle, the selfish dominion.** Desolate rocky world with pockets of warm air in craters. *Energies:* Space, Death. *Effect:* Casual teleportation.
- ♦ **Illocus, the cascading flame.** Spinning ring of fire. *Energies:* Fire, Time. *Effect:* Consequences cascade rapidly (e.g., godminds, apocalypse cults).
- ♦ **Baden, the ghost moon.** A ghost of a dead world, pulled in the moment it was annihilated in the Gyre. *Energies:* Air. *Effect:* Flight is easy.
- ♦ **Av, plane of mirrors.** Drifting away and being pulled into the Gyre. See below.

### Dying Worlds

These planes are being drawn into the constellation gears of the Gyre. The numbers beside them correspond with the GM's Map – Gyre Planes.

Planes marked with an asterisk (\*) were originally linked to the party's homeworld. Jiese, listed above, was also among these. Planes marked with a dagger (†) are planes where primary plot scenes occur.

Some hexes are 'dead motes,' **plundered ruins**, or 'empty void.' No specific details are planned for these locations, but the party might have random encounters there or explore to find resources. You could also put scenes of your own devise there.

1. **\*†Reida, the arc of history.** A silver ring with a wide section cracked off. *Energies:* Life, Time. *Effect:* Foresight and predestination are strong, but only for a two thousand year cycle.
2. **Teykfa, the ticking pendulum.** A desert dominated by a solitary mesa, within which ticks a millennial clock. The clock is broken, and often skips. *Energies:* Earth, Time. *Effect:* People are more aware of the scale of time, and they can better weigh long-term consequences. Time can be manipulated.

3. *Dead motes.*

4. *Dead motes.*

5. **Bonilathe, the storm claw.** Snowy, rolling hills where thunder and lightning conjure reptilian monsters. *Energies:* Air, Fire. *Effect:* Storms spawn creatures.

6. *Dead motes.*

7. *Dead motes.*

8. *Dead motes.*

9. **†Metarie, the swamp of sabotage.** A multi-layered world with swamps and gremlins on each level. *Energies:* Life, Water. *Effect:* Technology is disrupted.

10. *Plundered ruins.*

11. *Plundered ruins.*

12. **Guay, the grove of dreams.** A beautiful forest in perpetual autumn, where falling leaves send travelers to unending sleep. *Energies:* Life, Space. *Effect:* Dreams create demiplanes.

13. *Dead motes.*

14. **Ringes, the barren moor.** A flat swamp with only a few wild animals. *Energies:* Earth, Water. *Effect:* Intelligent creatures become slowly unstable, and eventually murderously violent.

15. **Gardboral, the chimeric maelstrom.** Titanic thunderstorm surrounding an elemental chaos. *Energies:* Air, Life. *Effect:* Elementals are common and massive.

16. **Apo, the unknown disk.** Mysterious flat disk of baked clay and cast bronze. Lingering causes it to open and drop intruders into a sphere of annihilation. *Energies:* Death, Space. *Effect:* Intermittent spheres of annihilation.

17. **†Iratha Ket, the graveyard revel.** A city of corpses roused from their tombs by a singing lich queen, who commands them to protect a handful of living survivors each generation. *Energies:* Death, Air. *Effect:* Greater altruism. Occasional spontaneous musical numbers.

18. **†Egalitrix, fortress of the Golden Legion.** Clockwork steampunk fortress clinging to a two-sided volcano floating in space, dominated with golden machinery. *Energies:* Fire, Space. *Effect:* Fantastic grand industry will develop, driven by greed.

19. **Obliatas, the devouring light.** A swooping orb of crackling radiance that hunts evil. *Energies:* Any. *Effect:* Undead are destroyed by the sun.

20. *Dead motes.*

21. **Elofasp, the spawning hive.** Floating islands connected by massive vines, where dire beasts breed rapidly in caves. *Energies:* Earth, Life. *Effect:* Giant obedient beasts.

22. *Empty void.*

23. *Empty void.*

24. **\*†Ascetia, the hidden jungle.** A flashing beacon shines from a lone lighthouse rising above a trackless jungle. *Energies:* Life, Time. *Effect:* People are more aware of history.

25. **Drozani, a dead city in the clouds.** A pillow of clouds upon which sits a desolate city of rose wood and marble. *Energies:* Air, Death. *Effect:* Slowly the birth rate dwindles to zero.

26. *Empty void.*

27. *Empty void.*

28. *Empty void.*



**29. Etheax, the tended flame.** A goblin tribe casually passes the years until their eventual destruction by performing regular plays in front of a bonfire. *Energies:* Fire, Time. *Effect:* Patience and fire magic are both easy.

**30. Plundered ruins.**

**31. Dunkelweiss, the fermented peaks.** A range of mountains with plants that naturally produce streams of beer. *Energies:* Earth, Life. *Effect:* Alcohol is good for you.

**32. Empty void.**

**33. Hunlow, a place for pirates.** A craggy isle in the midst of an ocean that can reach out immense tendrils of water to let a clan of pirates plunder other planes. *Energies:* Death, Water. *Effect:* The ocean is literally a blood-thirsty god who loves villains.

**34. Plundered ruins.**

**35. Wilanir, the lair of discontent.** A frigid and foggy countryside of woods, hills, and caves, where a dragon once laired. *Energies:* Air, Water. *Effect:* Guilt weighs heavily, like a fog.

**36. Amrou, the salt waste.** A vast salt flat, strewn with tombs of inhuman mummies. *Energies:* Death, Earth. *Effect:* Mundane counters against supernatural threats are stronger, like salt stopping undead. (Also location 40 on the map.)

**37. Thrag, the beastly bounty.** A steppe where screaming grass is trampled by cannibalistic wildebeest, and all souls reincarnate rapidly with vivid memories. *Energies:* Life, Time. *Effect:* All animals and plants are ambulatory and carnivorous.

**38. Plundered ruins.**

**39. \*Apet, the distant plane.** A practically formless world with buffeting sandstorms that conceal all location and distance. *Energies:* Air, Space. *Effect:* Planar travel beyond star system is impossible, and between worlds is limited to five minutes.

**40. Amrou (part two).** See 36.

**41. Bhoior, the walking whisper.** A hollow world formed from the husk of a colossal petrified turtle, encircled by strong bands of wind. The turtle still moves, every so slowly. *Energies:* Air, Time. *Effect:* Sounds echo, sometimes years later.

**42. Plundered ruins.**

**43. Dead notes.**

**44. \*Avilona, the final murmur.** A sky of wisps, with inert islands of floating rock drifting in feeble winds with few storms. *Energies:* Air, Death. *Effect:* Flight is limited to five minutes.

**45. Shabboath, the severed sea.** A leaking orb of stone riddled with tunnels and rivers, inhabited by tentacled, telepathic sea monsters. *Energies:* Earth, Water. *Effect:* Creates an 'underdark' cavern system.

**46. Empty void.**

**47. \*Urim, the shattered golden chain.** Floating asteroids threaded with gold. *Energies:* Earth, Space. *Effect:* Gold blocks teleportation.

**48. \*Mavisha, the mysterious deep.** A dark, island-dotted sea, whose waves spiral in vast arcs over the surface, hiding secrets far below. *Energies:* Water, Time. *Effect:* Islands conceal secrets.

**49. \*Nem, the plane of ruin.** A flat black landscape with countless openings into an underworld composed of thousands of layers of dead civilizations. *Energies:* Death, Time. *Effect:* Lingering souls are stronger than corporeal undead.

**50. \*Caeloon, the paper wind.** Forested hills of shattered sky islands, dominated by a monastery crafted from folding paper, like an origami crane. *Energies:* Air, Life. *Effect:* People are resilient in the face of tragedy.

**51. The Plain of Rice.** A shallow saucer-shaped world, where every surface is flooded a foot deep, allowing rice (and nothing else) to flourish. *Energies:* Space, Water. *Effect:* The entire world is shallow water.

**52. Padyer, a clean realm.** An eerily smooth orb mote that resembles porcelain, with a lapping sea that drifts around the world based on the complex tides of the Gyre. Of course, the water actually is impossibly hot, enough to slag metal, yet it never is sullied by other substances. *Energies:* Fire, Water. *Effect:* Water burns and purges.

**53. \*Av, plane of mirrors.** Hollow orb of frosted glass, currently shattered, with fey landscapes on one side and lurching ghosts on the other. *Energies:* Life, Death. *Effect:* Conjures reflections of whatever world it orbits.

## Planes by Element Type

In case you need to quickly know all the planes that provide, say, water energy, please refer to the following lists. They also state the second energy each plane provides, and what their traits are. Entries marked o are currently bound to the party's homeworld by the Ob's ritual.

### Air Planes

PLANAR LOCATION, NAME, AND MONIKER	ENERGIES	TRAITS
<b>0. Perlocus,</b> a voice on the wind.	Air, Earth	Persuasion is more effective.
<b>0. Baden,</b> the ghost moon.	Air	Flight is easy.
<b>5. Bonilathe,</b> the storm claw	Air, Fire	Storms spawn creatures.
<b>15. Gardboral,</b> the chimeric maelstrom	Air, Life	Elementals are common and massive.
<b>19. Obliatas,</b> the devouring light	Any	Undead are destroyed by the sun.
<b>25. Drozani,</b> a dead city in the clouds	Air, Death	Slowly the birth rate dwindles to zero.
<b>35. Wilanir,</b> the lair of discontent	Air, Water	Dense mists bring ill tidings.
<b>39. Apet,</b> the distant plane	Air, Space	Planar travel limited to local system.
<b>41. Bhoior,</b> the walking whisper	Air, Time	Sounds echo, sometimes years later.
<b>44. Avilona,</b> the final murmur	Air, Death	Flight is limited to five minutes.
<b>50. Caeloon,</b> the paper wind	Air, Life	People are resilient in the face of tragedy.

## Death Planes

PLANAR LOCATION, NAME, AND MONIKER	ENERGIES	TRAITS
<b>0. Fourmyle</b> , the selfish dominion	Death, Space	Casual teleportation.
<b>16. Apo</b> , the unknown disk	Death, Space	Intermittent spheres of annihilation.
<b>17. Iratha Ket</b> , the graveyard revel	Death, Life	Greater altruism. Occasional spontaneous musical numbers.
<b>19. Obliatas</b> , the devouring light	Any	Undead are destroyed by the sun.
<b>25. Drozani</b> , a dead city in the clouds	Air, Death	Slowly the birth rate dwindles to zero.
<b>33. Hunlow</b> , a place for pirates	Death, Water	The ocean is literally a blood-thirsty god who loves villains.
<b>36. Amrou</b> , the salt waste (also 40)	Death, Earth	Mundane counters against supernatural threats are stronger.
<b>44. Avilona</b> , the final murmur	Air, Death	Flight is limited to five minutes.
<b>49. Nem</b> , the plane of ruin	Death, Time	Lingering souls are stronger than corporeal undead.
<b>53. Av</b> , plane of mirrors	Death, Life	Conjures physical reflection of whatever world it orbits.

## Earth Planes

PLANAR LOCATION, NAME, AND MONIKER	ENERGIES	TRAITS
<b>0. Perlocus</b> , a voice on the wind.	Air, Earth	Persuasion is more effective.
<b>0. Mojang</b> , the wild artifice	Earth, Life	Nature readily follows orders.
<b>0. Ratios</b> , the cold logic	Earth, Space	Intuiting emotions and intimidating becomes harder.
<b>2. Teykfa</b> , the ticking pendulum	Earth, Time	People are more aware of the scale of time, and they can better weigh long-term consequences. Time can be manipulated.
<b>14. Ringes</b> , the barren moor	Earth, Water	Murderous violence.
<b>19. Obliatas</b> , the devouring light	Any	Undead are destroyed by the sun.
<b>21. Elofasp</b> , the spawning hive	Earth, Life	Giant obedient beasts.
<b>31. Dunkelweiss</b> , the fermented peaks	Earth, Life	Alcohol is good for you.
<b>36. Amrou</b> , the salt waste (also 40)	Death, Earth	Mundane counters against supernatural threats are stronger.
<b>45. Shabboath</b> , the severed sea	Earth, Water	Creates an 'underdark' cavern system.
<b>47. Urim</b> , the shattered golden chain	Earth, Space	Gold blocks teleportation.

## Fire Planes

PLANAR LOCATION, NAME, AND MONIKER	ENERGIES	TRAITS
<b>0. Jiese</b> , the fire of industry	Fire, Life	Precision technology functions.
<b>0. Illocus</b> , the cascading flame	Fire, Time	Consequences cascade rapidly.
<b>5. Bonilathe</b> , the storm claw	Air, Fire	Storms spawn creatures.
<b>18. Egalitrix</b> , fortress of the Golden Legion	Fire, Space	Fantastic grand industry will develop, driven by greed.
<b>19. Obliatas</b> , the devouring light	Any	Undead are destroyed by the sun.
<b>29. Etheax</b> , the tended flame	Fire, Time	Patience and fire magic are both easy.
<b>52. Padyer</b> , a clean realm	Fire, Water	Water burns and purges.

## Life Planes

PLANAR LOCATION, NAME, AND MONIKER	ENERGIES	TRAITS
<b>0. Jiese</b> , the fire of industry	Fire, Life	Precision technology functions.
<b>0. Mojang</b> , the wild artifice	Earth, Life	Nature readily follows orders.
<b>1. Reida</b> , the arc of history	Life, Time	Strong prophecy.
<b>9. Metarie</b> , the swamp of sabotage	Life, Water	Technology is disrupted.
<b>12. Guay</b> , the grove of dreams	Life, Space	Dreams create demiplanes.
<b>15. Gardboral</b> , the chimeric maelstrom	Air, Life	Elementals are common and massive.
<b>17. Iratha Ket</b> , the graveyard revel	Death, Life	Greater altruism. Occasional spontaneous musical numbers.
<b>19. Obliatas</b> , the devouring light	Any	Undead are destroyed by the sun.
<b>21. Elofasp</b> , the spawning hive	Earth, Life	Giant obedient beasts.
<b>24. Ascetia</b> , the hidden jungle	Life, Time	People are more aware of history.
<b>31. Dunkelweiss</b> , the fermented peaks	Earth, Life	Alcohol is good for you.
<b>37. Thrag</b> , the beastly bounty	Life, Time	All animals and plants are ambulatory and carnivorous.
<b>50. Caeloon</b> , the paper wind	Air, Life	People are resilient in the face of tragedy.
<b>53. Av</b> , plane of mirrors	Death, Life	Conjures physical reflection of whatever world it orbits.

## Space Planes

PLANAR LOCATION, NAME, AND MONIKER	ENERGIES	TRAITS
<b>0. Fourmyle,</b> the selfish dominion	Death, Space	Casual teleportation.
<b>0. Ratios,</b> the cold logic	Earth, Space	Intuiting emotions and intimidating becomes harder.
<b>12. Guay,</b> the grove of dreams	Life, Space	Dreams create demiplanes.
<b>16. Apo,</b> the unknown disk	Death, Space	Intermittent spheres of annihilation.
<b>18. Egalitrix,</b> fortress of the Golden Legion	Fire, Space	Fantastic grand industry will develop, driven by greed.
<b>19. Obliatas,</b> the devouring light	Any	Undead are destroyed by the sun.
<b>39. Apet,</b> the distant plane	Air, Space	Planar travel limited to local system.
<b>47. Urim,</b> the shattered golden chain	Earth, Space	Gold blocks teleportation.
<b>51. The Plain of Rice</b>	Space, Water	The entire world is shallow water.

## Time Planes

PLANAR LOCATION, NAME, AND MONIKER	ENERGIES	TRAITS
<b>0. Illocus,</b> the cascading flame	Fire, Time	Consequences cascade rapidly.
<b>1. Reida,</b> the arc of history	Life, Time	Strong prophecy.
<b>2. Teykfa,</b> the ticking pendulum	Earth, Time	People are more aware of the scale of time, and they can better weigh long-term consequences. Time can be manipulated.
<b>19. Obliatas,</b> the devouring light	Any	Undead are destroyed by the sun.
<b>24. Ascetia,</b> the hidden jungle	Life, Time	People are more aware of history.
<b>29. Etheax,</b> the tended flame	Fire, Time	Patience and fire magic are both easy.
<b>37. Thrag,</b> the beastly bounty	Life, Time	All animals and plants are ambulatory and carnivorous.
<b>41. Bhoior,</b> the walking whisper	Air, Time	Sounds echo, sometimes years later.
<b>48. Mavisha,</b> the mysterious deep	Water, Time	Islands conceal secrets.
<b>49. Nem,</b> the plane of ruin	Death, Time	Lingering souls are stronger than corporeal undead.

## Water Planes

PLANAR LOCATION, NAME, AND MONIKER	ENERGIES	TRAITS
<b>0. Ostea,</b> the beating heart	Life, Water	Rapid healing and automatic stabilization.
<b>9. Metarie,</b> the swamp of sabotage	Life, Water	Technology is disrupted.
<b>14. Ringes,</b> the barren moor	Earth, Water	Murderous violence.
<b>19. Obliatas,</b> the devouring light	Any	Undead are destroyed by the sun.
<b>33. Hunlow,</b> a place for pirates	Death, Water	The ocean is literally a blood-thirsty god who loves villains.
<b>35. Wilanir,</b> the lair of discontent	Air, Water	Dense mists bring ill tidings.
<b>45. Shabboath,</b> the severed sea	Earth, Water	Creates an 'underdark' cavern system.
<b>48. Mavisha,</b> the mysterious deep	Water, Time	Islands conceal secrets.
<b>51. The Plain of Rice</b>	Space, Water	The entire world is shallow water.
<b>52. Padyer,</b> a clean realm	Fire, Water	Water burns and purges.

## Possible Combinations

Here we present four possible combinations of planes, listing them by the order in which they fill out the eight slots of elemental energies: fire, air, life, water, earth, space, time, and death.

**Utopian.** Jiese, Caeloon, Av, Mavisha, Dunkelweiss, Urim, Ascetia, Iratha Ket. People are resilient, harmonious, forward-looking, and altruistic, but are still inventive dreamers who know how to celebrate with good alcohol.

**Pastoral.** Etheax, Caeloon, Mojang, Metarie, Amrou, Apet, Reida, Av. With no intervention from other worlds and no advancing technology, people live simple, quaint lives where nature responds readily to their labor. There are some supernatural threats like gremlins, fey, and creatures of the dark, but people are prepared for them.

**Technocracy.** Jiese, Baden, Mojang, Ostea, Ratios, Egalitrix, Etheax, Obliatas. People are patient, industrious, and good at controlling both nature and their emotions. Undead are weak, but airships will be prevalent.

**God-Empire.** Bonilathe, Apet, Elofasp, Hunlow, Teykfa, Nem, Apo. The world is perilous, wracked with storms, massive beasts, and minor spheres of annihilation, so only people with great power like the PCs can be in charge. A villainous sea god rewards the party with power, and they can linger on as immortal spirits, with no meddling from the rest of the multiverse. They even can control time.



Use this page to keep track of the order in which the party bonds with worlds. When they perform the Axis Seal ritual in adventure thirteen, they'll be able to access worlds on the combat round equivalent to whatever day they bonded to those worlds.

[illegible]



## THE GYRE

You'll need to explore the Gyre to learn what elemental energies each plane provides, but your guide can provide you with some information from her own travels.

She just watched the mirror-like plane crash (plane 53), which was Av. Five others appeared just six months ago, and though she has explored some of them, she doesn't know their names. They include a world made of ruins of old civilizations layered atop each other (plane 49), a sea with scattered islands she couldn't reach (plane 48), the gold-flecked asteroids where she found you (plane 47), a world of wind-carved stone landmarks that floated too far away for her to reach (plane 44), and a distant plane of obscuring sands (plane 39).

She also watched another world, like a silver ring, be carried north toward the teeth of the Gyre. It looked like it was being pulled by a white comet. She couldn't follow, because there's a gap between the southern and northern planes. She stole a map from a Golden Legion ship which showed the locations and names of planes there, but no details.

Only a few planes here are truly 'safe,' including the windy forest of Caeloon (plane 50), The Plain of Rice (plane 51), and the mountains of Dunkelweiss (plane 31) where rivers of beer flow. Bhoior (plane 41) is eerie – the whole world is a giant, possibly undead turtle where odd voices seem to call to you – but nothing ever accosted your guide while she was there.

Several planes are naturally lethal. Padyer (plane 52) has water that burns like fire. The beasts of Thrag (plane 37) are terribly fast, strong, and cunning. The salt flats of Amrou (plane 36 & 40) are vast, have no water, and are dotted with tombs of mummies. The snowy Wilanir (plane 35) has mists that roll in unexpectedly. She never saw any predators there, but she often found dead prey animals in the wake of a passing fog bank.

The inhabited planes are mostly hostile. If you linger on Shabboath (plane 45), dreams will compel you to enter the flooded tunnels where some massive creature slumbers. The sea of Hunlow (plane 33) is controlled by pirates who kill or capture every outsider, and they take their slaves to an abandoned city, Drozani (plane 25), which floats in the clouds. Perhaps the only friends you might find are the goblins of Etheax (plane 29), but they treat everyone as friends, even the pirates of Hunlow.

A few worlds are completely empty, either plundered ruins or just drifting motes of dead rocks.

Across the deep void, your guide knows that the Golden Legion is based in Egalitrix (plane 18), which resembles an erupting volcano. And she is intrigued by the mystery of a lighthouse on a place they called Ascetia (plane 24), which seems to beckon for people to come. She knows nothing about the other planes of the north, except the names of a few.

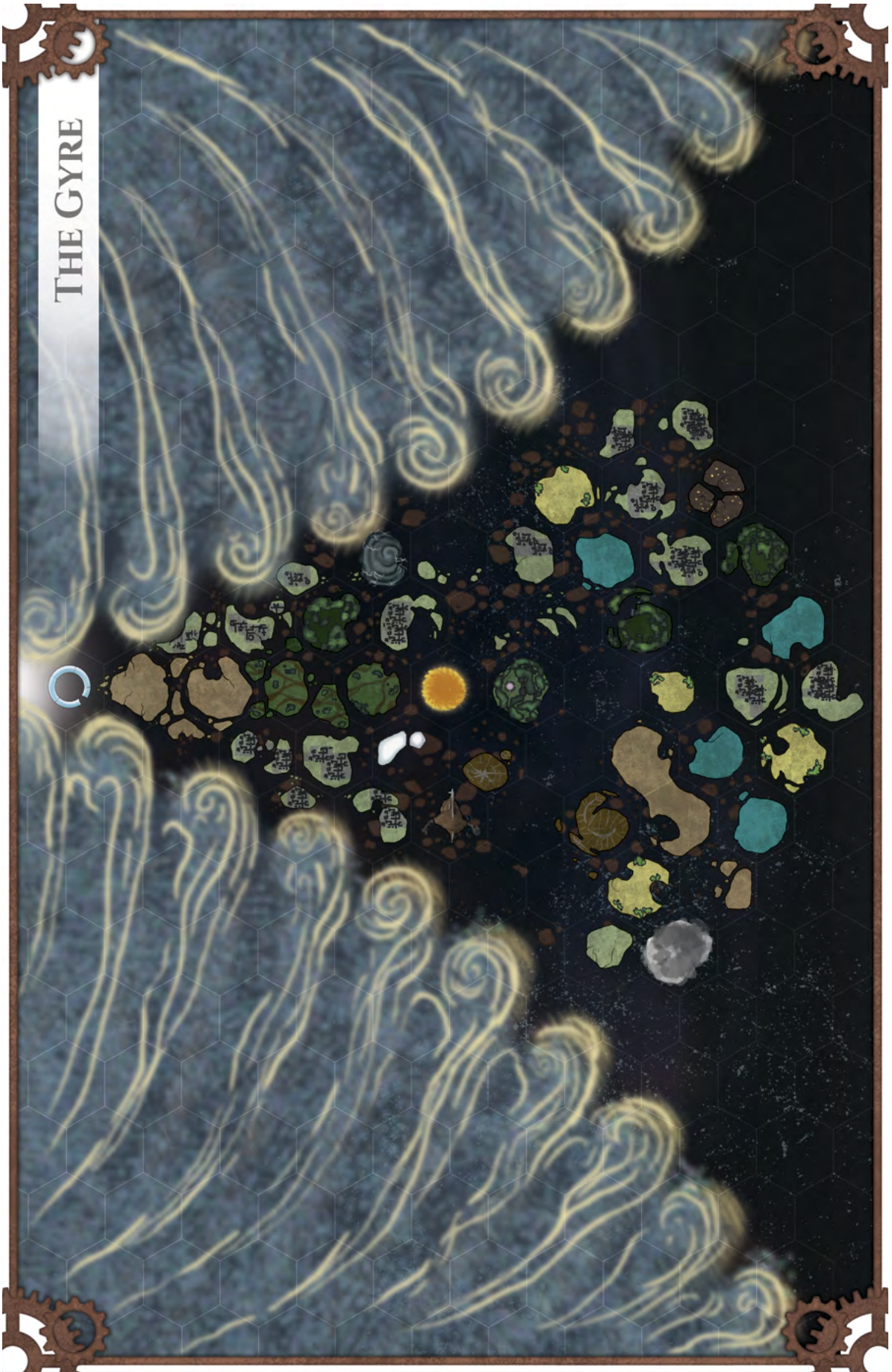


## GYRE EXPLORATION

PLANAR LOCATION, NAME	ENERGIES	TRAITS
1.		
2. Teykfa		
3. Dead motes	—	—
4. Dead motes	—	—
5. Bonilathe		
6. Dead motes	—	—
7. Dead motes	—	—
8. Dead motes	—	—
9. Metarie		
10. Plundered ruins	—	—
11. Plundered ruins	—	—
12. Guay		
13. Dead motes	—	—
14. Ringes		
15. Gardboral		
16. Apo		
17. Iratha Ket		
18. Egalitrix		
19. Obliatas		
20. Dead motes	—	—
21. Elofasp		
22. Empty void	—	—
23. Empty void	—	—
24. Ascetia		
25. Drozani		
26. Empty void	—	—
27. Empty void	—	—

PLANAR LOCATION, NAME	ENERGIES	TRAITS
28. Empty void	—	—
29. Etheax		
30. Plundered ruins	—	—
31. Dunkelweiss		
32. Empty void	—	—
33. Hunlow		
34. Plundered ruins	—	—
35. Wilanir		
36. Amrou		
37. Thrag		
38. Plundered ruins	—	—
39. Apet		
40. Amrou		
41. Bhoior		
42. Plundered ruins	—	—
43. Dead motes	—	—
44. Avilona		
45. Shabboath		
46. Empty void	—	—
47. Urim		
48. Mavisha		
49. Nem		
50. Caeloon		
51. The Plain of Rice		
52. Padyer		
53. Av		





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