

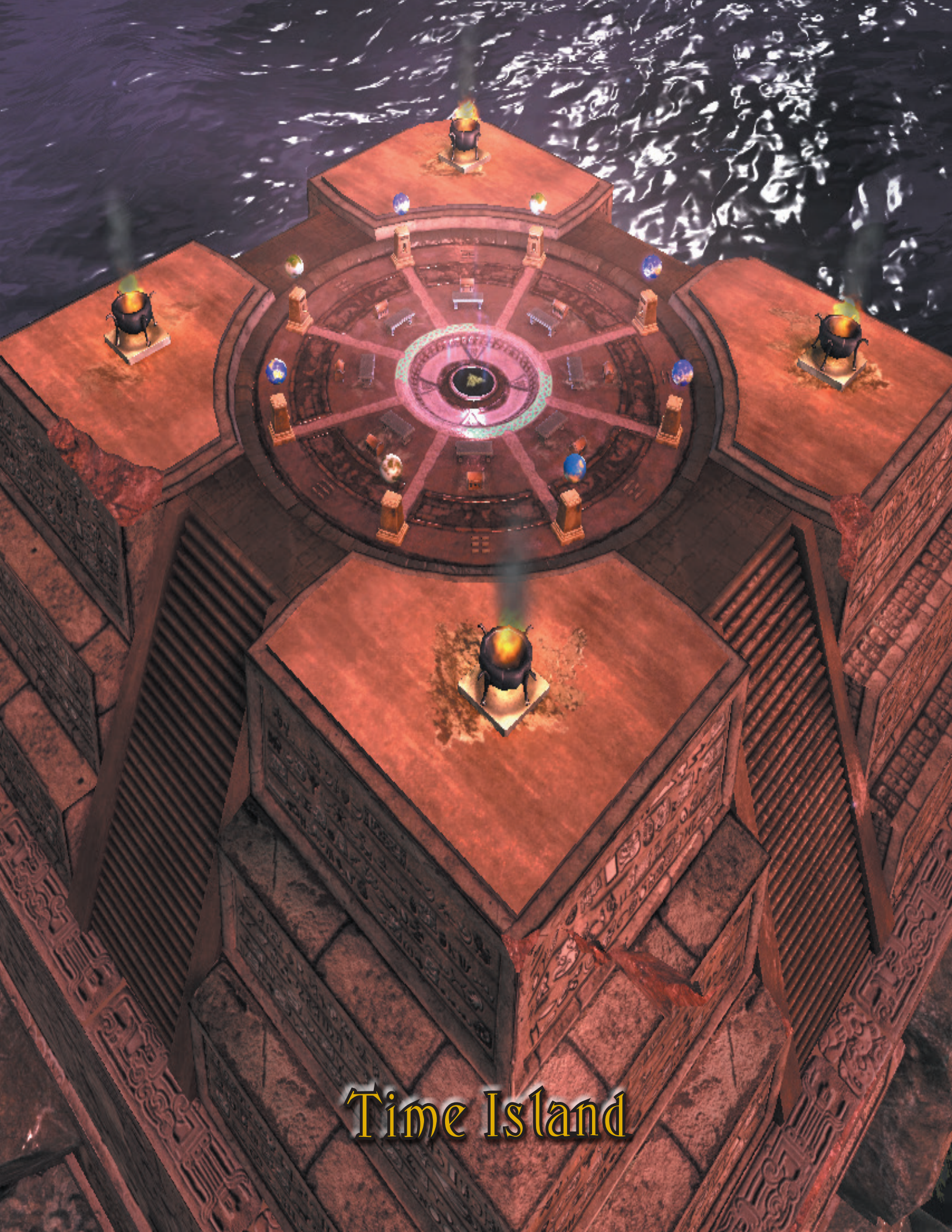
Heroes From Earth

Book One: Nemoria

by
Robbins • Jacobs • Wayne

GM Support System
VIDEOS





Time Island



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Heroes From Earth

By
Robbins • Jacobs • Wayne



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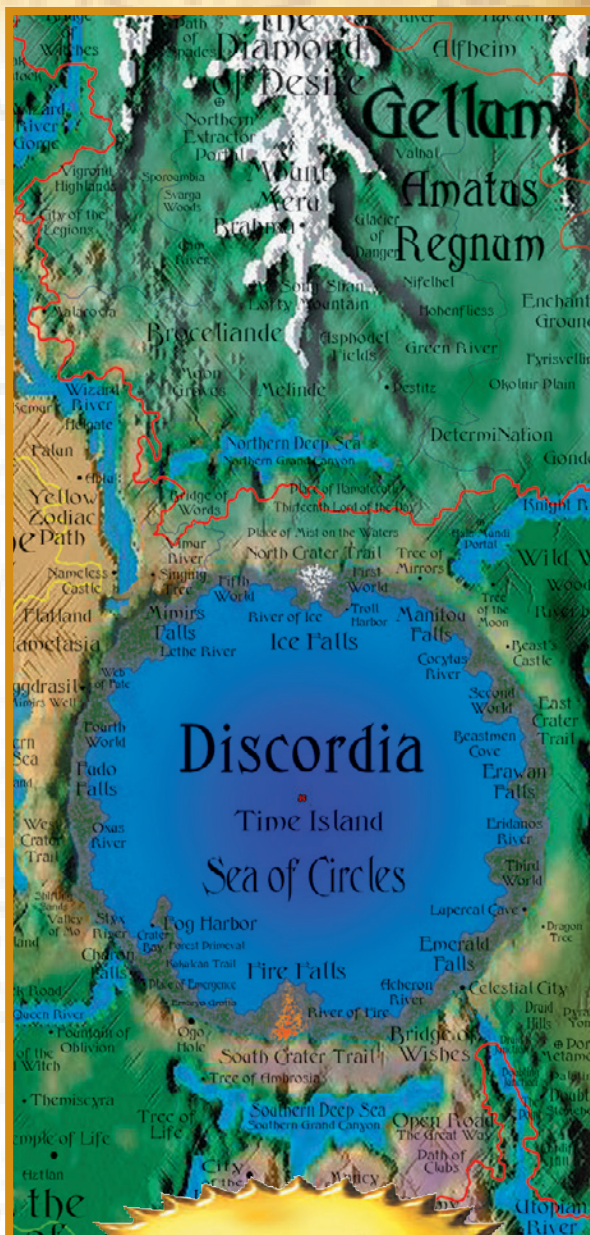
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ON THE COVER



The artist, Peka, shows us Barbus, the Beastman Pirate, attacking Hunter Wainright and Eve of Epiphany on Time Island on the Sea of Circles in the Discordia Crater.

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GM Support System Videos

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Introduction

- Welcome Message from Metamorphosis, Sage of the Ages
- Advancement Track • Adventure Summary • Millennium Map with “Where is Time Island?”

Chapter 1: Time Island

- Adventure Background • Character Selection: Players choose characters using either using the Paizo® Pathfinder® system or by taking the Player Questionnaire • Arrival at Time Island. The PC—Heroes awaken on Time Island to encounter Beastmen Pirates. Fighting to avoid capture, they must board the *Skipbladnir* to engage in a great sea battle with Captain Kraken and his Beastmen crew on the Extractor ship, *Paralus*.
- Video and Grid Map A series: Time Island
- Grid Map only B series: Two Ships in Sea Battle

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Chapter 2: Fog Harbor

- Heroes arrive at Fog Harbor to learn their circumstances from Captain Gog and the Utopian Council. The Heroes must reach the Coins of Intelligence in the Upperworld in order to become citizens of Millennium. After their meeting with the Utopian Council, they choose one or more guides to lead them to the Coins of Intelligence. The Heroes select a route, either by the Crater Trail, or by the Sea of Circles, or the Underworld to reach the Cosmic Cave, located in the Upperworld.
- Video and Grid Map C series: Fog Harbor

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Chapter 3: Dungeon of Fire

- Having chosen their guide, the Heroes set out for the Upperworld. They must avoid the wrath of Ex, the Master Extractor, and his minions, Captain Kraken, Tyrannus, and Vulcan the Dungeon Master.
- Video and Grid Map D series: Dungeon of Fire

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Chapter 4: Cosmic Cave

- The Heroes must traverse the Bridge of Riddles in the Upperworld, where their wit and courage are tested. Once they arrive at the entrance to the Cosmic Cave, they encounter Vulcan and his minions: Bodvar and the Grizzsects. Cernunnos the Utopian and his Centaurs battle the Extractor forces.
- Ex arrives, turning the tide of battle until Metamorphosis, the Utopian Master, arrives to challenge the Invisible Villain. The final quest is to reach the Coins of Intelligence, located in the sacred Cosmic Cave.
- Video and Grid Map E series: Bridge of Riddles.
- Video and Grid Map F series: Cosmic Cave

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Video Markers

When you see a yellow circle, it is a Video Marker suggesting you view the video & grid map that corresponds to the letter/number within that circle. See the Table of Contents in the Millennium Adventures Video for the matching letter/number; also located on each Grid Map.

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Green Circle = Grid Maps Only

- Appendix A: Millennium Personality Quantifier
- Appendix B: Grid Maps (match Videos)
- Appendix C: Extractor Invasion
- Appendix D: Treasures & Maps
- Appendix E: Millennium Compendium



Heroes From Earth

Welcome to Millennium,

As our esteemed visitor from Planet Earth, please be aware that I, or one of my eight fellow utopians, are racing to greet you and inform you of your circumstances, which, as you shall soon discover, has happened at the right and perfect time in your life. Grow from your journey, wherever it may lead you, however it may unfold, for all things happen in perfect order. Please place your hand on the Earth globe to discover your Time Dilation.

Be strong and survive your trials,

Metamorphosis, Utopian Master

Heroes From Earth



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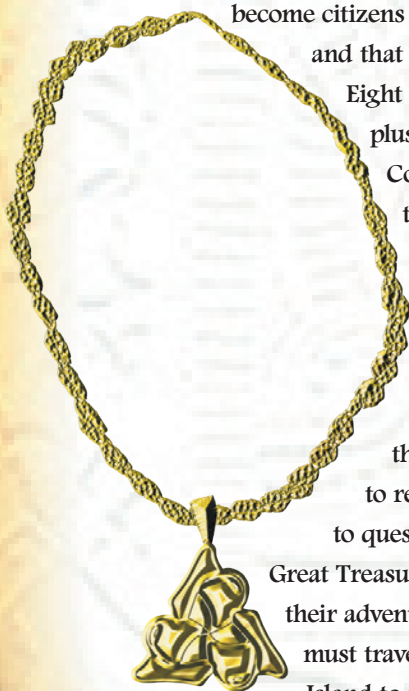
ADVANCEMENT TRACK

This adventure has been written with the Fast Level Advancement Points in place.

- 1 The Heroes begin adventure at Level 1.
- 2 The Heroes should reach the 2nd Level as they begin Chapter 2.
- 3 The Heroes should reach the 3rd Level as they begin Chapter 3.
- 4 The Heroes should reach the 4th Level by the time they reach Chapter 4, the Cosmic Cave with the sacred Coins of Intelligence.

ADVENTURE SUMMARY

Wearing a gold Triamulet around their necks, the PCs, now known as the Heroes, travel to the Millennium to awaken in their ID forms on Time Island. They learn they must acquire one of the Eight Great Treasures to



become citizens of Millennium, and that if they acquire all Eight Great Treasures plus the Crystal of Consciousness, they may become citizens of *both* worlds—Millennium *and* Earth.

They also learn that the only way to return to Earth is to quest for the Eight Great Treasures. To begin their adventure, the Heroes must travel from Time Island to the Upperworld, reach the Cosmic Cave,

and touch the radiant Coins of Intelligence to acquire their first of Eight Great Treasures of Millennium.

REFERENCES

This book refers to other Pathfinder® Roleplaying Game publications using the abbreviations listed below. Keep in mind, these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder® RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd

Core Rulebook	CR	Advanced Players Guide	APG
Bestiary 1	B1	Advanced Race Guide	ARG
Bestiary 2	B2	Ultimate Combat	UC
Bestiary 3	B3	Ultimate Magic	UM
Bestiary 4	B4	Ultimate Equipment	UE

Where is Time Island?



This roleplay adventure begins in the Discordia, located in the center of the super continent. Here, the Heroes arrive on Time Island. Their journey continues southwesterly, across the Sea of Circles to Fog Harbor. The Heroes learn that to return to Earth, they must quest for the Eight Great Treasures. Their journey begins by traveling to the Upperworld, continuing northeast through Nemoria, and locating the sacred Cosmic Cave. Upon their arrival, they shall discover their first of Eight Great Treasures—Balux, the Pot of Gold, filled with the Coins of Intelligence. This enables the Heroes to become honored citizens of Millennium.



Chapter 1 Time Island

ADVENTURE BACKGROUND

Heading east on Interstate 40, between Winslow and Flagstaff, a tour bus travels through the Arizona desert. A light rain begins to fall as the driver turns right onto Meteor Crater Road. The bus is filled with travelers anticipating their first look at Meteor Crater, privately owned by the Barringer Crater Company, who proclaim the collision site to be the “best preserved meteorite crater on Earth”.

A group of people in the front of the bus raise their voices and argue. Professor Josef Van Campbell, dressed in a black overcoat and hat, sits in the rear seat of the bus observing the people raising their voices and criticizing one another, calling each other names. One mile down the two-lane highway, a sudden rain storm causes the driver to pull over. The bus shakes from side to side.

Without warning, a flash flood turns the bus on its side. The driver mistakenly stops in a dry stream wash that quickly becomes a raging river of water, boulders, mud and debris that sweeps the bus downstream, breaking the windows and leaving a trail of mangled

and drowned bodies floating in the flood waters.

Several hundred yards downstream, the bus slams to a stop on the north side of a steep hill littered with boulder outcroppings. The professor, unharmed, pulls a group of people from the back of the bus—the same travelers who had been arguing prior to the accident. They are unconscious and near death.

Seeking shelter, Van Campbell carries the travelers, one by one, to an abandoned mining shaft farther up the rocky hill. He removes his black overcoat and covers the travelers while the storm continues to rage outside the cave opening. With a look of grave concern, he removes a number of gold Triamulets from a leather pouch fastened to his belt. He places the necklaces over the heads of the travelers and says, “I believe you all have the potential for greatness. Survive your journey.”

The travelers experience dimensional shifting from the 3rd to the 11th dimension. Their consciousness is spiritually transported to Millennium, an Earth-like planet located in the Andromeda Galaxy.

Game Master Note: At this point, players should display a Triamulet.

Heroes From Earth



Supplements for the Adventure

Although all the STATS are provided to run this adventure, other recommended titles include: *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder RPG Bestiary*. Other helpful titles are: *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3*, and the *Pathfinder RPG Bestiary 4*. Rules for monsters, magic, and equipment is found on the Internet at: [Pathfinder Roleplaying Game Reference Document: \[www.paizo.com/prd\]\(http://www.paizo.com/prd\)](http://Pathfinder Roleplaying Game Reference Document: www.paizo.com/prd)

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SELECT CHARACTER CLASSES

The players must choose their character class from one of two game adventure scenarios:

1. Select the character class of your choice based on the Pathfinder® Roleplay Game system.
2. Player(s) agree to have the Game Master hand them a brief questionnaire. Based on the results of the character evaluation, the player(s) are assigned an appropriate Player Character class by the Game Master. **Game Master: See Appendix D, Pg. 80, for questionnaire**

Be Yourself, or Be an Historical Character

During your character class development, you must decide WHO you wish to be during your Millennium journey. You have two choices, be yourself, as you are, or be an historical character of yourself; therefore, you are an ancient soul who has lived past lives. It is wise to avoid becoming an historically famous personality unless you receive permission from the Game Master.

GETTING STARTED

Heroes From Earth, the first of nine Millennium Adventures, begins on Time Island, the galactic entry point for all visitors to Millennium. Upon arriving from Earth via dimensional shifting, the Heroes must make critical decisions on how to survive in their strange new world. Luckily for the Heroes, Time Island is visitor friendly; that is, there is an illuminated stone path leading to one marked trunk filled with survival gear and gold coins. Additional survival instructions are to be found on a parchment scroll, as well as critical information delivered by the Time Oracles, the globes that speak to all galactic arrivals.



Triangulum

ARRIVAL AT TIME ISLAND

The Heroes awaken to find themselves lying on Time Island, an obelisk rising 300 feet above the surface of the Sea of Circles. The top of the obelisk is a pyramid with steps leading to the flat platform of ancient rock, 100 feet wide by 100 feet long.

Wearing their shiny gold Triamulets, the Heroes find themselves on the exact center of the rock platform that displays a Triangulum inlaid on dark rock, encircled by a band of white, opaque stone. This sacred circle is the entry point for visitors, the Galactic Portal.

Patches of crimson-grey fog encircle the rock platform. In the far distance, towering cliffs reach for the skies, forming a 360° circle of vertical rock—Discordia. Directly above them, ghostly stars pulsate in the scarlet haze. On the horizon, the blazing red sky melts into a blue sky filled with billowy white clouds.

On the opposite horizon, an ominous black sky hugs the upper rim of the crater. The two suns, Helios and Sol, cast a mystical double shadow, while a trio of moons crawl across the heavens.

With a fiery-red sky looming overhead, the Heroes soon discover they are on a tiny island, surrounded by water, with nowhere to go.

Eight white paths radiate like spokes on a cosmic wheel, stretching from the center circle and connecting to each of the eight stone pedestals known as Time Oracles.

Whenever a visitor arrives, an illuminated path begins to glow and pulsate, like a heartbeat, leading to one of the pedestals that displays a spinning, illuminated globe floating in midair. The pulsating path leads to a sphere that is a replica of Earth. A shelf, carved into the pedestal, displays a parchment scroll.

An ancient stone bench sets twelve feet away. Behind the stone bench, a leather trunk with the name EARTH engraved on the side beckons to the new arrivals. The other seven trunks, although authentic in appearance, are made of carved, natural stone.

When opened, the Earth trunk contains five hundred gold coins, clothing, swords, knives, and five magic items—a warding ring, an energy ring, an enchanted rope, and two bottles of potions, one for healing and one for strength.

See Table 1A for items in trunk marked EARTH.



GM Note: Each trunk activates based on the visitor's planet of origin; changing from stone to a leather trunk.

Table 1-A : Earth Trunk

Item	Value
500 Gold Coins	500gp
Care Moderate Wounds (Potion)	300gp
Protection +1 (Ring)	2000gp
Counter Spells (Ring)	4000gp
Rope of Climbing	3000gp
Dagger	302gp
Longsword	315gp
Shortbow and (3d10 Quantity) Arrows	330gp + Arrow Value
Sling and (3d10 Quantity) Bullets	300gp + Bullet Value
Greatsword	350gp
Ball's Strength (Potion)	300gp

At the end of the illuminated path, one of the eight Time Oracles rises from the rock platform, featuring a colorful globe—a perfect replica of planet Earth that looks like a raised relief map. The globe spins slowly, floating twelve inches above the rock pedestal.

If one moves their hand back and forth under the globe, one feels a strong magnetic force. A twelve-inch-long parchment scroll sets on the pedestal's rock ledge. When unrolled, a message is inscribed on the paper.

GM: Encourage the Heroes to walk to the Time Oracle and look at the parchment scroll that sets on the pedestal's rock ledge.

READ MESSAGE TO THE HEROES:

Welcome to Millennium,

As our esteemed visitor from Planet Earth, please be aware that I, or one of my eight fellow Utopians, are racing to greet you and inform you of your circumstances, which, as you shall soon discover, has happened at the right and perfect time in your life. Grow from your journey, wherever it may lead you; however it may unfold, for all things happen in perfect order. Please place your hand on the Earth globe to discover your Time Dilation. Be strong and survive your trials,

Metamorphosis, Master of the Utopians

GM Note: Encourage a Hero to place his or her hand on the replica of Earth. When touched, the globe stops spinning and a deep voice from within the globe says:

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READ MESSAGE TO THE HEROES:

"Greetings. You have arrived on the Daynight of the Scorpion, the 16th of Aires, in the Autumn of Sol, Year of the Dragon, 9001 A.E.. Therefore, your Time Dilation from the 3rd dimension to the 11th dimension has been calculated at one thousand eight hundred twenty-four to one, Millennium to Earth. (1824:1 M/E).

"Your Time Dilation Factor means for each hour you remain in your Earth coma, 1824 hours past here. To simplify this equation, for every day you remain in your Earth coma, five years pass here. Eight hours here equals five years of Millennium time. Therefore, one night's sleep on Earth equals about two years on Millennium. And so on.



"Should you desire to return to Earth, you must journey in quest of the Eight Great Treasures. To become a citizen of Millennium, you must acquire one of the Eight Great Treasures. Should you acquire all Eight Great Treasures, plus the Crystal of Consciousness, you shall become a citizen of both worlds, Millennium and Earth.

*"Before your journey begins, you must decide **who** you wish to be during your Millennium journey. You have two choices: either yourself, as you are, or an historical character from your Earth's past. Anyone, from any time or any age.*

"Should you decide to remain yourself, begin your journey. If your choice be to become an historical figure from your Earth's past, stand on the Galactic Portal in the center of Time Island. Announce the name of the historical person and the transformation occurs instantly. Make a wise choice, for the change is irreversible during you stay on Millennium. Should you return to Earth, you shall return as yourself.

"Enjoy your quest. And remember, all things happen in perfect order."

At the moment the voice stops, a flash of mysterious light appears in the sky directly in front of the Heroes.

ATTACK AT TIME ISLAND

See Appendix B and the Video:
Grid Map A: Time Island

A1. Assault from the Sea of Circles

Tar and Fire

At first it looks like a meteor has been cast onto the island itself, but the object approaches from too close a departure point, and is not nearly large enough. A successful D10 (WIS) spot check identifies the meteor as a projectile. Each Hero must roll a DC 10 (DEX) check in order to evade the splatter of flaming tar whenever a missile approaches. The fiery missiles briefly illuminate the shape of a mystery ship through the patches of crimson fog, but quickly become an imposing threat to the Hero group.

The Heroes are unable to see where the objects come from, only that they are persistent, and they create a dangerous set of obstacles on the pyramidal platform of the island. Six rounds decide how many flaming missiles the Heroes have to evade during this encounter.

A ball of flaming pitch hits the vertical rock cliffs of the obelisk-shaped island. The pitch splatters onto the rocks and barren trees while several other projectiles fly toward the general vicinity of the platform. Where the projectiles land, they stick, splatter and smoke. The smoke lies heavily in the air as the grey soot and ashes rise up toward the red, Millennium sky.



Flaming Tar Projectiles

The Flaming Tar Projectiles average two feet in diameter and are made of bound, weighted rags, soaked in oil and pitch. The missiles are loaded onto trebuchets and launched from the mystery ship. Random player hit on die roll of Natural 20 and splash on a 19. For a direct hit to a Hero, Damage is 1d6 for the first round, and 1D6 for next five rounds after that, as the burning tar sticks to the Hero.

If a direct hit occurs, the player may make a roll to save DC 10 (DEX). An indirect hit (splash damage) causes 1D4 points of damage per round, with the same saving throws.

If the Heroes choose to drop and roll, addition to their reflex throw, then the save is only a DC5.

The objective of the Flaming Tar Projectiles is not to kill any Heroes, melt any weapons, or burn the enchanted rope. The objective is to establish some environmental variables, insert some stress into the beginning of the campaign, and launch the upcoming Beastmen Pirate encounter. The GM determines where the Projectiles land on the Time Island map, and how severe the splash damage on the surrounding squares is, given

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the trajectory of the missiles. The ship is one hundred yards away, and it seems unlikely that the missiles are accurate to the targets of the individual Heroes. It seems more likely that the missiles would be accurate to the area around the Heroes, and if an especially poor roll took place, one of the party members might sustain minor injuries.

A-1 Arrows and Clay Missiles

The flaming pitch projectiles are a resource intensive form of attack, and once the initial volley has been sent out, the next bombardment is composed of arrows and clay missiles. The source of these are the four Beastmen Pirates, sent to shore in two small skiffs by Captain Kraken, the Intimidator. Each vessel has one Pirate on the oars for direction and propulsion, and one Pirate at the front of the boat, sending missiles to shore. This component of the encounter is brief: 8 turns.

There are a number of different environmental shelters

that could be used by the Heroes in order to avoid the missiles. They could remain obscured behind obstacles on the top platform, or they may take the pyramid steps to seek shelter on the lower rock outcroppings. They may hide, staying low behind smoke screens created by the pitch fires. At first it proves difficult to know where these new missiles are coming from, but a D15 [PER]

perception check reveals the two skiffs coming in through the fog as the source of the new attacks.

The function of the second missile attack is to encourage the Heroes to find a strategic point from which to engage the upcoming attackers. Heroes may find counter-ambush points on the pyramidal platform or among the rocks surrounding the obelisk. The primary function of both the A1 and A2 encounters is to prepare the Heroes for battle. From a strategic point of view, the arrows and clay missiles serve as heavy cover fire for the Beastmen Pirates.

Two (2) Beastmen Pirates (Ranged): [CR 1/2]

These two send arrows and clay bullets at the Heroes from the two approaching skiffs. The missiles from the sling explode on impact, much like a ball of clay explodes when thrown at a rock face. The arrows bounce off of the rocks. The Beastmen Pirates have penalties in accuracy from shooting from the waves bouncing rowboat (-2). Additional penalties resulting from Heroes taking refuge in the places of cover, or smoke screens, result in a low injury rate for the Heroes.

A2. Two skiffs reach the rocks of Time Island

The two (2) approaching skiffs reach the base of Time Island after the determined number of turns have passed.

There are only four Beastmen Pirates total, so if any had been picked off in a ranged fight prior to the arrival of the skiffs, this encounter may be a bit easier. Two of the Beastmen had been operating the oars, and were previously unable to join in the fight. They are now free to join in the battle, and attempt to capture the Heroes.

Once the Beastmen arrive on the rocks at the base of Time Island, roll a D20 — the number on this die determines the number of rounds before the next encounter is initiated.

Barbus the Beastman Pirate

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A3. The Beastmen Pirates climb the rocks

The Heroes have an opportunity to preemptively engage the Beastmen Pirates at this point. Another D20 roll is initiated here to decide how many turns it takes the Beastmen before they are able to complete their three-hundred-foot climb, and to begin the next encounter. The Heroes may decide to hide. They may not even know that the Beastmen Pirates have arrived, though the arrows and flaming ball of pitch have likely clued them as to the attack. The Heroes may decide to launch objects

A-3 or hurl themselves down at the Beastmen Pirates if they successfully complete an appropriate check. A character with particularly high DEX and STR may even be able to accomplish a swinging attack while a rope is attached to one of the Time Oracles. Discretion goes to the GM as to how to navigate these dice checks.

Throwing a small object, or shooting with a ranged weapon, would only require a regular attack roll for that weapon skill. Something as daring as having all characters hold a rope while another character makes a charging descent might be a D20, or it might be more complex, and involve multiple consecutive STR checks, in addition to the actual engagement check.

This kind of daring attack would likely evoke a coup de grâce, or similar attack against a helpless defender, but the tables would likely turn immediately if the attack failed, as the Hero would now be stranded on the side of the rocks, alongside a number of adept climbing Beastmen.

Spells may also come into play, such as “Create Water”, which could then be dumped on the Beastmen, requiring them to make a more difficult climbing check, or reflex save. As a general rule, the Beastmen Pirates are vulnerable during their steep, treacherous climb, and they will have difficulty evading, or attacking, while climbing up the side of Time Island.

Game Master Note: Information on the Beastmen Pirates is below. If the Beastmen have been vanquished, initiate encounter “A Third Skiff Arrives,” on page 15, A-7.

Beastman Pirate

CR 1/2

XP 200 each

Beastman fighter 2

NE Medium humanoid (Beastmen) Init +2; Senses Perception -1

DEFENSE

AC 17 (10+5 Armor, +2 Dex), touch 12 (10+2 Dex), flat-footed 17 (10+5 armor, +2 Dex, Combat Reflexes) hp 28 each (2d10+8)

Fort +3, Ref +0, Will +0

OFFENSE

Speed 30 ft.

Melee Scimitars +4 (1d6+2)

Ranged Shortbow (1d6) or Sling (1d4)R 1/2



TACTICS

Before Combat The objective of the Beastmen Pirates is to subdue and capture the Heroes. A small contingent has set out from the offshore pirate ship. Following the Pitch Fire Missiles, their plan is to injure the Heroes further, and want to take the initiative to attack while on their way. Once they get to shore, all four Beastmen immediately attack using their melee weapons. As of this moment, only two ranged fighters are active.

Morale They are under orders from Captain Kraken and the first mate, Barbus, to fight to the death to accomplish their mission.

STATISTICS

Str 14, Dex 12, Con 18, Int 9, Wis 9, Cha 7
CMB +4; CMD +15

Feats Endurance, Diehard, Combat Reflexes
Skills Climb +2, Intimidate +4, Jump +2, Ride +1, Swim +3

Languages Common, Millennish, Beastmen
Gear Leather armor, shortbow, sling, arrows, bullets, scimitar, Ex-Guilded Bracers of Armor +4 [can only be worn by those devoted to Ex].

A4. The Beastmen Pirates climb steps

The Beastmen Pirates are now able to use their ranged weapons, or strategically take cover from missile attacks from above, by clinging to the walls of the pyramidal platform with their claws. Their hooves dig into the rock and stone.

The Heroes likely retain the higher ground combat modifier, should they choose to engage in melee combat.

The strategies of the Heroes vary, but this may be the last consecutive opportunity to snipe the Beastmen Pirates prior to melee engagement.

This encounter takes 10 turns for the Beastmen Pirates to reach the top of the platform.

The Beastmen Pirates may choose to scale the walls of the pyramidal steps, attempting to flank the Heroes.

A5. The Beastmen Pirates engage Heroes in combat on the top of the Time Island platform

The strength and attacking prowess of the Beastmen Pirates is now on full display. It is likely that the remaining Beastmen fight with more rage and less composure [a combat modifier listed in the stats below +1 DMG, -2 TO HIT, in the event that one of their number have been killed].



A6. Combat on the top platform of Time Island

The upcoming encounter may refer to the arrival of the third skiff, manned by Captain Gog's Half-Orc

Seamen. They have an element of surprise, as well as spells of concealment cast on their Utopian ship.

It is likely that the Heroes do not notice the approach of the third skiff on the opposite side of Time Island. Given that there were only four Beastmen Pirates to begin with, the Heroes have had ample opportunity to ward off their attacks, and may make a few attacks of their own.

If the Beastmen made it to the top of the platform, then the battle continues into the engagement of the next scenario, where the Heroes can be aided by Captain Gog's archers, who are positioned on the *Skipbladnir*, the Utopian ship. Beastmen Pirates may continue to use

ranged weapons, or melee, depending on whichever is more advantageous. When one of their number fall, they become enraged at the loss and they hit harder, but have less composure in battle [+1 DMG, -2 TO HIT]. Additional penalties resulting from Heroes taking refuge in places of cover, or smoke screens, result in a low injury rate for the Heroes.

Game Master: Information on the four (4) Beastmen Pirates is below. If the Beastmen have been vanquished, initiate encounter "A Third Skiff Arrives," in opposite column. **GM Reminder:** The intent of the villainous Extractors is to capture, not kill, the Heroes.



B-2

The Paralas

The Paralas, the largest pirate ship on the Sea of Circles, resembles an ancient Phoenician or Greek trireme with one main sail and 48 oak oars, 24 on each side of the hull. Under the command of Captain Kraken, the Extractor ship is manned by 166 Beastmen Pirates. At 135 feet in length, the Paralas features a main mast with a distinctive gold main sail depicting a silver Extractor insignia. Evil eyes—ocalas—adorn each side of the front hull of the Paralas. The extended hull, just under the surface of the water, is used for ramming enemy ships. The headmast, some thirty feet tall, features the head of a fierce beastman. At the rear of the ship, a domed canvas tent serves as Captain Kraken's top-side command center. The Extractor pirate ship displays two Extractor emblems on both sides of the bow. This ancient symbol is worshiped by Captain Kraken, Barbas and their blood-thirsty crew of pirates.

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Four Beastmen Pirates (4) CR 1

XP 200 each

Beastman fighter 2

NE Medium humanoid (Beastmen)

Init +2; Senses Perception -1

DEFENSE

AC 17 (10+5 Armor, +2 Dex), touch 12 (10+2 Dex), flat-footed 17 (10+5 armor, +2 Dex, Combat Reflexes) hp 28 each (2d10+8)

Fort +3, Ref +0, Will +0

OFFENSE

Speed 30 ft.

Melee Scimitars +4 (1d6 +2)

Ranged Shortbow (1d6) or Sling (1d4)R 1/2 4164072

TACTICS

Before Combat Engage and subdue.

Morale They are under orders from Captain Kraken, and will fight to the death in order to accomplish their task.

They are confident because Kraken has given them a special gift each to secure the capture of their prey.

STATISTICS

Str 14, Dex 12, Con 18, Int 9, Wis 9, Cha 7

CMB +4; CMD +15

Feats Endurance, Diehard, Combat Reflexes

Skills Climb+2, Intimidate +4, Jump +2, Ride +1, Swim +3

Languages Common, Millennish, Beastmen

Gear Leather armor, shortbow, sling, arrows, bullets, scimitar, Ex-Guilded Bracers of Armor +4 [can only be worn by those who are devoted to Ex].

A7. Third Skiff Arrives: Captain Gog sends a boat of Half-Orc Seamen to rescue the Heroes

From the south, behind the crimson-grey fog, a third skiff emerges from the opposite direction of Captain Kraken's ship. Therefore, the Heroes have to roll a D20 (PER) to see the entire scene unfold. Beyond the newly arriving boat, the Heroes can see another large ship if they roll a successful D25 (PER) perception check.

A-7 The approaching skiff is navigated by two Half-Orc Seamen. There may be some question as to the alignment and intentions of the approaching row boat and ship. It may be the case that the Heroes attempt to initiate ranged combat with the newly arriving skiff.

It may be the case that the Heroes do not even notice the ship because they are otherwise occupied, and the patches of fog are especially thick. Two Air Domain Cleric Spells have been cast on the skiff: Obscuring Mist and Wind Wall. As a consequence of these two spells, a dense fog surrounds the skiff and any arrows shot at the boat are deflected. Once this encounter has been initiated, roll a 1d4 to determine how many turns it takes the rowboat to reach the rocks below the obelisk. It is possible that the Heroes may still be fighting the

Beastmen while the third skiff makes it to the base of Time Island. When the skiff makes it to rocky base of Time Island, the Heroes may engage violently, diplomatically, or not even be aware of the presence of the two Half-Orc Seamen, Balder and Lycus. Their objective is to safely transport the Heroes from Time Island, to the *Skipbladnir*, and by all accounts, they are friendly to the newly arrived Heroes.

Two Half-Orc Seamen (2) NPC

Half-Orc Barbarian 4

NG Medium humanoid (Human, Orc) Init +2; Senses Perception +2

DEFENSE

AC 14 (+2 armor, +2 Dex), Touch 12 (+2 Dex), flat-footed 14 (+2 armor, +2 Dex, Uncanny Dodge) hp 41 (4d12+12)

Fort +4, Ref +1, Will +1

OFFENSE

Speed 40 ft.

Melee Scimitars +8 (1d6 +4) or Longsword +8 (1d6 +4)

Ranged Composite Longbow (1d8 +4 [STR Modifier of up to +4]) 4164072

TACTICS

Before combat The Half-Orc Seamen, first

mate Balder and second mate Lycus, are under orders from Captain Gog to investigate and rescue the Heroes, and then bring them aboard *Skipbladnir*.

Morale Though it may irritate Balder and Lycus if the Heroes attack them, they know not to attack the Heroes, and have been instructed to come to their aid if necessary. Without being prompted, they will attack the Beastmen Pirates, especially if the Beastmen are still engaged in battle with the Heroes, or have captured the Heroes. If the Beastmen are not on Time Island, Balder and Lycus will attempt to signal their interest in helping the Heroes with the use of a white flag. If the Heroes are bent on attacking the two Half-Orc Seamen in spite of the fact that they are on the same side, the Half-Orcs have been authorized by Captain Gog to use non-lethal force in order to subdue the Heroes, and bring the new arrivals back to the *Skipbladnir*.

STATISTICS

Str 19, Dex 15, Con 16, Int 4, Wis 14, Cha

CMB +8; CMD +20

Feats Endurance, Darkvision, Trap Sense, Uncanny Dodge, Rage

Skills Climb +8, Jump +5, Listen +2, Ride +4, Survival +4, Swim +9

Languages Common, Millennish, Orc

Gear Leather armor, longsword, scimitar, composite longbow, arrows

SPECIAL ABILITIES

Fast Movement, Illiteracy, Uncanny Dodge, Trap Sense +1, Rage 2/day.

THE SKIPBLADNIR

The mighty Utopian ship, *Skipbladnir*, emerges from the Sea of Circles fog to await the arrival of skiff, now occupied by the two Half-Orc Seamen and the Heroes. The new arrivals, wearing their Triamulets, board the ancient, 48-oar vessel. As Captain Gog introduces himself to the Heroes, the ship sets sail for Fog Harbor. Gog, an eight-foot-tall Vanir giant, explains the conflict between the Utopians and the Extractors—the war over the Eight Great Treasures of Millennium. This information is useful to the Heroes so they know why they were attacked without warning and why their lives may be in danger.

READ MESSAGE TO THE HEROES:

Captain Gog turns toward the Heroes and tells them, “Welcome to Millennium. I know you have many questions, so let me to explain your situation.

“You have traveled here spiritually from your home world. While here, your body on Earth will be in a deep coma sleep. In order for you to return home, you must quest to come into contact with the Eight Great Treasures and gather a fragment of their power for yourselves. Once this is done, you will be able to forge the magic bridge back to your own world.”

A look of concern settles onto his face. “Unfortunately, your efforts will not go unnoticed. A group of malevolent beings known as the Extractors will do everything in their power to stop you and drain your life essence for their own evil purposes. The Extractors invaded this world long ago. They carry with them the Dark Essence, a virus that twists each mind it infects into acts of evil



The Skipbladnir

The Skipbladnir, pride of the Sea of Circles, has been constructed of oak from Nemoria, teak from the Harundia, and redwood from Gellam. The Utopian ship's polished wood features carvings resembling Egyptian, Greek, Roman, Norse, Mayan, Aztec and Indian gods and goddesses. At 150 feet in length, the 48-oar royal vessel, manned by a crew of 208 Half-Orc Seamen, ranks as the largest vessel on the great inland sea. Although the hull of the Skipbladnir has the appearance of an ancient Viking galley, she proudly displays three magnificent sails, with a Triangulum adorning the front white sail. The headmast reveals the figure of a Utopian dragon. The multi-level rear deck resembles a fifteenth-century galleon—a caravel. The stern's aftercastle rises three levels around a deckhouse. On the second level stands the ship's wheel, navigated by the Vanir giant, Captain Gog, and his loyal Half-Orc first and second mates, Balder and Lycus.

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and despair. They feed off this negative energy and are spreading it not only here, but along the dimensional bridges to the populace of every world tied to Millennium, including your planet, Earth.”

With a smile he continues. “But fear not, these Extractors are not unopposed. Here on Millennium their force is countered by the Utopians, whose leader is Metamorphosis. These ageless avatars of hope and knowledge protect the great treasures and combat the evil Extractors at every turn.

“As you progress through your journey here on Millennium, you will notice many names and areas familiar from your own legends, stories, and past history. The reason is, for thousands of years people have traveled here from your world in their subconscious dreams. When they awaken they have vivid memories, but when they share their stories to others, they believe the tales to be flights of fancy or merely daydreams. Many have memorialized their visions and amazing stories for future generations. This is how fables, legends and tales of lore settle into the culture and history of each society.”

“Lastly, I must explain that time works differently here. The eleventh dimension is the only truly fixed timeline. You can neither travel forwards or backwards beyond time’s regular passage here, for our time is the standard that the other dimensions key off of. However, travelers from the other dimensional worlds may arrive here from anywhere within their world’s own timeline and when they return home, they will return to that exact timeline. In my years of rescuing visitors like you from Time Island, I have seen everyone from ancient Sumerians, to people who have walked among the stars.”

“Now that you understand your purpose here, I will take you to Fog Harbor. There, the Town Council members can help guide you on your way.

GM Note: If the Heroes need further information from Captain Gog, have him hold the glowing Rune of Knowledge in his hand. Play the **Enoch Chronicles** video. Announce, “A voice emanates from the red Rune.”

Cinamatic Mass Combat Rules

In the Cinamatic Mass Combat Rules, each non-specific figure/token represents twenty foes in a swirling melee. Every time twenty foes on one side are disabled, or killed, remove a figure/token. In Cinamatic Mass Combat Rules, each round the GM rolls a D-10 die for each side. The side with the most figures/tokens adds +2 to the die roll. This is how many foes or enemies are disabled or killed. At the end of each round, players add their total damage and total healing together. For every full ten points they did, their side adds +1 to the next mass battle die roll.

CAPTAIN KRAKEN & THE PARALUS

Commanded by Captain Kraken, The Extractor ship, *Paralus*, emerges from a fog bank to attack the *Skipbladnir*. A great sea battle ensues with the Utopians forces: Captain Gog, 208 Half-Orc Seamen, four Gnomish Clerics, and the Heroes battle Captain Kraken and his heathen crew of 166 Beastmen Pirates, led by the cunning Barbus.

SEA BATTLE BETWEEN THE SKIPBLADNIR & THE PARALUS

See Appendix B and the Video:
Grid Map B: Sea of Circles

B1. The Skipbladnir

On the turbulent Sea of Circles, two ships collide as the fearless crews draw their daggers, cutlasses, battle axes and daggers to face off in hand-to-hand combat. Clerics Initiate Battle: [Scenario lasts 1d10 rounds]. The moments before the battle are critical for establishing the strategies that are to be carried throughout the conflict to come. The Gnomish Clerics focus their attentions on secreting the approach of the *Skipbladnir*, and on the destabilization of the enemy vessel. They also cast Protection from Energy (Fire) [absorbs 60 (12 per level for level 5 caster) points of fire damage] on each of the Heroes. A colossal whirlpool appears, pulling the *Paralus* closer to the waiting *Skipbladnir*, entrapping the Extractor ship. When it becomes evident that the enemy vessel is aware of the attack, flames spring up along the perimeter of the Captain Kraken’s vessel, igniting several barrels of grease along with it. Captain Gog’s dedicated Clerics continue with their invocations, as the *Skipbladnir* approaches to board the *Paralus*.

Half-Orc Seamen Ranged fighters from the *Skipbladnir* send arrows as soon as the *Paralus* comes into range. Captain Gog asks the Heroes where they see themselves in the upcoming battle. They can join one of the following groups:

- Ranged Attack: These archers stand on the upper deck of the *Skipbladnir*, striking at critical moments during the battle.
- Melee Attack: These warriors prepare to board at a critical moment in the battle. The warriors are positioned on the Lower Deck, below the banisters.
- Magic Users: These spell-casters offer continuous support throughout the battle, be it healing, offensive or defensive spells. Spell-casters are stationed together around the central mast.
- Independent: It could be that the Heroes just want to find their own way throughout the battle.

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Captain Kraken Attempts to Set Fire to *Skipbladnir*.

[Scenario lasts until Kraken has cast Grease, Fireball, Firesphere, and Pyrotechnics, in that order.]

Kraken casts grease on the surface of the *Skipbladnir*, and launches a fireball afterward, igniting the grease on the deck of the *Skipbladnir*. Kraken also casts Firesphere in an attempt to spread more flames on the deck of the Utopian ship, followed by Pyrotechnics in order to cause the existing flames on the *Skipbladnir* to stun the crew. The Beastmen accompany this attack by launching what available flaming projectiles they can at the enemy. In addition to these two attacks, Beastmen Elite Fighters launch their own volley of arrows at the *Skipbladnir*. When Pyrotechnics is cast, the flames on the *Paralus* are also affected, and Kraken ends up stunning the crews of both ships. The only one who benefits from this is Captain Kraken, who continues to cast the remainder of his spells.

GM Note: Beastmen Elite Fighters stat sheets below.

The Heroes can busy themselves casting magic, attempting to board the *Paralus*, attempting to put out the flames on the *Skipbladnir*, or providing healing for the wounded on the Utopian ship. *Skipbladnir* Clerics cast Windwall on existing *Paralus* flames for combined offense/defense against arrows: [Scenario lasts 1d4 rounds]. At this point, the Gnomish Clerics cast Windwall on the flaming perimeter of the *Paralus*. The wind prevents arrows from being exchanged between the two ships, and causes the flames to spread along the deck of the Extractor ship. The Heroes may use this time to prep and regroup for the next attack. Captain Kraken attempts to Demoralize: [scenario lasts until Kraken runs out of spells]. The *Skipbladnir*'s archers attempt to attack Captain Kraken and Tyrannus to disrupt his spells. Captain Kraken casts all of the debuff spells in his repertoire [spell list below.] The *Skipbladnir* crew, and the Heroes, need to make excessive Willpower checks, and it may be possible that they spend much of the battle in a state of "Fear", or some other emotionally based debuff. The DC for each Will check depends on the type of spell cast. Kraken starts with his 5th level spell, and works his way down to the 0 level spells. Tyrannus, who is Kraken's mount/familiar, is responsible to evade arrows at this point. DC25 Dex receives a called shot on Kraken. The missile may not do much damage, but Captain Kraken must roll a concentration check.

The Heroes may choose to direct their arrows and spells toward Tyrannus in an attempt to disrupt Kraken's spell-casting, or they may choose to focus on counter-spells to Captain Kraken's attempts at demoralization.

Beastmen Pirate Elite (30) NPC

400 XP Each

Beastman Fighter 4

NE Medium humanoid (Human, Beastman) Init +3; Senses Perception -3

DEFENSE

AC 18 (10+8 armor, +3 Dex), Touch 13 (+3 Dex), Flat-footed 19 (+5 armor, +3 Dex, Uncanny Dodge) hp 36 (4d10+16)

Fort +4, Ref +1, Will +1

OFFENSE

Speed 30 ft.

Melee Falchion +7 (2d4 +3)

Ranged Composite Longbow (1d8 +3 [STR Modifier of up to +3])

TACTICS

Combat The Elite Guard of the *Paralus* does more damage with ranged weapons, but will fight in Melee if pressed to do so. Their objective is to follow the edicts of Captain Kraken.

Morale They will fight to the death on behalf of the crew of the *Paralus*.

STATISTICS

Str 17, Dex 17, Con 18, Int 6, Wis 5, Cha 3

CMB +20; CMD +23

Feats Endurance, Diehard, Combat Reflexes, Athletic, Skills Climb +5, Jump +3, Ride +3, Swim +5 Languages Common, Beastman

Gear leather armor, falchion, composite longbow, arrows, Ex-Guilded Bracers of Armor +4 [can only be worn by those who are devoted to Ex].

Captain Kraken

NPC

1000 XP for driving off Captain Kraken

Iguanaman Sorcerer 10

CE Medium humanoid (Human, Iguana) Init +3; Senses Perception -4

DEFENSE

AC 19 (10+5 armor, +3 Dex, +1 Special Defense Scimitar), Touch 14 (10+3 Dex, +1 Special Defense Scimitar), flat-footed 16 (10+5 armor, + 1 Special Defense Scimitar) hp 48 (10d4+20)

Fort +3, Ref +3, Will +7

OFFENSE

Speed 30 ft.

Melee Scimitars +4 (1d6 -1)

SPELLS (See chart below)

Spells

Spell Level	0	1st	2nd	3rd	4th	5th
Spells Per Day	6	6	6	6	5	3
Spells Known	9	5	4	3	2	1

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- Level 0 Spells: Prestidigitation, Dancing Lights, Ghost Sound, Message, Arcane Mark, Flare, Resistance, Daze, Open/Close.
- Level 1 Spells: Charm Person, Grease, Unseen Servant, Shield, Cause Fear
- Level 2 Spells: Flaming Sphere, Pyrotechnics, Scare, Hideous Laughter
- Level 3 Spells: Fireball, Fly, Water Breathing.
- Level 4 Spells: Shout, Fear
- Level 5 Spells: Mind Fog

elements have left crews stunned while their ships burn and sink forever under the Sea of Circles. When Kraken runs out of spells, he swoops in riding Tyrannus and they attack random members of the Half-Orc Seamen crew. The attacks are as follows: bite +13(2d6+7), 2 claws +13(1d8+5), 2 wings +8(1d6+2), tail slap (1d8+5) [Tyrannus Stats in Chapter 2] Tyrannus is known for his powerful, physical attacks, and as he swoops and dives from the air, he must appear overwhelming to the Heroes. It is possible that Tyrannus can kill them with a single bite, so it is important that Tyrannus focuses his attacks on Gog's crew members, and not the Heroes. The objective is to strike terror into the Heroes, to make them vulnerable.



TACTICS

Before Combat Captain Kraken is often seen riding his familiar/mount, Tyrannus. His flying sea monster is the brawn of the operation, and Captain Kraken provides demoralization. The captain's spells focus on distraction, debilitation, fear, sensory overload, and confusion. Nicknamed the Intimidator, Kraken does everything possible to subjugate his opponents. Another common attack conjunction for Captain Kraken is the combination of Grease, Fireball and Pyrotechnics; the result of this devastating combination of destructive

It seems likely that Tyrannus would only get a one or two swoops in because of the firepower of Captain Gog's Archer Crew [(20) archers at (1d8+4) damage].

Morale Captain Kraken fights until his hit points fall to 25%, until his crew is demolished,

Captain Kraken

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or his ship is sunk. If any one of these conditions takes place, he casts Underwater Breathing on himself, and he dives into the Sea of Circles.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 3, **Wis** 3, **Cha** 18

CMB +13; **CMD** +16

Feats Improved Familiar, Silent Spell, Combat Casting, Quicken Spell, Persuasive

Skills Bluff +6, Intimidate +2, Concentration +2

Languages Common, Beastman, Millennish.

Gear Ex Gilded Defending Scimitar +1 [can only be used by those who are devoted to EX], Ex Gilded Bracers of Armor +5 [can only be worn by those who are devoted to Ex]

SPECIAL ABILITIES

Summon Familiar Tyrannus:

GM: Tyrannus stats on page 38.

B2. The Paralas

Mutual Boarding: [Scenario lasts 1D20 turns]. The melee boarding group of the *Skipbladnir* is given fire resistance from the clerics. They also cast an Airwalk spell so the melee fighters can run up and over the Wind Wall in order to board the *Paralus*.

The two mighty ships crash into one another at this point, whereas before now, they had been encircling one another within the whirlpool. When the ships collide, there is a roar of rasping and scraping, and the whirlpool stops. Twenty broken oars lie in the vicinity where the *Paralus* collides with the *Skipbladnir*. At the moment of the collision, the melee group charges, ideally using the momentum of the crashing ships to propel them forward, over the Wind Wall and the rising flames on the *Paralus* deck.

The Heroes may choose to join in the melee advance. On the other side of the flames, they discover a crew of Beastmen Pirates struggling to put out the fire on the *Paralus*, caught on their heels by the forward advance of Captain Gog's Half-Orc Seamen. If the Heroes decide to engage in the battles, there is plenty to be had here. Approximately 1/3rd of Captain Kraken's crew are Elite Beastmen, and the others are similar to those Beastmen who attacked the Heroes on Time Island. To determine who the Heroes engage, roll a D100 – 100 through 34 are the standard Beastmen, and 1-33 are the Elite Beastmen, led by Barbus.

The battles may be selected by joining the Half-



Orc Seamen, or randomly assigned until the crew diminishes. Should the Heroes be quick, and skilled, they can loot some interesting items from the *Paralus* while the battle rages around them.

There is a Ring of Invisibility [or use D100 Table of Medium Wondrous Items] located within a hidden compartment of a trapped chest in a locked room [Captain Kraken's quarters.] An interested thief would need to evade the melee combat, find the Captain's Quarters, unlock the door [DC15 Pick Lock], spot the trap on the chest [DC15 Disarm], disable the trap on the chest [DC15 Disable], and observe the hidden compartment [DC20 Perception] in order to find the Ring of Invisibility. If the trap goes off, the thief must roll a reflex save, or a Fireball goes off in the center of the room [if the player has received resistance from fire, by the *Skipbladnir* clerics, then this is no longer an issue]. If the thief does not succeed in detecting the hidden compartment, the thief only finds a Stone of Weight (Loadstone) [Or use D100 Table of Specific Cursed Items].

When the allotted amount of turns for the scenario has passed, Captain Kraken gives up on his heathen crew, anticipating the defeat of the *Paralus*. Kraken flies on Tyrannus in a southwest direction, into the glaring red sky.

When the crew of the *Paralus* see that their leader has abandoned them, they throw up their hands and drop their weapons.

GM Note: The enemy crew also surrenders if Kraken is damaged below 25% HP, and dives into the swirling Sea of Circles.

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SURRENDER

What few members of the *Paralus* remain after Kraken abandons his crew become prisoners of Captain Gog. When the defeated crew members line up, they expect no mercy from the Gog, the Vanir giant. However, they are provided mercy. Gog orders that the *Paralus* be searched for valuables. If the Heroes failed to find the Ring of Invisibility or the Stone of Weight, they both belong to Captain Gog. Clerics identify the cursed item for what it is, and Gog is not to be fooled. If the Heroes manage to loot the corpse of a Half-Orc Barbarian, or Elite Beastman, they find valuable composite longbows (+3 from Beastmen, and +4 Half-Orc), and falchion's from the Beastmen Elite. Should the Heroes' loot the corpses of any of the *Skipbladnir's* crew members, Captain Gog will be less than pleased, and refuses to reward the Heroes for their work. If the Heroes performed well in the sea battle, and Captain Gog is pleased by their efforts [GM Discretion], they are each rewarded by a masterwork (+1) equipment upgrade, either a weapon, shield, or armor. If the Heroes performed exceptionally well, and Captain Gog takes specific notice of one or more character's leadership during the battle [GM Discretion], Gog provides a Robe of Useful Items, or use D100 Table of Minor Wondrous Items. Captain Gog orders the remaining crew of heroic Half-Orc Seamen to resume their voyage. The mighty *Skipbladnir* sails in a southwesterly direction across the Sea of Circles, onward to Fog Harbor.

Captain Gog

NPC

Human Fighter 10

NG Large humanoid

Init +7; Senses Perception +14

DEFENSE

AC 21, Touch 12, Flat-footed 21 (+9 armor, +3 Dex, -1 size)

hp 103 (10d10+40)

Fort +11, Ref +3, Will +5; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee +2 halberd +15/+10 (1d10 +12/x3)

Ranged composite longbow +9/+5 (1d8 +6/x3)

Special Attacks weapon training (pole arms +2, bows +1)

TACTICS

Captain Gog is a massive Viking, and the captain of the most formidable pirate hunting vessel in the 1800-mile-wide crater. His strategies are to implement the best attack for the moment. Unlike other Vikings who may be exclusively interested in visceral bloodshed, Gog is not adverse to using his strength through a composite long bow while his enemies are far away, and a halberd when they are close enough to bleed out.

Combat: Gog is a masterful leader, and arms himself excessively with potions of cure moderate wounds. These are discriminatingly thrown to party members during his engagements. He will also use his impressive Intimidate skills often through terrifying Viking battle chants.

STATISTICS

Str 20, Dex 17, Con 19 Int 15, Wis 15, Cha 18
CMB +21; CMD +24

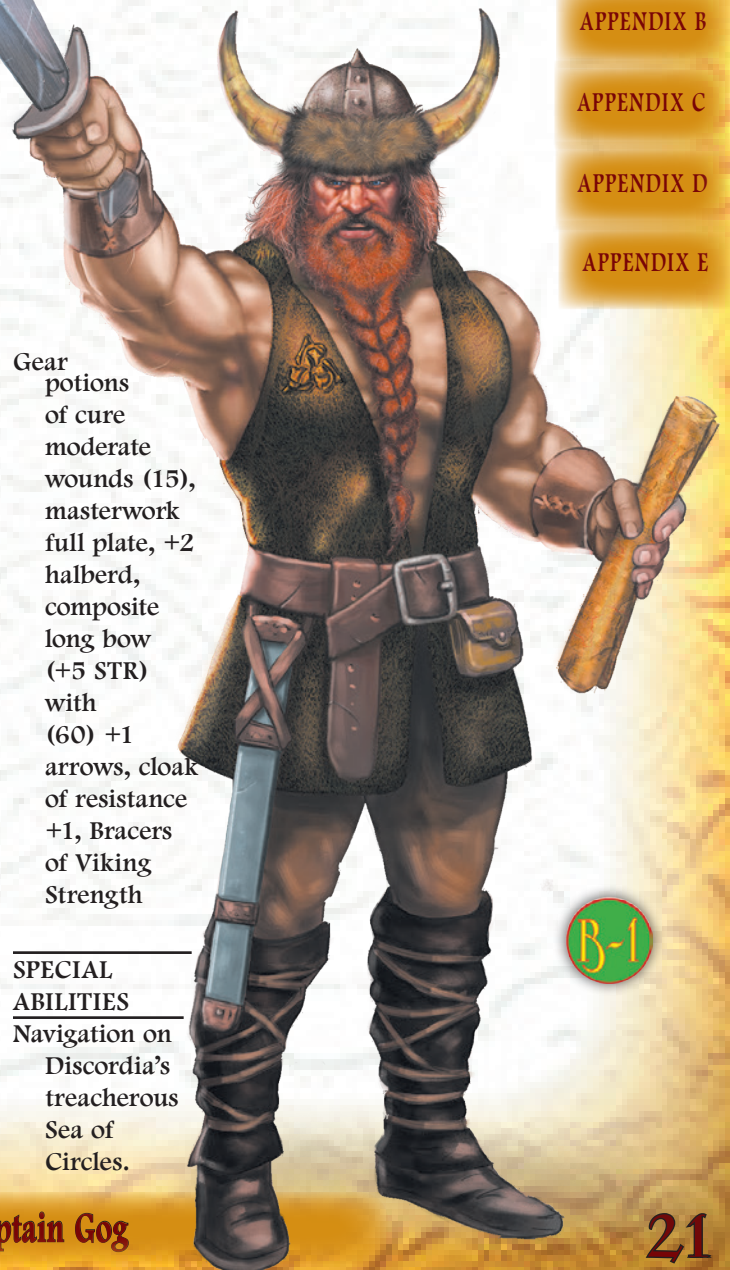
Feats Alertness, Combat Expertise, Dazzling Display, Combat Reflexes Improved Initiative, Iron Will, Power Attack, Bloody Assault, Persuasive, Weapon Focus (halberd), Weapon Specialization (halberd)
Skills Intimidate +21, Perception +11, Sense Motive +8

Languages Common, Orc, Norse
SQ armor training 2

Gear
potions of cure moderate wounds (15), masterwork full plate, +2 halberd, composite long bow (+5 STR) with (60) +1 arrows, cloak of resistance +1, Bracers of Viking Strength

SPECIAL ABILITIES

Navigation on Discordia's treacherous Sea of Circles.



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Captain Gog



Time Island

Heroes From Earth



Time Oracles



Chapter 2 Fog Harbor

READ MESSAGE TO THE HEROES:

The blare of the *Skipbladnir*'s medieval horn cuts through the damp air while Captain Gog barks orders to his Half-Orc crew. Sea gulls squawk while they follow the Utopian ship into Crater Bay, into the mouth of Fog Harbor. Waves crash against the rocky shoreline while the horn continues to echo off the crater cliffs. Standing on the top deck, the crew watches anxiously for Namo's Lighthouse to materialize through the wall of mist. Overhead, the fiery-red sky can be seen through the patches of crimson-grey fog. For the first time on the voyage, the scent of pine trees and hemlocks—the rousing fragrance of virgin forest—permeates the air. The *Skipbladnir*'s forty-eight oak oars lift out of the water, ending the *Sea of Circles*' voyage.

ARRIVAL AT FOG HARBOR

See Appendix B and the Video:
Grid Map C: Fog Harbor



C1. Crater Bay: the ship docks at Fog Harbor

Upon the *Skipbladnir*'s arrival at Fog Harbor, Captain Gog offers to escort the Heroes down the gang plank to the cobblestone pier. Once on the cobblestone loading docks, Gog and his guests must make their way through the bustling crowd and wait at the main gate to Fog Harbor. Whenever Captain Gog signals *open the gates* to the guards stationed in the entry towers, the massive wood and iron gates creak open, revealing the main street of the bustling seaport fortress.

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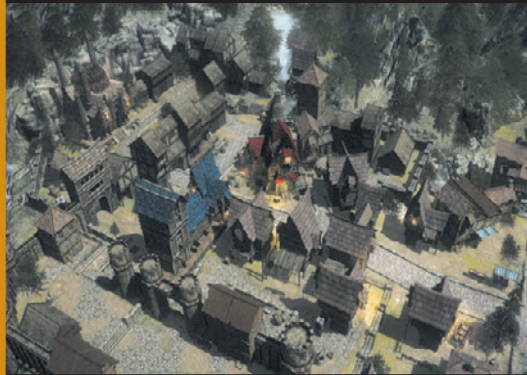
C2. Captain Gog escorts the Heroes to Town Hall

Upon entering Fog Harbor, the Heroes should follow Gog to the end of Mudfog Lane. Passing a half-dozen buildings, two of them inns, they will find themselves standing at the front of Town Hall, home to the five-member Utopian Council and their scribe.

C3. Town Hall

Entering Town Hall, Captain Gog leads the Heroes to an atrium courtyard, located in the center of the building. An ornate, octagonal fountain stands in the center of the glass atrium. Gog introduces his guests to the Fog Harbor Council. The five members, all humans, introduce themselves as Dagan the mayor, Fergus, Govad, Jove, and Remus. Gog wishes the Heroes good luck and excuses himself to return to his ship.

Fog Harbor



Fog Harbor, a seaport fortress and trade center for Discordia, reveals a Town Hall topped by a glass dome, standing four stories tall at the rear of the village. Two-story buildings line the main street, Mudfog Lane, consisting of mostly shops and homes. The structures display ornate wood and stone walls, some with plaster over twigs. Two prominent grain mills, powered by revolving water wheels, stand on the bank of a stream that empties into the harbor. Stone chimneys belch smoke while scattered groups of selkies, roanes, dwarves, elves, and humans scurry about the narrow cobblestone streets. Pirates roam the alleys, often visiting the Blue Boar Inn to drink ale and tell their tall tales. Most travelers stay at the Quiet Lady Inn.

animals, in addition to a few interesting petrified twigs and small colored pebbles. His pet, a black rat with red eyes, sits his left shoulder. The town scribe smells as though he has not showered in quite some time, and his demeanor indicates that he does not care what others think of his personal hygiene. His mind is half in this world, and half in the next.

C5. The Scrying Pool

The town scribe waddles to the fountain in the center of the courtyard and stands with his hands over the pool. The water is clear and calm, like a mirror, thereby revealing the reflection of Thadius.

READ MESSAGE TO THE HEROES:

READ MESSAGE TO THE HEROES:

The mayor, Dagan, explains two facts:

a) Time Dilation: For every day the Heroes are in a coma on Earth, one thousand eight hundred twenty-five (1825) daynights pass on Millennium. Hence, the 1825:1 ratio, Millennium to Earth. One evening's sleep on Earth equals approximately five years on Millennium.

b) The Great Treasures: Dagan explains that to return to Earth, one must experience the Eight Great Treasures. "My fellow Millennial citizens and I believe the seventh great treasure, the Coins of Intelligence, would be an excellent first treasure for you humans to discover. The gold coins are found in the Cosmic Cave in the Nemoria. Cernunnos the Utopian, the great stag, guards the golden Coins of Intelligence. The sacred coins are held in Balux, the Pot of Gold. The pot is alive; its name is Balux. Upon touching the gold coins, one is bestowed with knowledge."

C4. Heroes meet the Town Scribe in the Atrium

The town scribe joins the group, introducing himself as Thadius. A bald, eccentric old man with bare feet and a brown, tattered robe, he wears a pouch on his right waist that contains the bones of various dead

The town scribe interrupts the meeting to introduce himself as Thadius. He tells the Heroes he has important information that will help guide them on their journey. He walks to the courtyard fountain—a scrying pool—and slowly waves his hands over the still water.

An image of Captain Kraken and Vulcan appear. Over their heads, the symbolic image of Ex appears, glowing blue while it slowly spins in a circle.

A deep, sinister voice announces, "My chief servants, the recent visitors from Earth are in life threatening circumstances. We must take advantage of their weakness and capture them before their life bridge breaks. Your miserable failure at Time Island to capture the human intruders has angered me deeply and you must be punished."

Kraken and Vulcan fall to their knees, writhing in agony as their essence, seen as blueish sparkles, rises from their bodies and is absorbed into the glowing symbol of Ex.

"Do not fail me again!" Ex shouts. "Next time, your punishment will be more severe!"

Vulcan and Captain Kraken, both weakened by the power of Ex, stand while the Symbol of Ex disappears and the scrying pool image fades away.



The Utopian Council members huddle together in low conversation. Dagan the mayor turns to the Heroes and suggests they venture in quest of the Coins of Intelligence found in the Cosmic Cave, located far above them in the an Upperworld kingdom, Nemoria.

He recommends placing an ad for a guide at the local tavern, the Quiet Lady Inn. He hints that the journey to the Upperworld may be a dangerous one, but that the journey on the Open Road shall change their lives for the better. The mayor bids the Heroes farewell, escorting them out the Town Hall doors, leaving them standing on Mudfog Lane, looking back down the main street toward the gates to Fog Harbor. Night has fallen.

Game Master should encourage the Heroes to walk down Mudfog Lane to the Quiet Lady Inn.

C6. Ambush at the Blue Boar Inn

Evening has set in as the party walks down Mudfog Lane to locate the Quiet Lady Inn. The main street appears to be empty, unlike earlier in the daynight. Under the light of three full moons, the Heroes approach the Blue Boar Inn. A wooden placard hangs from a rusted chain in front of the Inn's closed doors. The "Blue Boar", as the locals call it, is not the place where the Heroes have been instructed to find guides.

Narrow, dark alleys stand on both sides of the Blue Boar Inn. Four of Viviana's Henchmen hide in the dark alley shadows [Two on either side of the Inn]. When the party first passes the Inn, start a timer for one (1) minute, because each of the four Henchmen on the ground will have just consumed a Bear's Endurance potion. Once all the Heroes have passed the first alley, a figure comes out of the shadows and attempts a sneak attack on the straggler of the party.

The Sneak Attack, if successful, catches the Hero unaware, causing the attack to be rolled without the DEX modifier on the Heroes' AC. The attack is made with a sap, which deals 1d6 non-lethal damage. Once the first strike has been made against the straggler of the group, the attention of the Heroes should turn in an effort to assault the Henchman. When the group realizes that friend has been hit, another assailant rushes from the alley located on the opposite side of the Blue Boar Inn. This Henchman also uses a sneak attack, if successful, by flanking the Hero group. As soon as the Heroes realize they have been flanked, two Henchmen from the top of the roof throw down one net each with Reflex 15 (2 total) in an attempt to entangle the Heroes below. If their net also catches the two sneak-attack Henchmen, the net throwers show no concern. If caught within the hemp net, the Heroes become Entangled, meaning their movement speed is cut by half, therefore, they suffer -2 to attack rolls and -4 to DEX. In order for spells to be cast within an Entangled state, a concentration check

of DC15+ spell level must be rolled. The net has 5 HP, and can be dodged by a DC20 Escape Artist check, or burst with a DC25 STR check.

Henchmen

NPC

XP 600 each

Human fighter 2

NE Medium Human Init +1; Senses Perception +8

DEFENSE

AC 15, touch 11, flat-footed 16 (10+2, armor, +1, and light wooden shield +2, Dex hp 15 each (2d8+2)

Fort +5, Ref +4, Will +1

OFFENSE

Speed 30 ft.

Melee Masterwork Longsword +4 (1d8+3)

Ranged Short Bow (1d6)

TACTICS

Strategy When confronted by the Henchmen in Fog Harbor, the Heroes are faced with a carefully orchestrated attack. The objective of the Henchmen is to use sneak attack, flanking strategies, non-lethal weapons, nets, lassos, and stink bombs to achieve their goal of capturing the Heroes.

Combat Viviana's band of Henchmen are the melee component to her spell casting. She often casts the area effect spells first, and follows those up by more individually targeted spells, or emotionally manipulative spells, such as "Fear". When the emotionally manipulative spells are cast, the Henchmen are there to receive the unaware Heroes as they run away under the effects of the spell. Otherwise, they are simply there to hold the attention of the Heroes while Viviana blasts away with devastating spells.

STATISTICS

Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 9

CMB +5; CMD +16

Feats Intimidating Prowess, Skill Focus (Perception)

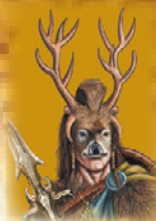
Skills Intimidate +7, Perception +8, Stealth Escape Artist +10

Languages Common, Millennish

Gear Leather Armor, Light Wooden Shield, Masterwork Longsword, other treasure. Sap (non-lethal), (2) Stink Bombs, (2) Potions of Bear's Endurance, Short Bow, (20) Blunt Arrows (non-lethal)

Once the nets have been thrown, the two Henchmen, who attempted a sneak attack, release a synchronized pair of stink bombs, aimed at the core of the group. The effect of the Stink Bomb (LVL 3: Stinking Cloud), is that every person within a twenty foot (20 ft.) radius of the explosion is required to make a fortitude save (DC15), or be nauseated as long as the cloud is in existence (three [3] rounds). Since there are two stink bombs going off, the Heroes have to make two fortitude saves per turn in

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order to avoid the effects of the bomb, so long as they are within the area of the blue-grey cloud. Likewise, the assailants are required to roll fortitude saves in order to avoid the effects of their own stink bombs, but these saves should be in time for the Bear's Endurance potion to provide a +4 bonus to their fortitude roll. It should be noted that the Stink Bombs also provide concealment (20% chance to miss within 5 feet of the cloud, and 50% chance to miss from farther away).

It is likely that the party will be netted, nauseated, and unable to function. At this point two final Henchmen come out of either side of the alleyways, and attempt to beat the netted Heroes into unconsciousness using their saps. They will have to combat both the fortitude saves, and the concealment for as long as the stink-bomb cloud still exists. But in theory, the Heroes will be worse off than the final two Henchmen. If a Hero manages to escape the nets, the final two Henchmen use Lassos to snare them, and drag them back into the cloud. These attacks are orchestrated exquisitely, one turn after the other. The Heroes will also be shot at from above by the two Henchmen on the roof who use blunt arrows, which are non-lethal [use bludgeoning damage instead of piercing, and incur a -4 attack penalty for using a lethal weapon to deal non-lethal damage.] The lassos only require a DC15 Escape Artist Check, and a DC23 STR check in order to escape or burst the cord. If a mage is caught within a Lasso, the concentration check for spell-casting is DC10+Level of Spell, and the lasso only has 2HP. If a lasso tightens, one standard action is required to loosen the knot.

If all goes well for the Henchmen, all the Heroes will be knocked unconscious, and dragged away, bound in ropes. If this is the case, then continue the adventure on page 38, "By the Sea of Circles", where they end up aboard the ship Ringhorn.

There are multiple ways that the Hero adventurers can foil this plot to capture them:

Initially, if the street seems too quiet, and a Hero does a Perception check at DC15, they may observe the figures in the first alley, or possibly the figures on the roof at DC20. Observing the source of the ambush before it takes place will give the Heroes some advantage in disrupting the procession of attacks.

The Heroes may pass the fortitude save for the stink bombs. The Heroes may also pass the Escape Artist, or Strength checks in order to evade or burst the nets. A

mage might be able to set the net on fire, or blast a hole through a section of the cords, if they rolled a successful concentration check. It is also possible that the Heroes could hold their breath for an extended period of time during the stink bomb attack, and consequentially only have a 50% chance of needing to roll a Fortitude save that round.

Finally, the entire assault is based on the concept that the Heroes are walking in a concise formation. If they are spread out across the street, or there is a large distance between the first and the last Hero, then the timing of the attack will be off, and the Henchmen will have to improvise in order to achieve their desired goal. If the Heroes find themselves in a position to fight the Henchmen, the Heroes will at least have the advantage of being able to use lethal force. The Henchmen are only equipped to capture, not kill, the heroes.

If the Heroes are victorious, they are able

to loot some of the stink bombs, and potions of Bear's Endurance, which all four of the attackers carry. One of the Henchmen also carries a unique handcrafted Luck Charm, carved out of a bone from a Megalodon Shark inhabiting the Sea of Circles. This charm does not appear to do anything, but it may have value to a collector. The Heroes are also able to observe that the Henchmen all have tattoos on their right forearms, an Extractor insignia, the symbol of Ex. The observant Hero can roll a DC15 and will be able to find the same insignia on the bracers of Corwin, as well as Viviana's right forearm. These clues may tip off the Heroes to any impending betrayal by these potential guides.



C7. The Quiet Lady Inn

GM: Encourage the Heroes to enter the Quiet Lady Inn, walk through the crowded, smoke-filled tavern to the main desk, and ask for the innkeeper.

Once the Heroes enter the Quiet Lady Inn, they may announce to the half-elf innkeeper they wish to advertise for a guide to take them to the Upperworld, gateway to the Eight Great Kingdoms. The innkeeper shouts, "Hear Ye, strangers lookin' for a guide!" Out of the crowd, six characters approach the Heroes to offer their services.

C-6

C-7



THE JOURNEY

The Heroes should make a decision—to hire one or more guides to lead them to the Upperworld. One by one, six guides introduce themselves and offer their services to the Heroes. When asked, the guides will impart the following information: The travel time to the Upperworld's Coins of Intelligence will be approximately three months, roughly a 1,500 mile journey. The South Crater Trail, located at the base of the crater cliffs, is located 225 miles from Fog Harbor, about a twenty-day hike, much of it uphill. If the travel is by the Sea of Circles route, the Heroes are promised to shave 10 days off the trip.

The terrain between Fog Harbor and the South Crater Trail is soggy marshland that turns to dense forest. From Fog Harbor, travelers hike the Kukulcan Trail for seven miles to arrive at the entrance to the Forest Primeval. Except for an occasional outpost or small village, the virgin woodlands remain uninhabited.

The narrow trail that cuts through the fog forest snakes its way two hundred miles to the base of the crater cliffs, the entrance to the South Crater Trail. From there, travelers climb the crater trail to the Upperworld.

SIX GUIDES

John Gavil

Wearing a Triamulet, John Gavil is a human from Planet Earth, claiming to be Lewis and Clark's guide in 1803. Almost seven feet tall, the guide is stout with weathered skin, heavy brows with hazel eyes, and wears a goatee, long and braided at the bottom. His scabbard holds a two-handed sword. Wearing a rust-colored tunic with black breeches and bear-skin boots, he travels with a leather satchel pack and a purple tattered cloak, where he hides his dagger. Besides being good with terrain identification, John's services as a guide include the use of three sturdy mules, his favorite being the pack animal with one eye. John Gavil tells the Heroes they

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should travel the Crater Trail with him as their guide. His services cost one gold coin, per daynight, per traveler. He tells them, "If you want me to fight hostile enemies along the trail, I must be paid additional gold coins."

GM Note: If John Gavel is hired he will suggest to the Heroes to give him a supply of gold that he will use to purchase travel supplies. At any time along the adventure, as long as John is with the party with his mules, the players may get items from him that are in the common items section of the Pathfinder equipment section of the rulebook, up to the total value of the gold they gave him. Use common sense for whether you think it would fit on the mules. John also possesses a unique magic ring that allows him to summon feed for his mules once a day.

Viviana

A trader from the Sargasso Sea, the outspoken Viviana is ruthless and cunning. Robust and tall of stature, she wears a red chemise, a black bodice with brown leather belt and pouch, a grey skirt, and leather sandals fastened around her muscular calves. Her weapons include a jewel-handled cutlass and an eight-inch-long knife. Claiming she can protect the Heroes against Beastmen Pirate attacks, Viviana suggests they set sail across the Sea of Circles in her ship, *Ringhorn*. Her asking price is to touch the Coins of Intelligence when they arrive at the Cosmic Cave. Unbeknown to the Heroes, Viviana is a sorceress, loyal to Ex and the Extractors.

Corwin

Claiming to be the best professional guide in all of Millennium, the bard is a noble character in both dress and outward personality. Corwin is debonair but defiant, while being deceptively cunning. Carrying a longsword and short bow, he is also proficient with his shield. The bard's asking price as a guide equals that of the ranger, John Gavil. Corwin suggests sailing the Sea of Circles to get to the Upperworld, where he brags he can make sure the Heroes stay at the finest inns. Like Viviana the Sorceress, the bard has a secret relationship with Ex and the Extractors.

Tristan

A rogue from northern Gellum, Tristan is small of stature but athletic and proficient with all simple weapons, especially the hand crossbow and the short sword, both of which he carries with him at all times. He prefers light armor, only as needed, and dresses simply. His curly red hair and green eyes set well against his pale, ivory skin. Adventurous but wary, Tristan is skillful at locating traps. The rogue suggests that the Heroes take the South Crater Trail to the Upperworld. He tells them he is willing to guide them for two silver coins per daynight, per traveler. Tristan appears nervous, constantly looking over his shoulder. Tristan fails to reveal to the Heroes his fugitive status, having swindled a powerful local merchant out of twenty gold coins.

Thrud

Viewed as a monstrosity by the town's people, the Half-Orc stands over seven feet tall with a powerful build. His greenish skin accentuates his heavy brows, pointed ears, and tusk-like teeth. Wearing tattered clothes, he carries his long bow and holds a formidable hand axe in his left hand. Thrud grins at the Heroes in a friendly gesture, showing his row of sharp fangs, promising to guide everyone to the Upperworld safely. Striving to prove himself worthy of the Heroes' trust, he offers to lead them up the vertical cliffs of the South Crater Trail for fifty silver coins.

Grimnir

The Monk Beastman guide, a dark aardvark, promises that he can save the Heroes precious time by taking them through the Underworld. Standing four feet tall at the shoulder, his donkey-like ears make him look at bit taller. Mangy brown fur reveals a pink face, accentuated by an elongated snout with white whiskers. Drooling, the guide blinks his beady black eyes at Heroes as he holds up a pair of leather reins, promising the Heroes that he owns a subterranean pack animal named Byelobog. The sumpter, known as a moleipeede, is renowned as being the finest underworld pack animal available, according to Grimnir. Unbeknown to the Heroes, the slobbering aardvark guide is a spy for Ex and his following of Extractors.

John Gavil

NPC

Human Ranger 10

LG Medium Human Init +2; Senses Perception +2

DEFENSE

AC 13 (10+1 armor, +2 Dex), Touch 12 (+2 Dex), Flat-footed 11 (10+1 armor) hp 78 (10d8+20)

Fort +7, Ref +7, Will +3

OFFENSE

Speed 30 ft.

Melee Scimitar (1d6)X2

TACTICS

Combat John Gavil is first and foremost a guide, but if he is paid to fight, he proves to be a capable, dual-wielding, strategist. John navigates his environment well, and can often access places that may not have been commonly available. John is skilled in geography, and has a good hand with animals, particularly his three mules.

STATISTICS

Str 14, Dex 15, Con 14, Int 12, Wis 14, Cha 11
CMB +12/+7; CMD +24/+19

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Feats Animal Affinity, Alertness, Agile, Athletic, Acrobatic

SPECIAL ABILITIES

Improved two weapon Fighting, **Light Armor Proficiency**, **Track**, **Wild empathy**, **Endurance**, **Animal Companion**, **Swift tracker**, **Woodland stride**, **Evasion**

Favored Enemy: Humanoid Beastman, Humanoid Reptilian, Human.

Spell Level 1: Longstrider; **Level 2:** Windwall

Skills **Climb** +14, **Concentration** +2, **Heal** +2, **Hide** +2, **Knowledge Geography** +21, **Survival** +3, **Jump** +14, **Ride** +14, **Swim** +4, **Handle Animal** +22, **Listen** +4, **Spot** +2, **Balance** +12, **Escape Artist** +2, **Use Rope** +12, **Tumble** +2

Languages Common, Millennish

Gear scimitar (2), 2 handed sword, Dagger, Cloak, Rope.



John Gavil

Tristan

NPC

Human Rouge 10
CN Medium Human Init +3;
Senses Perception +1

DEFENSE

AC 14 (10+1 armor, +3 Dex), **Touch** 13 (+3 Dex), **Flat-footed** 14 (+1 armor, +3 Dex, **Uncanny Dodge**)

hp 55 (10d6+20)

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

OFFENSE

Speed 30 ft.

Melee **Short Sword** 1d6

Ranged **Hand Crossbow** (1d8)

TACTICS

Combat Tristan is a moderate fighter. He depends on his ability to evade, or hide, from his prey before engaging them in hand-to-hand combat. He is more skilled in ranged combat, but his most powerful melee attack is a sneak attack, coming in at 6d6 damage. Tristan also can be a good investigator, and is good at finding hidden traps and secret places.

Morale Tristan is a shady person, and is self-consumed with his own interests. However, he will not betray the party as long as he benefits from the Heroes' total cooperation.

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 17, **Wis** 13, **Cha** 13

CMB +8/+3; **CMD** +21/+16

Feats Agile, Acrobat, Alert, **Combat Reflexes**, **Deceitful**

Skills **Jump** +3, **Appraise** +13, **Balance** +15, **Craft** +13, **Decipher Script** +3, **Disable Device** +13, **Escape Artist** +15, **Forgery** +13, **Hide** +13, **Knowledge** +3, **Move Silently** +13, **Open Lock** +13, **Search** +13, **Slight of Hand** +13, **Tumble** +15, **Use Rope** +6, **Listen** +12, **Spot** +12, **Disguise** +2, **Forgery** +2

Languages Common, Millennish

Gear leather armor, short sword, light crossbow, bolts, **Belt of Giant Strength** +4

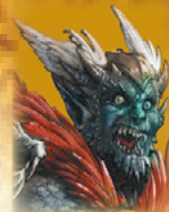
SPECIAL ABILITIES

Sneak Attack +5d6, **Trap Sense** +3, **Improved Uncanny Dodge**, **Improved Evasion**



Tristan

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Viviana

NPC

Human Sorceress 10

CN Medium Human Init +1; Senses Perception +0

DEFENSE

AC 17 (10+5 armor, +1 Dex, +1 Special Defense Scimitar), Touch 12 (10+1 Dex, +1 Special Defense Scimitar), flat-footed 16 (10+5 armor, +1 Special Defense Scimitar) hp 70 (10d4+40)

Fort +3, Ref +3, Will +7

OFFENSE

Speed 30 ft.

Melee Defending Scimitar (1d6 with +1 Defense), Assassin's Dagger (1d4+2)

SPELLS (see spell chart below)

Spells

Spell Level	0	1st	2nd	3rd	4th	5th
Spells Per Day	6	6	6	6	5	3
Spells Known	9	5	4	3	2	1

- Level 0 Spells: Message, Arcane Mark, Flare, Resistance, Open / Close, Mending, Read Magic, Flare, Touch of Fatigue, Acid Splash
- Level 1 Spells: Hold Portal, Identify, True Strike, Magic Missile, Ray of Enfeeblement
- Level 2 Spells: Flaming Sphere, Hypnotic Pattern, Web, Gust of Wind
- Level 3 Spells: Fireball, Lightning Bolt, Ray of Exhaustion
- Level 4 Spell: Wall of Fire, Detect Scrying
- Level 5 Spell: Teleport

TACTICS

Combat Viviana portrays herself as a trader, though she is actually a conniving sorceress, in service to Ex. Her standing orders are to deliver the Heroes to Ex alive, and so she will do her best not to cause any killing blows. However, she is not opposed to using her repertoire of spells, familiar, or henchmen, in order to subdue the Heroes by any means possible.

Morale Viviana plans to betray the Heroes. She is loyal to Ex. She will attempt to persuade the Heroes into a trap, so she gains a reward for her betrayal. If threatened, she will use one of her spells to provide herself with enough distance so she can escape.

STATISTICS

Str 8, Dex 12, Con 10, Int 14, Wis 11, Cha 12

Base Atk +5; CMB +4; CMD +15

Feats Improved Familiar, Silent Spell, Alertness,



Viviana

Combat Casting, Quicken Spell
Skills Spellcraft +22, Craft +4, Knowledge Arcana +12, Spot +12, Listen +12
Languages Common, Millennish
Gear Ex Gilded Defending Scimitar +1 [can only be wielded by those who are devoted to Ex], Ex Gilded Bracers of Armor +5 [can only be worn by those who are devoted to Ex], Bag of Holding

SPECIAL ABILITIES

Summon Familiar Quasit

Quasit +5 Natural Armor, Int 10, Alert, Improved Evade, Share Spells, Empathic Link, Deliver Touch Spells, Speak with master, Speak with animals of its kind.

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Corwin

NPC

Human Bard 10

CE Medium Human Init +1; Senses Perception -1

DEFENSE

AC 17 (10+7 armor, +1 Dex, -1 Penalty), Touch 12 (10+3 Dex, -1 Penalty), flat-footed 16 (10+7 armor, -1 penalty) hp 38 (10d6)

Fort +3, Ref +7, Will +7

OFFENSE

Speed 30 ft. [150ft when Running]

Melee Longsword (1d8) Shield (+1 Armor, -1 AC, Does not increase spell failure for Bard Spells)

Ranged Short Bow (1d6)

SPELLS (see spell chart below)

Spells

Spell Level	0	1st	2nd	3rd	4th
Spells Per Day	3	3	3	2	0
Spells Known	6	4	4	4	2

- Level 0 Spells: Mending, Lullaby, Open/Close, Know Direction, Summon Instrument, Prestidigitation
- Level 1 Spells: Disguise Self, Featherfall, Charm Person, Expeditious Retreat
- Level 2 Spells: Suggestion, Tongues, Enthrall, Invisibility
- Level 3 Spells: Glibness, Gaseous Form, Blink, Tiny Hut
- Level 4 Spells: Rainbow Pattern, Modify Memory

TACTICS

Combat Corwin is a coward and a manipulator at heart.

If there is any way he can get another person to fight for him, or escape the perils of direct combat, he will do so. His Spells are largely focused on evasion and manipulation. He has effective weapons, and is able to use them, but he is stronger in his bardic skills and spells. He has a few handy spells, and he would be useful to have in the party if was not for his fundamental lack of integrity.

Morale Corwin plans to betray the Heroes, and works for Ex. He will attempt to persuade the Heroes, so he can gain a reward for his betrayal. If threatened, he will use one of his spells to provide himself with enough distance so he can escape danger.

STATISTICS

Str 8, Dex 12, Con 10, Int 11, Wis 8, Cha 19

CMB +6/+1; CMD +17/+12

Feats Deceitful, Investigator, Persuasive, Negotiator, Run Skills Bluff +16, Diplomacy +16, Disguise +16,



Corwin

Gather Info +16, Perform +14, Use Magic Device +14, Forgery +12, Intimidate +12, Search +10, Sense Motive +2, Jump +5 [When Running]

Languages Common, Millennish, [Tongues Spell means fluent in any language.]

Gear Ex Gilded Bracers of Armor +5 [can only be worn by those who are devoted to EX], Leather Armor, Light Steel Buckler, Short Bow, Arrows, Longsword.

SPECIAL ABILITIES

Fascinate, Battle Music, Countersong, Inspire Courage +3, Inspire Greatness, Suggestion, Inspire Competence



Thrud

NPC

Half-Orc Ranger 10

TN Medium Humanoid (Human, Orc)

Init +3; Senses Perception +1

DEFENSE

AC 13 (10+0

armor, +3

Dex), Touch 13

(10+3 Dex), Flat-

footed 10 (10+0

armor) hp 89

(10d8+30)

Fort +7, Ref +7, Will

+3

OFFENSE

Speed 30 ft.

Ranged Composite

Longbow (1d8 +1

[STR Modifier of up

to +1])

TACTICS

Combat Thrud depends on his brute strength, but is a decent archer. His strategies consist of ensnaring the target and shooting the prey with his bow. He can also be silent and hidden, whenever the need arises.

STATISTICS

Str 14, Dex 15, Con 14, Int 12, Wis CMB

+11/+6; CMD 24/+19

Feats Animal Affinity, Alertness, Agile, Athletic, Acrobatic

SPECIAL ABILITIES

Rapid Shot, Many Shot, Light Armor Proficiency, Track, Wild empathy, Endurance, Animal Companion, Swift tracker, Woodland stride, Evasion

Favored Enemies Giant, Dragon, Magical Beast.

Spells Level 1 Entangle; Level 2: Spike Growth

Skills Climb +3, Concentration +13, Hide +13, Jump

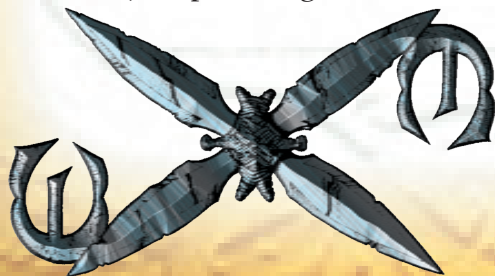
+3, Move Silently +13, Ride +14, Swim +3, Handle

Animal +10, Listen +12, Spot +22, Balance +2,

Escape Artist +2, Use Rope +3, Tumble +2

Languages Common, Millennish, Orc

Gear Hand axe, composite long bow



Thrud

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Grimnir

NPC

Beastman Monk 10

CE Medium Humanoid (Human, Beastman) Init +5;
Senses Perception +0

GM note: Grimnir wears an Amulet of Alignment Concealment that makes him appear neutral

DEFENSE

AC 13 (10+1 Dex, +2 Bonus), Touch 13 (10+1 Dex, +2 Bonus), Flat-footed 13 (10+1 Dex, +2 Bonus, Uncanny Dodge) hp 70 (10d8+30)

Fort +9, Ref +7, Will +7

OFFENSE

Speed 60 ft.

Melee Unarmed Damage (1d10), Greatclub of Ki Focus (1d10)

TACTICS

Combat Grimnir's martial studies have turned his fists into formidable weapons. The Monk has focused in how to attack without armor of any kind. He uses his fists a majority of the time, but he also has a special great club which uses Ki, and acts as though it were an unarmed attack; the club does an additional 2d6 points of damage to anyone of "Good" alignment. He is a devotee to Ex, and is only serving the Heroes in order to deliver them to the evil Master Extractor.

Grimnir



STATISTICS

Str 14, Dex 13, Con 16, Int 6, Wis 10, Cha 12
CMB +9/+4; CMD +20/+15

Feats Uncanny Dodge, Stealthy, Athletic, Great Fortitude, Improved Initiative, Stunning Fist, Deflect Arrows, Improved Disarm

Skills Climb +4, Balance +1, Concentration +3, Escape Artist +1, Hide +3, Jump +2, Move Silently +3, Swim +4, Tumble +1

Languages Common, Beastman, Millennish

Gear Unholy Great Club of Ki Focus, **SPECIAL ABILITIES** Flurry of Blows [Bonus Attack +7/+7/+2], Improved Unarmed Strike, Improved Evasion, Slowfall 50ft, Ki Strike (magic, lawful), Purity of Body, Wholeness of Body, Still Mind, Bonus Feats (3)



Byelobog

Heroes From Earth



Byelobog

Monster/Mount

N Medium Magical Beast

Molepeede (Giant Mole, Millipede)

Init -1; Senses: Darkvision 60ft, Lowlight Vision
Perception +10

DEFENSE

AC 17, Touch 9, Flat-footed 17 (-1 Dex, +8 Natural) hp
52 (7d10+14)

Fort +9, Ref +4, Will +5

OFFENSE

Speed 20 ft.

Melee Bite +10 (1d8+4), Trample (3d4+6)

TACTICS

Combat Byelobog functions primarily as a mount for Grimnir. His antennal lantern dangles above his head, providing ample light when traveling through the dark and treacherous Underground of Answers. Byelobog fights for his master whenever commanded, or if cornered. The Trample Attack is devastating, and can be repeated as long as the enemy is trapped under Byelobog's rows of paws with sharp claws. Byelobog also uses his Earth Glide ability to move through solid rock as though he were a fish swimming through water. Grimnir does not share this same capability, so Byelobog restricts his Earth Glide ability for when his master is not riding him. It is not uncommon for Byelobog to use the Earth Glide ability to burrow into the ground for sleep, or as a method of unconventional attack or evasion during a fight.

STATISTICS

Str 16, Dex 8, Con 15, Int 2, Wis 13, Cha 11
CMB +10; CMD +19 (31 vs. trip)

Feats Blind Fight, Great Fortitude, Iron Will,
Skill Focus (Perception)

Skills Perception +10, Stealth +14

SPECIAL ABILITIES

Earth Glide [Ex]

JOURNEY TO THE UPPERWORLD: BY LAND, OR BY SEA, OR BY THE UNDERWORLD

To journey to the Upperworld in search of the seventh great treasure—the Coins of Intelligence—travelers must ascend 150 miles up vertical cliffs to reach the rim of Discordia. All travelers at Fog Harbor who wish to visit the Upperworld must decide on an appropriate mode of travel that suits their needs. The three best choices are:

1. Crater Trails: The first and slowest mode, but perhaps the safest form of travel, is to hike the Crater Trail system, a narrow rock pathway excavated out of the vertical cliffs of Discordia. The trail takes travelers to the top of the crater and the Upperworld.

2. Sea of Esteem: The second and most scenic mode is to travel by ship across the Sea of Esteem to the east shore of the Sea of Circle. From there, a system of ropes and harnesses with a hand-powered pulley apparatus lift travelers upward at high speed to the rim of Discordia.

3. Underworld: The third and fastest mode of travel is to hike the South Crater Trail to Ogo Hole. At this junction, travelers typically hire a guide with a subterranean sumpter, purchase supplies, and enter the Underworld.

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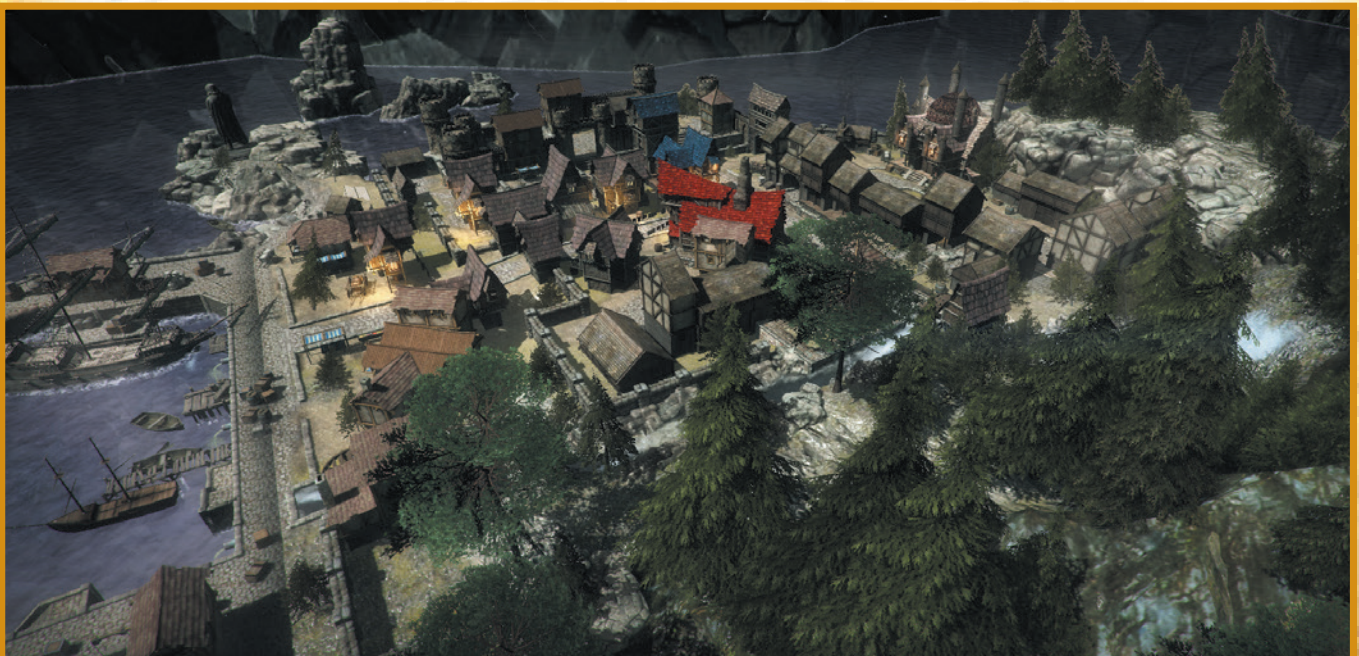
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1. BY LAND: THE SOUTH CRATER TRAIL

Should the Heroes select John Gavil, or Tristan, and/or Thrud as a guide, they will follow the guide, or guides, up the South Crater Trail.

South Crater Trail

The Heroes and their guide set off on the South Crater Trail, traveling upward toward the rim, to the Upperworld. The trail is narrow, and there is not much to do, except put one foot in front of the other. During this time, the Heroes may get to know one another, or get to know their guide a bit better.

Far ahead, above them, they observe a magnificent river of lava flowing from the side of the crater cliffs. The guide tells them the landmark is Fire Falls.

Harpy Attack

Five miles above the floor of the crater, they have an encounter with a pair of Harpies, Balios and Celaeno. The narrow South Crater Trail climbs upward, averaging six to twelve wide with the outside of the trail edge having a 25,000 foot+ drop off!

This encounter is meant to provide them with a bit of adventure while on their way on the trail. It is also an opportunity for their guide to demonstrate their willingness, or lack of willingness, to fight alongside them, depending on who the Heroes picked as their guide.

The encounter with the Balios and Celaeno starts off with what appears to be an avalanche, while they are turning a blind corner on the trail, but instead of an avalanche, it is a number of intentionally thrown medium-sized rocks that are being thrown by the pair of Harpies.

The Heroes have an opportunity to fire arrows at Balios and Celaeno. It is possible to kill them with several well placed arrow shots, as they only have 31 HP, but unless you kill one of them, they both stay far away. If one of them is killed, then the other one swoops in and fights with claws (2d3) and a club (1d6).

Harpy

CR 4

XP 1200

CE Medium monstrous humanoid Init +2;

Senses dark-vision 60 ft.; Perception +7

DEFENSE

AC 16, Touch 13, Flatfooted 13 (+2 Dex, +2 natural, +1 dodge, +1 natural)

hp 38 (7d10)

Fort +4, Ref +7, Will +6

OFFENSE

Speed 20 ft., fly 80ft. (average)

Melee: morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)

Special Attacks captivating song

TACTICS

The Harpies are initially interested only in harassing the Heroes. They persistently bother the Heroes, but will not fully engage unless one of the Harpies is killed. If one of the two Harpies is killed, then the other will let loose of all restraint, and do everything in her power to attack and destroy the Hero that delivered the killing blow. The Harpies can drop rocks (1d8 damage)

STATISTICS

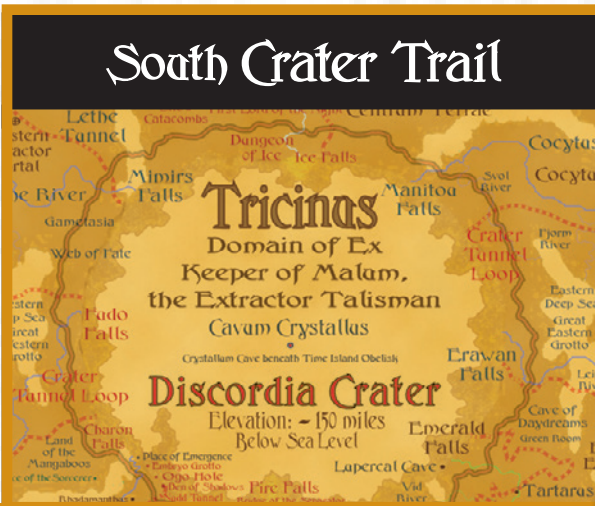
Str 12, Dex 15, Con 10, Int 7, Wis 12, Cha 17

CMB +8; CMD +21

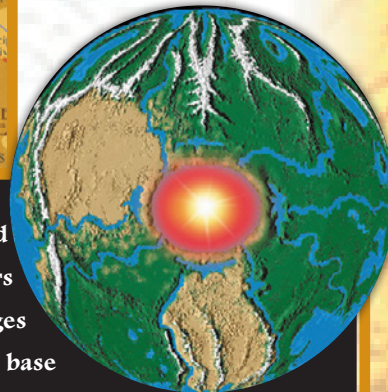
Feats Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)

Skills Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +5

Languages Common, Millennish



The narrow South Crater Trail, engineered and built by cave elves, boggarts, knockers and a team of giants with pack animals, averages six to twelve feet in width. The trail begins at the base of the crater, just southwest of Fog Harbor, and steadily climbs the crater cliffs, past Ogo Hole, under Fire Falls, through Celestial City, and on to the top of the crater rim. Not designed for two-way foot traffic, turn-out caves have been excavated along the South Crater Trail every 300 feet. The higher the elevation, the stronger the Discordia winds blow. Embryo Grotto is a natural rest stop for weary travelers.



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EMBRYO GROTTO

Located at the midpoint elevation of the South Crater Trail, at seventy-eight miles above the Sea of Circles (elevation: -72 miles below sea level), the Heroes reach Embryo Grotto, a natural resting spot for weary travelers. When the Heroes arrive at the grotto—a shallow cave on the side of the granite cliffs—a half-dozen travelers (none human) rest inside the shady cave. Now resting, the Heroes can speak with the travelers about their experiences on the trail, or about where they hope to go once they leave Embryo Grotto. It may be the case that the travelers do not want to speak to the strangers, none of which include humans, or perhaps the Heroes are more interested in talking to each other about the details of their Millennium experience.

Just up the trail from Embryo Grotto, the Heroes encounter a bearded dwarf by the name of Draenach. A traveling merchant on the South Crater Trail, the clever dwarf wears an oversized backpack that jingles with inventory as he tromps over to greet the Heroes. The dwarf announces he has fine crafted accessories for sale, or trade, as described below:

Items For Sale

Ring of Protection +1	2,000 GP
Ring of Jumping	2,500 GP
Ring of Counter Spells	4,000 GP
Ring of Energy Resistance (Lightning) (minor)	12,000 GP
Ball's Strength Wand	4,500 GP
Fire Resistant Hide (Armor)	18,165 GP
Adamantine Battle Axe	3,010 GP

The Heroes may be able to persuade him to offer them a deal if they have a high Haggle Skill. He offers the item to them as low as 50% off if they can negotiate his prices down. The merchant also loves exotic and interesting items, so it may be possible for the Heroes to trade for the item you desire.

A DC10 spot check will identify a carved fish bone necklace adorning the dwarf's broad chest; Draenach is a collector of these rare charms. If asked about them, he will laugh and say, "There's one of a kind. Let's just say the fish that be offerin' these bones doesn't exactly come to port that often." If the Heroes found a similar charm on the body of one of the Henchmen

who assaulted them in Fog Harbor. The charm is worth at least 2,800 GP to the dwarf, though you might be able to convince him to part with more in a barter.

FIRE FALLS & CELESTIAL CITY

Once the Heroes leave Embryo Grotto, their guide tells them are on the final leg of their journey on the South Crater Trail. After climbing ten miles up the trail, they round a bend in the vertical granite cliffs and they stop, awestruck by what they see.

Before them lies Fire Falls, a river of hot, molten lava emerging from the face of the crater cliffs and plummeting eighty-eight miles to the Sea of Circles below. Beyond the red and yellow glowing falls, the Heroes observe Celestial City, their next destination. The guide tells them the cliff metropolis will afford them a safe refuge to rest and eat a hot meal.

ATTACK BY TYRANNUS

Another mile up the trail, a shriek is heard from behind the group. Tyrannus, Captain Kraken's Mount/Familiar, dives in for an attack. Kraken is still recovering from the physical punishment administered by Ex during their last encounter, therefore, Kraken has sent Tyrannus to herd the Heroes up the trail toward the Dungeon of Fire. The diabolical

Kraken, called the Intimidator, hates superior beings and he hopes that the Hero guide, or the Heroes themselves, cause Vulcan further injuries and weaken, or somehow kill, the rival Dungeon Master.

Their guide, no matter who he is, intercepts the first attack from Tyrannus, and then shouts to the Heroes to run farther up the trail. During this fight, they can attempt to fire at Tyrannus, but the battle is not in their favor. The amount of damage Tyrannus does with a single bite attack is 19, which is probably higher than the HP for most of the Heroes.

As the party runs forward up the trail, they are struck by the flying sea monster's less powerful attacks, such as a Wind Buffet from Wings, smashing them into the side of the cliff for 1d6+2 dmg.

Chased by Tyrannus, the Heroes are forced to run up the trail. As they approach Fire Falls, the heat from river of lava becomes stifling. Suddenly, molten lava comes flowing down the trail directly at the Heroes.

Ex has redirected the lava flow toward the Heroes, blocking off the South Crater Trail completely. The Heroes guide directs them into a dark cave just beyond the mouth of Fire Falls. From the back of the dark cavern, the screeching cries of Tyrannus can be heard as the flying monster soars across the red crater sky.

Tyrannus

Monster/Mount

N Large Magical Beast, Winged Reptile

Init +1; Senses: Dragonsenses Perception +15

DEFENSE

AC 20, Touch 10, Flat-footed 19 (+1 Dex, +10 Natural, -1 Size) hp 85 (9d12+27)

Fort +9, Ref +7, Will +9

Immune Acid, paralysis sleep

OFFENSE

Speed 40 ft. Fly 200ft (poor), Swim 40ft

Melee Bite +13 (2d6+7), 2 Claws +13 (1d8+5), 2 Wings +8 (1d6+2), Tail Slap (1d8+7)

Space 10 ft. Reach 5ft (10ft w/ bite)

TACTICS

Combat Tyrannus has been ordered to herd the Heroes into the trap that waits for them in Fire Falls. The request came from Kraken, who received the plan from Ex. Anything to cause terror and motivation, up to and including shared spells, or injury, is fair game for Tyrannus, as long as the Heroes continue upward on the South Crater Trail toward Fire Falls.

Morale Tyrannus is 100% in service to Kraken.

STATISTICS

Str 21, Dex 12, Con 17, Int 12, Wis 13, Cha 12

CMB +15; CMD +26 (30 vs. trip)

Feats Blind Fight, Great Fortitude, Iron Will, Skill Focus (Perception)

Skills Perception +15, Fly +7, Knowledge (nature +13, Stealth +9, Survival +13, Swim +25, Spellcraft +13)

SPECIAL ABILITIES

Water Breathing, Magic Saddle: All trip and knock down/knock back attacks directed against the rider on magic saddle must defeat Tyrannus values for CMD and CMV.

Familiar Bonuses Speak with Master, speak with animals of its kind, +5 natural armor, INT 10, Alert, Improved Evade, Share Spells, Empathetic Link, Deliver Touch Spells]. Tyrannus also has shared access to Captain Kraken's Spells

SPELLS (see spell chart below)

Spells

Spell Level	0	1st	2nd	3rd	4th	5th
Spells Per Day	6	6	6	6	5	3
Spells Known	9	5	4	3	2	1

- Level 0 Spells: Prestidigitation, Dancing Lights, Ghost Sound, Message, Arcane Mark, Flare, Resistance, Daze, Open / Close.
- Level 1 Spells: Charm Person, Grease, Unseen Servant, Shield, Cause Fear
- Level 2 Spells: Flaming Sphere, Pyrotechnics, Scare, Hideous Laughter
- Level 3 Spells: Fireball, Fly, Water Breathing
- Level 4 Spells: Shout, Fear
- Level 5 Spells: Mind Fog

2. BY THE SEA OF CIRCLES

After selecting either Corwin or Viviana as their Aguide, or if the Heroes are captured by Viviana's Henchmen, the Heroes are taken to the merchant ship, (*Ringhorn*), alongside Corwin and/or Viviana, who are the captain(s) of the ship's crew. After boarding the *Ringhorn*, a caravel-style ship with three sails, the Heroes observe clues indicating the merchant ship is not all that it seems. For instance, the cargo holds are empty. The ship has harpoons with ballasts and additional bounty nets.

Deep blood stains can be seen on the top deck and other areas of the ship with only a 5DC Spot Check (WIS). The merchant ship is actually a pirate ship in disguise. As soon as all of the Heroes get on board the *Ringhorn*, they are assaulted by a spell. The function of the spell is to disconnect the Heroes from consciousness, either by diversion, exhaustion, fatigue, illusion, or unconsciousness. The caster starts with the most powerful spell they have, and then proceeds down the list of spells capable of achieving a similar effect.

- Viviana can cast: Hypnotic Pattern, Ray of Exhaustion, Touch of Fatigue, or Ray of Enfeeblement.
- Corwin can cast: Rainbow Pattern, Modify Memory, Suggestion, Enthrall, or Lullaby.

Once the Heroes have been subdued, they are either marched or carried into the vacant Cargo Hold by Viviana's Henchmen, where the Heroes hands are bound by ropes. The length of the unconsciousness or diversion/illusion state depends on the spell used, and the saving throws associated with that spell. When the Heroes awaken, they find themselves in the dark, vacant Cargo Hold, with their equipment still on them and their hands bound. It only requires mutual cooperation DC 12 (DEX) to get out of the ropes, or a DC18 (DEX) if attempting to get out of the rope bonds without assistance. The Heroes find themselves unguarded, with no one around. There are no Henchmen on deck, and there is no sign of Viviana or Corwin. Now is their opportunity to learn more about the *Ringhorn*.

GM Note: See diagram of *Ringhorn* on Page 40. Cross sections of areas R-1 to R-5.



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R1. The Heroes discover a set of skeleton keys

The Heroes are able to explore the adjacent areas near the vacant Cargo Hold. They are able to find another Cargo Hold, a Crew Quarters with twelve berths each with its own locked chest. They also discover the Captain's Quarters, complete with a magical lamp, desk, and bookshelves.

R2. Second Cargo Hold

This room is vacant because the Pirates have recently returned to port and sold all of their goods. Generally Viviana practices backhauling on the black market, but she has been given explicit orders by Ex to make the capture of the Heroes a priority.

R3. Crew Quarters

Below deck, the Crew Quarters has room to host twelve large bodies. Based on the filthy conditions, it would seem the Henchmen sleep in this room. The berths are thin and worn, each with tattered sheets and grey wool blankets. At the base of each berth, there is a wooden chest.

If one of the Hero party members attempts to open these chests, they find them locked. Only one chest is trapped, and two have false bottoms. Each lock has a DC15 (DEX) to open, and the two with false bottoms require an additional DC18 Spot check (WIS). The chest that is trapped requires a DC15 to spot the trap (WIS), and a DC15 to disarm (DEX).

The GM has discretion as to the variety and placement of the chests; overall, there are nine regular chests, one trapped chest, and two seemingly regular chests with hidden compartments.

- Nine Regular Chests: Contain some minor treasures. A mixture of gems worth 500 gold are displaced throughout all of them.

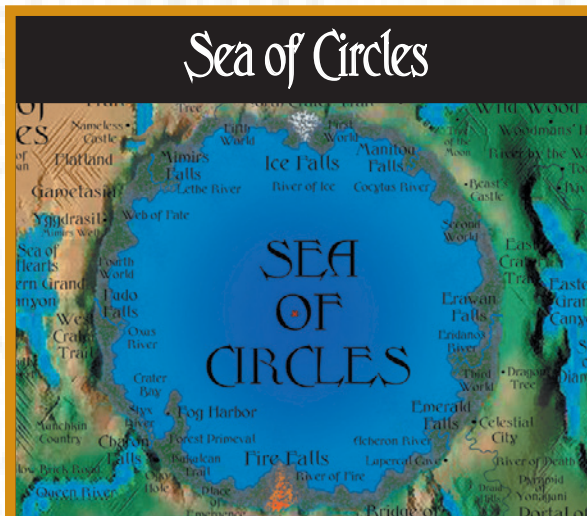
- One Trapped Chest: The trap is a poison tipped needle, meant to spring out at an unsuspecting thief. If the Hero springs the trap and gets pricked by the needle, they need to do DC20 (CON) save, or immediately fall

unconscious. The Hero can make another attempt at a D20 (CON) check for the next ten (10) turns. The effects can also be postponed by a Delay Poison spell, or nullified by a Remove Poison spell. The Trapped Chest (2) Potions of Invisibility inside of it, as well as (1) Neutralize Poison Potion.

- Two (2) Regular Chests with Hidden Compartments: These chests have the mixture of gems in their primary compartments, but underneath a false bottom, the Heroes find one (1) Protection from Energy (fire) Potion, and one (1) Protection from Energy (Electricity) Potion.

If one of the Heroes trigger the trapped chest in the Crew Quarters, Roll a D12 Dice to see how many turns pass before they are discovered. After the appointed number of turns, Viviana's Quasit Familiar enters the room invisibly and casts Fear, Hypnotic Pattern, Web, Gust of Wind. The Familiar can cast Viviana's spells, and is in telepathic communication with its master. Its objective, if it catches the Heroes, is to subdue them, so that its master can do what he/she likes with them. Viviana's Quasit takes the opportunity to torment the Heroes before it fulfills its master's request, taking sheer delight in the knowledge that it has fooled the weak-minded adventurers into believing something is true, when it is actually false.

Under one of the pirate's pillows, the Heroes also find an Adamantine Dagger.



The Sea of Circles, a vast inland sea, is a restless, churning body of sulfurous water 1800 miles wide and covering 1,766,256 square miles. The turbulent, swirling sea gains her strength from the Chaos Current, a powerful underwater river flowing in a circular, clockwise direction. Once a daynight, during the convergence—when the black sky and red sky cross directly over Discordia—a colossal vortex of swirling, unstable water surrounds Time Island, located in the center of the great inland sea. Ship wrecks—dozens of sunken vessels—rest beneath the waters surrounding the 300-foot-tall obelisk. Besides being known as a seafarers' graveyard, a place of death, Time Island is famous throughout the universe as a sacred place of galactic entry; that is, rebirth by dimensional shifting.

R4. Captain's Quarters

The final room for the Heroes to explore is the Captain's Quarters. The main point of concern in this room is the pink, hairless bat that is perched above the

bookshelf, in the far corner of the room. If the Heroes make any sound, the bat will awaken and watch the Heroes in their exploration of the room. A Stealth, or Move Silently Check can be done at D18 (DEX).

The pink bat is Viviana's Quasit familiar in a shape-shifted form, and can telepathically check in with Viviana as to what she wants to be done with the escaped prisoners. Viviana instructs the Familiar to watch them, just to see what they are doing in the Captain's Quarters.

If the Heroes take anything, or leave the room, the Familiar casts a Hypnotic Pattern on the party. If one or more Heroes save vs. the Spell, the Familiar casts Fear. Each cast is punctuated by an invisibility spell on self, so the Familiar is only viable the moment it casts the spell, and as long as it takes to cast the next invisibility spell.

One possible strategy for fighting Viviana's Familiar is to cast a Silence spell, or to attempt to kill it before it has a chance to subdue the party. Derivative tactics are another possibility.

If the Heroes are silent, or invisible [or better yet, both], they have an opportunity to loot some excellent things from the Captain's Quarters. On the desk are a number of papers, including several maps of Discordia and the Upperworld, a set of skeleton keys, and a skeletal hand with five rings.

♦ The Millennium Maps: The top map reveals a color relief of Discordia, including the Sea of Circles, Fog Harbor, Fire Falls, and Celestial City. A second

color map shows the entire Upperworld's Eight Great Kingdoms with thousands of mythological names. If one examines the map, one finds the Eight Great Kingdoms with the eastern portion revealing the kingdom of Nemoria. Here one can find the Bridge of Riddles at the River Bassus and the Cosmic Cave.

A third parchment map reveals the Underworld, depicting hundreds of names, many mythological in origin, that include Ogo Hole, Fire Falls, and the cursed Dungeon of Fire.

♦ Skeleton Keys: The keys are to open the manacles at in the Processing Center of the Dungeon of Fire, but this information must not be communicated to the Heroes. If they examine the skeleton keys closely, they see that the handle of the key is made out of stone, and the stone has symbols on it that appear to have been inscribed by fire.

♦ Five Rings: Above the desk, hanging like a mobile, are five rings on a skeletal hand. Each ring has a curse and a blessing associated with it, the status conditions of which are constantly in effect as long as the ring is worn. The ring cannot be removed unless it is destroyed by a Remove Curse Spell. Once the ring is destroyed, both the curse, and the blessings, disappear.

The five rings are:

- 1) Passion Ring – Blessing: Protection from Energy (fire), Curse: Character must attack nearest creature (5% chance [01–05 on d%] each day).
- 2) Apathy Ring – Blessing: Protection from Energy (ice), Curse:

Ringhorn Diagram



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Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).

3) Overload Ring – Blessing: Protection from Energy (lighting) Curse: Character's vision is blurry (–2 penalty on attack rolls, saves, and skill checks requiring vision).

4) Mystic Ring – Blessing: True Seeing Curse: Character becomes Mute – Cannot speak or cast spells which require a vocal component.

5) Ascetic Ring – Blessing: A Freedom Curse: Character must sacrifice (destroy) 100 gp worth of valuables per day.

If the Heroes manage to raid the Crew's Quarters and the Captain's Quarters without alerting Viviana's familiar, they find themselves standing on the top deck. The Heroes are soon greeted by Corwin, or Viviana, who bow and invite them to dinner, which is to be held in a celebratory fashion in the Captain's Quarters.

R5. Dinner on the Balcony of the Ringhorn's Quarter Gallery

Seated at a lavishly decorated table on the balcony of the Captain's Quarter Gallery, the Heroes begin the dinner event with the alluring Viviana, or the garishly dressed Corwin. Henchmen Pirates guard the outer door, and there is a strange mixture of politeness, although the atmosphere feels subjugating. If the Heroes eat or drink anything, then they are instantly drugged.

If necessary, Corwin uses Suggestion, Charm Person, Modify Memory, Rainbow Pattern, Enthrall, or Glibness in order to convince the Heroes to eat from their plates, or drink some of the ship's finest wine. If necessary, Corwin may also use his Bluff Skill, in conjunction with his bard songs.

It will probably occur to the Heroes that they ought to fight Corwin or Viviana.

Corwin likely runs away, turn invisible, or uses expeditious retreat. Corwin may also use Disguise, or Gaseous Form, or any number of spell / skill / song combinations in order to avoid being killed by the Heroes. From his new vantage point, he simply tries to dominate the Heroes by spell / skill / song, until they eat their food, as requested.

If the Heroes attack Viviana, she subdues them in the same way that she did before, and if that does not work, she reacts violently, using more aggressive spells.

Corwin plays a large part in "crowd controlling" the Heroes while they are on the ship. The combination of Corwin and/or Viviana is too powerful for the Heroes to fight against. The Henchmen Pirates are commanded to stand back and watch, as Viviana and/or Corwin dominate the situation without using the brawn of the Henchmen. The entire situation is a game of capture and domination for both Corwin and/or Viviana, using their spells, and their abilities to subjugate the Heroes.

Demon Quasit

CR 2

XP 600

CE Tiny outsider (chaotic, demon, evil, extra-planar) Init +6;

Senses dark-vision 60 ft.; Perception +7

DEFENSE

AC 16, Touch 14, Flatfooted 14 (+2 Dex, +2 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, Ref +5, Will +4

OFFENSE

Speed 20 ft., fly 50ft. (perfect)

Melee 2 claws +7 (1d3-1 plus poison), bite +7 (1d4-1)

Spell-Like Abilities (CL 6th

At will – detect good, detect magic, invisibility (self only)

1/day – cause fear (30-foot radius, DC 11

1/week – commune (six questions)

TACTICS

The Demon Quasit is Viviana's familiar. As their souls are bound, the Quasit is able to utilize Viviana's spell catalog, as well as deliver touch spells. The Quasit is in constant telepathic communication with its master, and is completely obedient to the instructions of Viviana. The Quasit takes advantage of its size and ability to polymorph, as well as its ability to turn invisible at will. By in large, the Quasit will attempt to deliver crowd control based spells in service to delivering the Heroes to Ex; which is Viviana's most present objective.

STATISTICS

Str 8, Dex 14, Con 11, Int 11, Wis 12, Cha 11

CMB +0; CMD +12

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16

Languages Common, Millennish, Abyssal, Telepathy (touch)SQ change shape bat, wolf; polymorph

Familiar Bonuses Speak w/ master, Speak w/ demons, +5 natural armor, INT 10, Alert, Improved Evade, Share Spells, Empathic Link, Deliver Touch Spells

SPELLS (see spell chart below)

Spells

Spell Level	0	1st	2nd	3rd	4th	5th
Spells Per Day	6	6	6	6	5	3
Spells Known	9	5	4	3	2	1

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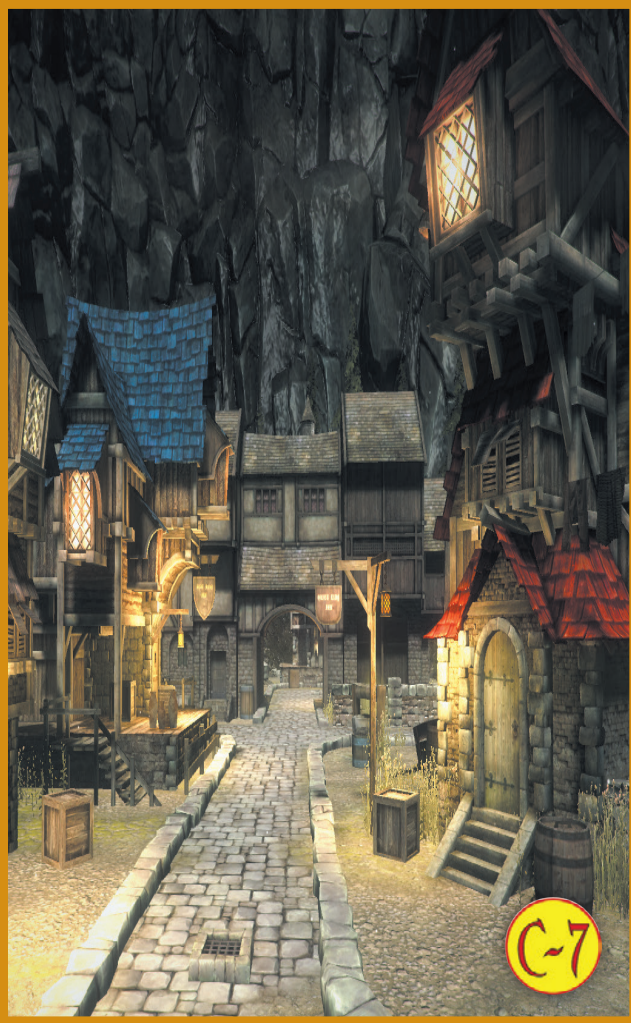
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- Level 0 Spells: Message, Arcane Mark, Flare, Resistance, Open / Close, Mending, Read Magic, Flare, Touch of Fatigue, Acid Splash
- Level 1 Spells: Hold Portal, Identify, True Strike, Magic Missile, Ray of Enfeeblement
- Level 2 Spells: Flaming Sphere, Hypnotic Pattern, Web, Gust of Wind
- Level 3 Spells: Fireball, Lightning Bolt, Ray of Exhaustion
- Level 4 Spells: Phantasmal Killer, Wall of Fire
- Level 5 Spells: Teleport

SPECIAL ABILITIES

Poison (Ex)

Claw-injury; save Fortitude DC 13; frequency 1/round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves.

Heroes Dragged at Dinner

The dinner concludes with the Heroes being drugged by their guide, either Viviana or Corwin, both minions of Ex. The Heroes, now captives, are transported to the Dungeon of Fire to awaken as Vulcan's prisoners.

3. BY WAY OF THE UNDERWORLD

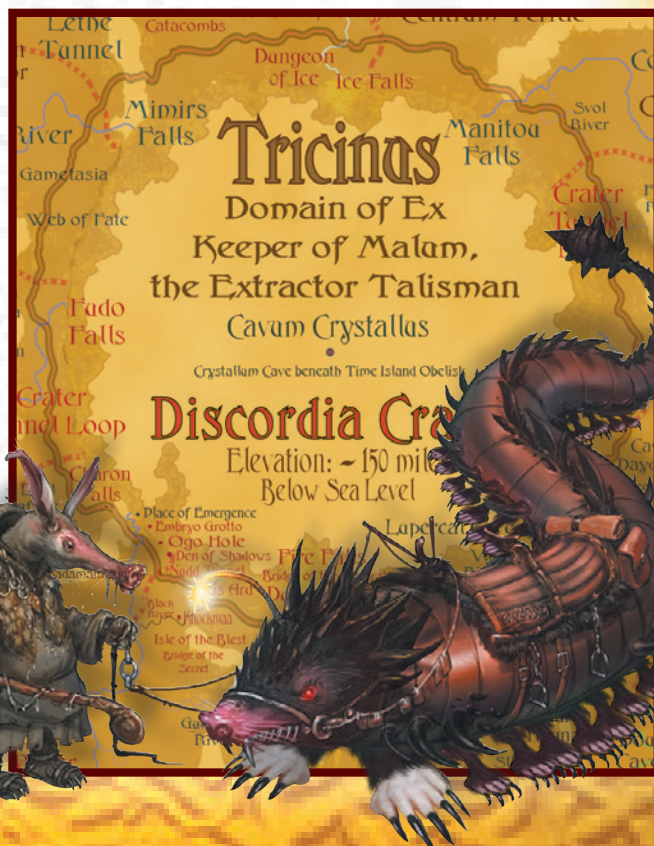
Should the Heroes select Grimmir as their guide, they follow the guide and his sumpter, Byelobog, up the South Crater Trail. The dark aardvark promises the Heroes that once they reach Ogo Hole, they will enter the Underworld where they can make it to the Upperworld much faster.

He tells them that he has extra sumpters—moleipeedes—available for the Heroes to ride, once they reach Ogo Hole. A double saddle on each sumpter accommodates two travelers per pack animal. After a daynight's hike, they reach the famous faerie cave in the side of the crater cliffs.

Upon their arrival at Ogo Hole, Grimmir, agitated and slobbering more than ever, explains that “one of them nasty Extractors has stolen me sumpters” and the group must continue their trek up the South Crater Trail instead of entering the Underworld.

From this point on, the South Crater Trail scenario is exactly the same as the “By Land” section with John Gavil, or Tristan, or Thrud, except that the Heroes notice Grimmir is cowardly and does not assist them in the encounters with the two Harpies or Tyrannus. The aardvark guide hides behind his sumpter, waving his club at the Harpies and Tyrannus.

In the encounter with the flying sea monster, Byelobog, not Grimmir, takes the first blow. Grimmir abandons the Heroes at the Fire Falls encounter, riding down the South Crater Trail on Byelobog, his faithful sumpter. As the traitor guide rides away, he shouts, “Enjoy yer visit with Vulcan in the Dungeon of Fire!”



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Town Hall

The image depicts a medieval-style building, possibly a castle or a large manor, constructed from wood and stone. The building features a prominent stone tower with a conical roof and a wooden structure with a thatched roof. A large, arched window with a lattice pattern is illuminated from within, casting a warm glow. The building is set against a dark, rocky background, and a large, leafy tree is visible on the right side. The overall atmosphere is dark and mysterious.

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Mudfog Lane



Chapter 3 Dungeon of Fire

GM Note #1: If the Heroes enter Fire Falls from fleeing the lava, use Ambush at Fire Falls. If they went by ship and were captured, read “Alternate Encounter”, then begin at “Capture and Imprisonment”.

GM Note #2: Throughout this next dungeon encounter, the villains switch to non-lethal damage to capture. Game Master Reminder: As noted earlier, the intent of the Extractors is to capture, not kill, the Heroes.

AMBUSH AT FIRE FALLS

After the Heroes and their guide, or guides, enter the cave under Fire Falls, the lava flow along the South Crater Trail blocks the cave entrance and blots out the light of the two daystars, Helios and Sol. The travelers stand in darkness of the Underworld cave.

**See Appendix B and the Video:
Grid Map D: Dungeon of Fire**

D1. Cave entrance to the Dungeon of Fire

The light from torch flames emerge from a tunnel leading deep inside the cave. Within seconds, the sound of heavy footsteps echoes off the cave walls.

The Heroes attacked by Leyak the Troll

Without warning, the Heroes and guide are attacked by Extractor forces led by a troll, Leyak, who commands a small group of kobolds, goblins, and two cave trolls. From concealed ambush points above them, the Extractor ambush force drops onto the Heroes, quickly locking them in a swirling melee. Leyak’s ambush party consists of nine (9) Goblins, four (4) Kobolds, and three (3) Trolls, including Leyak. In addition to these brutal numbers, if the Heroes selected Grimnir the Beastman Monk, he has betrayed them by riding away on Byelobog.

Outnumbered, the Heroes stand a chance at taking out a handful of the Kobolds and Goblins, or perhaps one

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of the trolls, but the battle is hopelessly in favor of Leyak and his trained fighters. The battle is all melee, except for the three goblin archers. Leyak and his crew subdue the Heroes, and then deliver the unconscious Heroes to the Processing Chamber in the nearby Dungeon of Fire. The captured group includes their guide or guides, whether the Heroes selected Tristan, and/or Thrud, and/or John; that is, if the guide (or guides) has managed to survive.

GM Note: If the Heroes somehow defeat the ambush, they will obtain a set of skeleton keys from Leyak. Move to Alternate Encounter, disregard mention of the ship, *Ringhorn*, the shackles on the Heroes, or their lack of equipment. Make sure to add the 6 Kobolds in the room as part of the fight and the Heroes are to get a surprise round if they do not delay their assault into the room. GM discretion on their time delay.

CAPTURE AND IMPRISONMENT

The Heroes find themselves shackled together, along with ten other Millennium inhabitants, some human, some not, in the Dungeon Processing Chamber.

D2. Dungeon Processing Chamber

An cantankerous Stone Ogre named Paymon stands on an altar carved from rock, deciding the fate of the Heroes and the other captives. The chamber is guarded by six kobolds. A foot-tall Fire Imp named Ornias stands on the stone altar, writing the Ogre's instructions, in fire, on stone tablets. (Paymon may instruct Ornias the Fire Imp to cast an 2D6 fireball). Paymon turns the pages of a large parchment book setting on a podium at the edge of the altar. The Orge points to a bottomless chasm in the corner of the chamber. Upon the Ogre's orders,

the weak or wounded captives are tossed into the chasm by the Kobolds.

The surviving prisoners and the Heroes are chained together and forced to wear silver helmets. Each helmet has a glowing red symbol of Ex embossed on the front. Upon evaluating the captives, the Paymon points at a prisoner and yells either, "Recruitment!" or "Food!"

The "Food!" command means the prisoners are taken to the Butcher Hall and become food for the Extractor forces. Those captives fortunate enough to receive the "Recruitment" command are marched to the Recruitment Chamber for further processing.

Paymon looks at the Heroes, shouting, "Recruitment!" and they are marched through a torch-lit cave tunnel, dragging their shackles behind them.

Alternate Encounter

Skeleton Keys from the Ringhorn

If the Heroes took the ship route on the *Ringhorn*, they managed to take a set of skeleton keys before they were drugged.

Now in the Dungeon of Fire, these skeleton keys may be used to open their shackles, allowing them to fight Paymon the Stone Ogre and Ornias the Fire Imp in the Dungeon Processing Chamber.

If they defeat the Ogre and the Imp, they may free the other prisoners, then, recover their gear and weapons in the Storage Chamber. Next, the Heroes must cross the Central Platform, climb the Dungeon Stairs to Vulcan's Chamber, and confront the Extractor to escape.

D-2



Paymon

The Heroes have the ability to undo their shackles in a stealthy manner, if they can find some way to distract, or hide, their actions from the Fire Imp and the Stone Ogre.

In order to decide if they have accomplished this task, they need to roll a DC15, (stat dependent on method of diversion [CHA] or stealth [DEX]). If the Heroes succeed in getting the shackles off without drawing the attention of the two enemies at the processing desk, the Heroes receive an attack of opportunity at the beginning of the battle, which may prove to be of great strategic advantage.

If the Heroes are not able to unchain themselves in a stealthy manner, the Stone Ogre instructs the Imp to throw a fireball (2d6) at the prisoners.

Paymon the Ogre will walk, approach, and engage the Heroes in combat using a club (1d6+4). Paymon is slow, and boasts 29 hit points. Use a regular Ogre from the Pathfinder Bestiary (see below).

For the Fire Imp, use a Level 2 Fire Elemental (Small) from the Pathfinder Bestiary (see below), and add the capacity to cast (1) Fireball spell.

Stone Ogre

CR 3

XP 800

CE Large humanoid (giant) Init -1

Senses dark-vision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, Touch 8, Flatfooted 17 (+4 armor, -1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +6, Ref +0, Will +3

OFFENSE

Speed 30 ft. (40 ft. base)

Melee Greatclub +7(2d8+7)

Ranged Javelin +1 (1d8+5))

TACTICS

The Stone Ogre works alongside the Fire Imp in Vulcan's Processing Chamber. He is not accustomed to prisoners disobeying him, and has skewered more than a few exceptions to the rule on his javelin, or smashed them beneath his greatclub. The Ogre will pursue the Heroes, and do his best to smash or skewer as the situation demands. The weak or wounded captives are tossed into the chamber's chasm.

Morale If the Ogre's HP falls below 5, he will experience morale failure, and will attempt to run from battle.

STATISTICS

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

CMB +9; CMD +18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant, Millennish

Dungeon of Fire



The Dungeon of Fire's domed ceiling, stained black from smoke and ashes, towers eighty feet above the dungeon floor. Three geothermal pits emit hot gases and steam. The dungeon's rock walls, honeycombed with caves and jagged magma formations, drip with humidity from the geothermal activity. A circular wooden platform, the draining chamber, is fifty feet in diameter, built around a central stone fire pit surrounded by torture racks, spiked chairs, iron maidens, a hanging cage, and the main gallows. Surrounding the stage-like platform, eight rock bridges span the River of Fire and lead to a semi-circle of damp dungeon cells excavated from the rock. The River of Fire flows north toward Discordia's crater cliffs, eventually erupting from the rock wall as Fire Falls. The prison cells, stacked three stories tall, face the central platform. A massive, two-story-tall stone stairway leads to Vulcan's chambers. On the opposite end of the dungeon, a cave entrance leads to the storage chamber, the recruitment chamber, the processing chamber, and eventually, the crater entrance on the South Crater Trail.

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Fire Imp

CR 2

XP 600

CE Tiny outsider (devil, evil, extra-planar, lawful) Init +3;
Senses dark-vision 60 ft., detect good, detect magic, see
in darkness; Perception +7

DEFENSE

AC 17, Touch 16, Flatfooted 13 (+3 Dex, +1 dodge, +1
natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, Ref +6, Will +4

OFFENSE

Speed 20 ft., fly 50ft. (perfect)

Melee sting +8 (1d4 plus poison)

Spell-Like Abilities (CL 6th

Constant – detect good, detect magic

At will – invisibility (self only)

1/day – augury, suggestion (DC 15)

3/day – Fireball (2d6)

1/week – commune (six questions, CL 12th)

TACTICS

The Fire Imp works as a scribe in Vulcan's processing chamber. The Imp uses its Fireball abilities when it feels the spell will be most effective, or when it is commanded to do so by the Stone Ogre. It will be difficult to attack the Fire Imp unless a Hero has a detect invisibility spell active. The Fire Imp may become invisible at will, and since it only has 16 HP, it attempts to make itself invisible as often as possible. Once the Imp's Fireball spells are depleted, the Fire Imp will do its best to poison the enemy Heroes, one by one.

STATISTICS

Str 10, Dex 17, Con 10, Int 13, Wis 12, Cha 14

CMB +1; CMD +15

Feats Dodge, Weapon Finesse

Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge
(arcana) +7, Knowledge (planes) +7, Perception +7,
Spellcraft +7

Languages Common, Infernal

SQ change shape (boar, giant spider, rat, raven, or beast
shape I)

SPECIAL ABILITIES

Poison (Ex)

Sting-injury; save Fortitude DC 13; frequency 1/round
for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive
saves.

Alternate Encounter Rewards

The Heroes' reward for this alternate encounter is proportionate to the number of prisoners that are saved during the experience. The prisoners themselves, all non-human, do their best to run away from the battle. The GM can gauge how heroic the players are based on their efforts. The attack by the Paymon the Ogre and

Ornias the Fire Imp are focused on the Heroes, not the other prisoners, though the Fire Imp's initial Fireball will likely damage the other prisoners in line. The Heroes are unarmed, but will still have use of spells and their powerful energy of positive thoughts, although they might not be aware of their thought power until later in their journey. It may also be possible to use the manacles and chains as impromptu weapons, though the GM would have to moderate the proficiency that governed the use of the manacles and chain. Other possible weapons in the room include the stone tablets on the altar that are being inscribed by the Fire Imp, or if the Hero is heroically strong, the stone pedestal that holds the parchment book. There are four (4) prisoners remaining within this dungeon chamber to be saved.

GM Note: Death occurs on Con Stat when the Hero hits negatives.

D3. Recruitment Chamber, the Central Chamber to Prison Cells

Dragging their iron shackles behind them, the Heroes are marched into the central chamber by two Kobolds. The Heroes are unshackled so they can remove their clothes in exchange for prison outfits, mere rags. The Kobolds turn to grab a pile of ragged clothes for the captives to wear.

GM: Encourage the Heroes to attack the two Kobolds.

The Heroes Fight Two Kobolds

The two Kobolds are not a difficult fight for the Heroes, and the creatures will not expect the Heroes to attack them since they are both into their dungeon routine. The Kobolds shriek as soon as the attack takes place, and the nearby Stone Ogre and Fire Imp, from the Dungeon Processing Chamber(D2), rush into the room to find out why the Kobolds called out in alarm.

Kobold

CR 1/4

XP 100

LE Small humanoid (reptilian) Init +1;

Senses dark-vision 60 ft.; Perception +5

DEFENSE

AC 15, Touch 12, Flatfooted 14 (+2 Armor, +1 Dex, +1
natural, +1 size)

hp 5 (1d10)

Fort +2, Ref +1, Will -1

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee spear +1 (1d6-1 /x3)

Ranged: sling +3 (1d3-1)



TACTICS

The Kobold is fodder for the armies of Vulcan. The primary strategies of both the Kobolds and the Goblins is to overwhelm through sheer numbers. Unfortunately for the Kobolds, these numbers are not often strong enough to sustain the lives of their populations. When the numbers are smaller (4 or less), the Kobolds prefer to pursue a stealthier method of engaging combat; they prey on isolated party members and seek opportunities to perform sneak attacks, as well as set traps.

STATISTICS

Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

CMB -1; CMD +10

Feats Skill Focus (Perception)

Skills Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic, Millennish

SQ crafty

SPECIAL ABILITIES

Crafty (Ex)

Craft (trapmaking) and Stealth are always class skills for a Kobold.

The two Kobolds fall quickly as they have low HP, and are outnumbered. They also carry Magic Missile Wands (LVL 1, 20 Charges), and they use these wands

to attack the Heroes. When the Heroes defeat the pair of Kobolds, the Heroes can use these wands to face Paymon the Stone Ogre and Ornias the Fire Imp from the Processing Chamber, or the Heroes can attempt to run into the next chamber to escape the Ogre and the Fire Imp. If the Heroes choose to run into the next room (D4), they find an opportunity to pick up some of their gear before engaging with the two oncoming monsters.

If the Heroes also defeat the Stone Ogre and Fire Imp, it is possible for them to backtrack, and find the prisoners that were waiting to be processed back in the Dungeon Processing Chamber (D2). The prisoners will likely be too afraid to move on their own, so the Heroes will have to go and rescue them in order for them to meet up with those prisoners once more. There are four (4) prisoners remaining in the Processing Chamber (D2).



D4. Dungeon Storage Chamber contains Loot and Gear Taken from Captives

When the Heroes enter the Dungeon Storage Chamber to recover their gear and weapons, the Heroes may recover most of their equipment because of the efficiency of the Kobolds. The Heroes also have an opportunity to find a collection of other gear that has passed through the Dungeon of Fire by other unfortunate adventurers. The contents of the room

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are at the GM's discretion, though the breakdown is approximately as follows:

- 80% of the items in the Storage Chamber are not that useful, such as Arrows, Standard Weapons and Armor of low value.

- 15% of the items in the Storage Chamber are moderately useful, such as Adamantine, or Masterwork Weapons, High Grade Armor [although these would appear dirty, and unremarkable, and the Heroes would need to roll a DC15 (WIS) in order to assess their worth].

- 5% of the items in the Storage Chamber are incredibly useful, such as Magical Weapons, Armor, or items which offer Energy Resistance [although these would appear dirty, and unremarkable, and the Heroes would need to roll a DC20 (WIS) to assess their worth.

The dice check would need to be followed with an Identify scroll or spell]. To identify which items would be best awarded to the Heroes, adapt to the playing style of each member of the party, and/or use the tables available in the Pathfinder® Equipment, Magical Armor, and Weapons references.



D5. Dungeon Central Platform equipped with Torture Apparatus: The Draining Chamber

The Heroes enter the Central Platform, the Draining Chamber, to witness several prisoners shackled to torture racks. The captives cry and scream in agony as a sparkling, fluorescent-blue vapor rises from their bodies. Above the platform, a glowing symbol of Ex spins and absorbs

the prisoner's life essence. A fluorescent-red vapor, the Dark Essence, surges from the Ex symbol to surround each captive's head.

A deep voice emanates from the symbol, saying, "Your essence is now owned by me, the Master Extractor!"

The Heroes fight Kobolds and Goblins

There are four (4) Kobolds, and nine (9) Goblins in this room. All the Kobolds are equipped with Wands of Magic Missile (LV 1, 20 Charges). The Goblins are all equipped with Wands of Shocking Grasp (Lvl 1, 20 charges). The effect of the wand distribution is that the Kobolds provide a ranged attack, and the Goblins provide the melee. The Wands of Shocking Grasp act as Touch Range electric prodders that the evil Goblins use to motivate defiant prisoners.

Goblin

CR 1/3

XP 135

Goblin warrior 1

NE Small humanoid (goblinoid) Init +6;

Senses dark-vision 60 ft.; Perception -1

DEFENSE

AC 16, Touch 13, Flatfooted 14 (+2 Armor, +2

Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, Ref +2, Will -1





OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4 /19-20)

Ranged short bow +4 (1d4 /x3)

TACTICS

The Goblin warrior is a low level fodder character for despotic evil armies, such as those under the employ of Vulcan. Goblins are essentially cowards, and will either charge into battle under the cover of great numbers, or will stay to the back and stealthily attempt to fire their short bows. If the goblins are commanded to charge, they will do so; that is, they often owe their allegiance under the threat of violence. Therefore, their loyalty is short-lived or non-existent.

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

CMB +0; **CMD** +12

Feats Improved Initiative

Skills Ride +10, **Stealth** +10, **Swim** +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin, Millennish

The dungeon battle is largely about crowd control. The Goblins and Kobolds do not have a lot of HP. They also do not have a high attack power by themselves, but a focused attack could inflict some serious damage. If the GM chooses to make the battle more difficult, they can decide to have the dungeon monsters attack the prisoners as well as the Heroes, forcing the Heroes into

a decision as to whether or not it is a priority for them to protect the prisoners. There are five (5) torture racks in the room, and each one has a prisoner being tortured and a prisoner in waiting—about to be put on the rack.

If the Heroes succeed in the battle against the Goblins and Kobolds, they have the opportunity to rescue the five (5) prisoners who are about to be sacrificed to Ex the Master Extractor. Once the Heroes have completed this room, they have the opportunity to rescue nine (9) prisoners total.

D6. Dungeon Cells

Heroes must cross one of the eight rock bridges that span the River of Fire to free a prisoner or a group of prisoners. A risky, but humanitarian, act of goodwill.

Alternate Encounter Heroes fight Cave Troll to Free Dungeon Prisoners

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The Heroes observe a Cave Troll guarding a rock bridge. The Troll has a Regeneration rate of 5, and 63 HP. The primary method of attack is by melee, and the Troll crosses the rock bridge in order to meet up with the Heroes. It may be possible for the Heroes to knock the Troll off into the River of Fire, but if that is their course of action they had better have high evades, or good balance, as the Troll does his best to reach a claw out to grab a hold of the Hero on its way down.

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This feat would require a DC25 (DEX) to pull off the maneuver, and a DC20 to make sure that the Troll did not grab a hold of the Hero on the way down. If the Heroes can fell the Troll, that is, get him on the ground, they can kick or push the Troll's body over and into the River of Fire in order to prevent the Troll's Regenerative capacities from taking effect.

Cave Troll

CR 5

XP 1,600

CE Large humanoid (giant) Init +2;

Senses dark-vision 60 ft. low-light vision, scent; Perception +8

DEFENSE

AC 16, Touch 11, Flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp 63 (6d8); regeneration 5 (acid or fire)

Fort +11, Ref +4, Will +3

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d6+5), bite +8 (1d8+5)

Special Attacks rend (2 claws 1d6+7)

TACTICS

Cave Trolls are formidable opponents, particularly when there are two of the beasts. These intimidating creatures select a foe, and do their best to rip their enemy into pieces. For the Heroes to stand a chance, they must bring a means of dispensing acid or fire, otherwise, the Cave Trolls will come back to life and the Heroes will face yet another difficult battle

STATISTICS

Str 21, Dex 14, Con 23, Int 6, Wis 9, Cha 6
CMB +10; CMD +22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant, Millennish

GM Note: Suggest to Heroes that they throw the bodies into the River of Fire so the hot lava consumes the beasts.



Rewards for Helping the Dungeon Prisoners

Once the prisoners are liberated from their dungeon cells by the Heroes, a gypsy woman takes charge of the prisoners and they follow the Heroes at a safe distance.

The Heroes' reward is proportionate to the amount of prisoners that they helped escape from the Dungeon of Fire. If the Heroes help seven (7) to nine (9) prisoners escape, they are offered a major wondrous item [The GM can choose from the Pathfinder Table of Major Wondrous Items, something that they feel would be appropriate, or they can roll die or dice]. If the Heroes help four (4) to six (6) prisoners escape, they are offered a medium wondrous item.

GM Note: choose from the Pathfinder Table of Medium Wondrous Items, something that they feel

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would be appropriate, or they can roll.

If the Heroes help one (1) to three (3) prisoners escape, they are offered a minor wondrous item [The GM can choose from the Pathfinder® Table of Minor Wondrous Items, something that they feel would be appropriate, or they can roll]. The method of delivery is an older woman, or an older man, who turns around after the others have passed on the bridge and says, “Our gratitude cannot be expressed in words.”

The older person reaches into their tangled hair and pulls out a braid with six enchanted beads. “We offer you a token of gratitude for saving our lives, and the lives of our fellow prisoners.” When swallowed, each bead acts as a cure moderate potion.

This gift item is given to Hero who demonstrates the best care for prisoners during escape [GM discretion]. Once the hero and/or his fellow Heroes receive their reward of gratitude, they may proceed up the stairway toward Vulcan’s Chambers.

D7. Stairway to Vulcan’s Chamber

The Heroes must climb the steep stone stairway to Vulcan’s Chambers. Although illuminated with fires from below, the dark chamber steps are steep and slippery from the erupting thermal gases. Two Cave Trolls stand at the top of the stairs.

Heroes Fight Two Cave Trolls

The two Cave Trolls stomp down the stairs, taking up the entirety of the space between the Heroes and the top of the steps. The Trolls have an advantage because they hold the higher ground. If there is a way for the Heroes to maneuver under, over, or around the Cave Trolls, they can take care of that; but otherwise, they will be fighting an uphill battle. If the Heroes approach the Cave Trolls too closely, one of the Trolls may try to leap over them, an action which may succeed or fail, depending on the GM’s discretion, and the skills of the monster. If the jump is successful, the Heroes are caught between two furious Trolls. Careful battle coordination is necessary to take down these two monsters. Once the Heroes manage to get past the two Cave Trolls, they will most likely continue up the stone steps to the top landing.

D8. Vulcan’s Chambers

If the Heroes climb the remaining steps it to the top landing, they will see an iron door with an Ex symbol embossed above the entry. Upon opening the iron door, they see an spinning pit in the middle of the room emitting blue vapor. Behind the pit is a stone throne. More careful observation reveals catacombs surrounding the musty room, most of which are filled with bones, skulls and dusty wine bottles. Piles of gold coins and precious jewels fill many of the cavities and cells. The prisoners run past the Heroes and jump through the Portal. The sound of creatures climbing the steps and moving toward them will cause the Heroes to close and lock the iron door. As the Heroes’ eyes adjust to the dim light, a pair of glowing red eyes stare at them from the far corner of the room. The Dungeon Master steps out of the shadows of his eerie chamber and stands on the opposite side of the torch-lit room. His white fangs exposed, he moves toward the Heroes.

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Vulcan



Heroes From Earth



The heroes confront the enraged Vulcan who holds a Magical Returning Throwing Axe in his left hand and a Spiked Flail in the right hand, both of which he depends on in this battle. He also depends on a number of traps that have been laid throughout the room. Vulcan is injured from his earlier encounter with Ex and is only 35% of his total HP. A spot check D25 (WIS) reveals that the Dungeon Chamber has traps in every corner.

Vulcan's primary strategy is to push the Heroes into a corner, and then to throw his returning spiked flail at a net above the corners of the room. The flail tears a hole in the net, and causes heated sand to fall down from within the net and to bury the Heroes that are caught beneath the outflow. The primary impact of the heated sand is dangerous, and causes (3D6) damage to any character caught directly beneath the flow. The Hero have an opportunity to dodge out of the way if they roll a DC20 (DEX). If there is more than one character caught beneath the falling heated sand, then the damage is reduced to (2d6) per person. If the Heroes experience damage, they also struggle to remove themselves from being buried, at which point they are vulnerable to an attack from Vulcan for 1d4 turns. It is unlikely that the characters allow Vulcan to bully them into a corner again, after the first trap goes off, and if the Heroes wish to see the other traps after the initial one has gone off, they can do so easily by performing a spot check on the ceiling at a D15 (WIS).

The best strategies for defeating Vulcan are with constant ranged and magical attacks. Although he has slowed because of injury, he is still massive, cunning and brutal. To get caught underneath his melee attack is to invite suffering. It may work out to try to further constrict his movement; however, he is a powerful Extractor, so the Heroes' spells may not be effective.

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If Vulcan Is Winning

The Heroes may spend an action to grab loot in Vulcan's chamber. If the Heroes leave the chamber through the Portal, the GM may modify their loot based on how many actions the Heroes spent (GM discretion).

Vulcan Escapes

The Heroes are responsible for evading the traps and attacks from Vulcan, while doing enough damage to lower him to 20 points total HP. Once Vulcan reaches 20 HP, he grabs the brass Dungeon Key around his neck and cries, "Key to the Kingdom, release me!"

Following the Extractor's plea to escape, the pit with the spinning Extractor Portal emits a blue vapor and erupts with yellow, orange and red sparks.

Vulcan runs and dives head first into the vaporous, swirling portal of blue light. Most likely, the Heroes realize the Dungeon Master has escaped through a portal, an Extractor Portal.

Vulcan

NPC

6000 XP for driving off Vulcan

Crippled Dungeon Master (normally a Half-Orc Fighter 13)

LE Med Humanoid (Human, Orc) Init +2;
Senses: Darkvision 60 ft., Perception +1

DEFENSE

AC 27, Touch 12, Flat-footed 27 (10+10 armor, +2 Dex, +5 Shield) hp 141 (13d10+65)

Fort +15, Ref +9, Will +8, +3 vs. fear

OFFENSE

Speed 30 ft.

Melee +1 Vicious Flail +24/+19/+24 (1d8+10/19-20+2d6)

Ranged Masterwork Returning Throwing
Spiked Flail +19 (1d6+5)

TACTICS

Combat Vulcan has suffered prior injuries from Ex, is not at full strength, and will stay away from the Heroes out of self-preservation. Consequentially, he attempts to attack the Heroes from a range, while occasionally striking out with his melee weapon to anyone who comes too close. Vulcan will attempt to intimidate the Heroes toward the corners of the room, where he can use the traps that are set in place on the ceiling.

STATISTICS

Str 18, Dex 13, Con 18, Int 10, Wis 8, Cha 12
CMB +19; CMD +29

Feats Critical Focus, disruptive, improved critical (spiked flail), improved shield bash, iron will, spell breaker, staggering critical, step up, weapon focus (spiked flail), weapon specialization (spiked flail), Dodge, Endurance, Weapon Finesse

SPECIAL ABILITIES

Weapon Training (Heavy Flails), Armor Training 3, Orc Blood, Weapon Familiarity

Skills Intimidate +35

Languages Common, Orc, Millennish

Gear Potion of Bear's Endurance, Potion of Cure Moderate Wounds, Potion of Heroism. +1 full plate, +1 Vicious Flail, Masterwork Returning Throwing Axe, Belt of Giant Strength +2, Cloak of Resistance +1

THE HEROES ESCAPE FROM THE DUNGEON OF FIRE

While the Goblins and Kobolds attempt to break down the iron chamber doors, the Heroes only escape from their imprisonment is to dive into the swirling Extractor Portal used by Vulcan. Diving into the portal, the Heroes are able to successfully escape from the Dungeon of Fire.

GM Note: The Extractor Portal in the floor of Vulcan's Chamber closes after the Heroes pass through.

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Entrance to Main Chamber



Heroes From Earth

Dungeon of Fire



Extractor Portal

Heroes From Earth



Eastern Waste Forest



Chapter 4 Cosmic Cave

HEROES ENTER NEMORIA THE EASTERN WASTE FOREST

The Heroes emerge through the Extractor Portal to find themselves standing on a circular stone structure surrounded by massive oak trees. The sky is radiant red, as if the atmosphere has ignited by fire. Vulcan is nowhere to be seen. The Eastern Waste Forest is barren, covered in briar patches and thorns. The twisted trees, alive and dangerous, sway slowly, waiting to trap unwary travelers. To the south, an ominous black sky peers through the dark branches. To the north, a blue sky beckons the heroes to find the Open Road.

**See Appendix B and the Video:
Grid Map E: Bridge of Riddles**

The Extractor Portal - Entrance to the Upperworld's Eight Great Kingdoms

Leading down a rocky hill, the meandering path, the Waste Forest Trail, is soldiered by moving tree branches with grasping limbs. The Eastern Waste Forest trees, although capable of capture, are easy to avoid.

Game Master: Encourage the Heroes to take the winding path leading to the Open Road, some thirty yards distance down the winding trail.

E2. The Open Road

With a red sky above them, the Heroes may choose to hike the winding trail through the forest. They will soon arrive at the Open Road, a yellow cobblestone trade route connecting all of Millennium. To north, the Bridge of Riddles can be seen spanning the river gorge.



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If the Heroes have a map, they can figure out their location. Or perhaps the Heroes recall their guide talking about the Bridge of Riddles that crosses the River Bassus, leading directly to the Orange Zodiac Path that, in turn, leads to the treasure held within the Cosmic Cave.

The Open Road has been built on the side of the vertical limestone cliffs overlooking the River Bassus—the Extractor Portal Gorge—rising one-hundred-fifty feet above the raging white-water river filled with rocks and twisted trees. If the Heroes hike north, just up the road they will arrive at the magnificent natural rock bridge that spans the River Bassus.

E3. River Bassus

The River Bassus is a swift flowing, white-water river measuring fifty to one hundred yards wide. The Bridge of the Riddles, a rock structure supported by petrified tree trunks, spans the rapidly flowing water that cuts its way through the Extractor Portal Gorge. The Open Road meets the entrance to the Bridge of Riddles. The yellow

E-2 the bridge and climbs up a rocky hill, winding its way into a dense Millennium forest of pines and hemlocks and redwoods.

ENCOUNTER WITH ALVIS AT GUARD SHACK

Where the Open Road meets the entrance to the Bridge of Riddles, the Heroes are confronted by a forest dwarf, Alvis, who emerges from a wooden shack next to the towers. He challenges the Heroes to tests of skill and wits, including an ancient riddle. If the Heroes solve the tests and the riddle, they are allowed to cross the Bridge of

E-3 Riddles free of charge. If they fail to solve the contests or the riddle, they must pay the clever dwarf. For example, failure to solve the one riddle will cost a Hero 2000 gold coins or gear to the dwarf. Alvis is full of himself and is therefore highly insulting to the Heroes. Although charismatic, the dwarf acts brash and inherently rude. His brash conversation leads immediately to a daring wager, potentially resulting in an exposed body, as one or more persons may lose all

of their equipment, and possibly their clothing.

Alvis challenges the party to a group of six tests, each one corresponding with a particular stat. The party may want to face off against Alvis with the person having the best stat for that particular task or challenge.

Note: GM acts as the arbiter of all six tests.

(1) The first contest, as requested by Alvis, is a test of strength:

- STR: Break something that appears unbreakable. It could be a boulder, a stone plate, or a hearty wooden stick. The task could be barehanded, or using a weapon. The difficulty is DC20 strength check. If Alvis fails, he surrenders his Belt of Strength +1 and his brown cloak. If the Hero fails, they must pay 2000 gold coins, or gear of equal value, to Alvis. If it is a tie, then Alvis offers to go at it again, and the Hero can accept or decline.

(2) The second contest, as requested by Alvis, is a test of dexterity:

- DEX: Dodge a blow. Without warning, Alvis strikes at the Hero with his bare hand, only one punch.

Whether or not the Hero makes a successful Evade is the test. Alvis then stands with a broad stance, and offer the same to the Hero. The difficulty is DC20.

If Alvis fails, he hands over his Boots of Dexterity +1 and his finely crafted hemp belt. If the Hero fails, he or she must pay 2000 gold coins, or gear of equal value, to Alvis. If it is a tie, then Alvis offers to go at it again, and the Hero can accept or decline. Hero makes a 20 reflex check when Struck to Evade.

(3) The third contest, as requested by Alvis, is a test of constitution:

- CON: Alvis has a box of Dwarf Spirits, a vile brew that he has been waiting to drink with somebody as a fortitude check.

The task is simple:

Extractor Portal



Within Nemoria, centered in the Eastern Waste Forest, lies one of the eight Extractor Portals. Constructed of granite from the cliffs of Discordia, the circular portal measures twenty-five feet in diameter. The center reveals an Extractor emblem—symbol of Ex the Master Extractor. A pulsating blue aura emanates from the magical passage way. A twisted oak tree—Baobab—looms behind the portal. The ancient tree's massive roots, like giant fingers, spread over the barren knoll covered with twisted bramble, briar patches, and poisonous thorns. Nearby, the Open Road meanders northward to the Bridge of Riddles.

River Bassas at the Bridge of Riddles



The Bridge of Riddles spans the River Bassas, forming the Extractor Portal Gorge. One-hundred-fifty feet above the cliffs, the yellow, cobblestone Open Road winds its way toward the bridge entry on the south side of the gorge. The Bridge of Riddles forms a natural rock archway supported by petrified-stone tree trunks that loom over the white-water river. Upon crossing the bridge, the Open Road climbs steadily into a dark Woods of Awareness. Travelers who maintain a northerly route on the Open Road soon arrive at the Cosmic Cave with the Pot of Gold.

who can stomach more of the vile brew than the other. The difficulty is DC20 fortitude check for each bottle consumed. If a Hero fails, they are nauseated for 1d6 rounds. If Alvis fails, he surrenders his Amulet of Constitution +1 and his favorite red tunic. If the Hero fails, they must pay 2000 gold coins, or gear of equal value, to Alvis.

If it is a tie, whoever recovers from nausea first is the winner. If another tie occurs, then Alvis offers to go at it again, and the Hero can accept or decline.

(4) The fourth contest, as requested by Alvis, is a test of wisdom:

• WIS: Alvis shows the Heroes a red stone in his right hand. He closes his eyes and throws the stone onto the rocky gorge cliffs below the bridge. He opens his eyes and announces, "Whoever can spot the red stone first, wins." If a tie occurs, Alvis throws a green stone. If another tie, Alvis throws a blue stone, and so on, until a winner decided. The perception check is DC20. If the Hero succeeds in the check, they win a statue of a lion carved into a boulder on the face of the gorge cliffs [Alvis' work], and Alvis gives them a Ring of Wisdom +1 and his pair of leather sandals. If the

Hero fails, he or she must pay 2000 gold coins, or gear of equal value, to Alvis.

(5) The fifth contest, as requested by Alvis, is a test of charisma:

• CHA: Alvis may not be a personable fellow, but he has a way with animals. The Handle Animal Test is to get a local bird to land on their fingertip. The test is to see who rolls the highest value of an Handle Animal Check between Alvis and a Hero. The dwarf thinks he has got this one down because of his extraordinary Ranger skills, Wild Empathy, and Handle Animal. If the Hero succeeds, then Alvis grants them a Handle Animal Check and a Ring of Charisma +1 and his brown leather breeches. If the Hero fails, then he or she must pay 2000 gold coins, or gear of equal value, to Alvis.

(6) The sixth and final contest, as requested by Alvis, is a test of intelligence:

• INT: The Intelligence test is Alvis asking one Hero an ancient riddle, the Riddle of the Sphinx. The riddle may only be answered by the person who elects to be tested by Alvis for this stat.

READ MESSAGE TO THE HEROES:

Riddle of the Sphinx: "What walks on four legs in the morning, on two legs at noon, and on three legs in the evening?"

Answer: "Humans, who crawl on all fours as a baby, walk on two legs as an adult, and walk with a cane in their old age."

If the Hero guesses the answer, then Alvis surrenders a Circlet of Intelligence to the Hero and his final piece of clothing, his loin cloth. If the Hero fails, he or she must pay 2000 gold coins, or gear of equal value, to Alvis. It is possible to leave Alvis completely naked on the bridge, or it is possible for the Heroes to be fleeced of several thousand gold coins. Results depend on whether or not Heroes choose to participate, and if they demonstrate their skills successfully.

Alvis

NPC

Dwarf Ranger 7

LG Medium Humanoid (Dwarf) Init +2; Senses Perception +12

DEFENSE

AC 21, Touch 12, Flat-footed 21 (10+7 armor, +2 Dex, +2 Shield) hp 59 (7d10+16)

Fort +8, Ref +8, Will +5, +2 Poison, Spells, and Spell-like abilities

Defensive Abilities Defensive Training, +4 dodge bonus to AC v. Giants Resist fire 10

OFFENSE

Speed 30 ft.

Melee +1 warhammer +9/+4 (1d8+6/x3)



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TACTICS

Combat Alvis guards the entrance to the Bridge of Riddles that spans the River Bassus. His primary interest in the party is to evaluate their skills before they proceed. He asks the Heroes a series of questions, tasks, and tests based on each stat.

STATISTICS

Str 19, **Dex** 18, **Con** 18, **Int** 18, **Wis** 18, **Cha** 3

CMB +17; **CMD** +27

Feats Animal Affinity,

Alertness, Agile,

Athletic, Acrobatic

Special Light Armor

Proficiency, Track,

Wild empathy,

Endurance, Animal

Companion, Swift

tracker, Woodland

stride, Evasion

Favored Enemy Evil

Outsiders

Spells Level 1:

Longstrider; Level 2:

Barkskin

Skills Climb +11,

Perception + 12 (+14

to notice unusual

stonework), Handle

Animal +22, Balance

+12, Escape Artist +10

Languages Common

Gear Scimitar +1

Warhammer, Belt of

Strength +1, Boots of

Dexterity +1, Amulet

of Constitution +1,

Circlet of Intelligence

+1, Ring of Wisdom +1,

Ring of Charisma +1

AMBUSH AT THE RIVER BASSUS

The Heroes, having won, or lost, the contests of skill and wits with the clever dwarve, most likely continue

their adventure by entering the Bridge of Riddles. The natural bridge has no guard rails and appears dangerous, especially if one ventures too close to the edge.

E4. Bridge of Riddles

Halfway across the stone bridge, Viviana the Sorceress suddenly appears (from an invisible state) accompanied by two henchmen.



The Heroes recognize Viviana from Fog Harbor encounter or, they know she is the one who betrayed them on the ship, *Ringhorn*.

She wears a blue tattoo on her right arm, the same symbol as Vulcan.

Hearing a commotion behind them, the Heroes turn to see two more Henchmen approaching. There is nowhere to escape. If they look back, Alvis is nowhere to be found. The Heroes prepare to fight Viviana and her four (4) Henchmen.

Game

Master reminder: Viviana's goal is to capture Heroes, not kill them, because Ex needs them alive.

This battle proves to be the most difficult one the Heroes have had to face so far on their journey.

The difficulty of the battle on the bridge depends on the amount of Energy Resistance (fire/lightning) that each of the characters has on his or her person. Viviana has the ability to do 10d6 damage with both her Fireball spell, as well as her Lightning Spell. Her Magic Missile Spell does 5d4+5 damage.

The Heroes need to focus on killing Viviana and her familiars first, and worry about the Henchmen afterward. The Henchmen are not a eminent threat, as they are only low level melee fighters. It would be difficult to face all four of them at once, but the encounter should be manageable.

The Open Road crosses the Bridge of Riddles



The Open Road, also known as The Great Way, forms a global, circular route around Millennium's super continent, connecting all four empires and the Eight Great Kingdoms that reveal their Eight Great Treasures. There are also eight secondary trails, Zodiac Trails, that connect the Open Road to each treasure. Each secondary trail forms a loop with a treasure located at the halfway point. Six of the Zodiac Paths must be traveled by land and two of the paths by sea, one by way of the eastern Sea of Esteem and one by way of the western Sargasso Sea. The Open Road connects the Eight Great Kingdoms that surround the central crater of Discordia. The Eastern Empire is comprised of two kingdoms, Palludis and Pellagus. The Southern Empire's two kingdoms are Eremus and Harundia. The Western Empire's two kingdoms are Sallum and Saburra. The Northern Empire's two kingdoms are Gellum and the Nemoria.

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Bridge of Riddles

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Nemoria

One possible strategy would be to disperse party members across the length of the bridge, this way if Viviana were to cast an area Affect Spell, the collective damage would be minimal. Still another strategy would be to manipulate the loose yellow cobblestone stone littering the bridge, or to find a way to throw, trip, or blow either Viviana, or some of her Henchmen, over the edge of the stone bridge. If the Heroes manage to kill the sorceress, an unlikely scenarios due to her powerful spell of Teleport, Viviana carries useful loot for the taking. After Viviana has taken 20 damage, she rolls each round, at will (15) save, to remain in the fight. Otherwise, she retreats in order to escape.

After the battle, the Heroes may continue up the Open Road toward the Cosmic Cave.



Henchmen

NPC

XP 600 each

Human fighter 2

NE Medium Human Init +1; Senses Perception +8

DEFENSE

AC 17, touch 11, flat-footed 16 (10+2 armor, +1 Dex, +natural, +1) hp 15 each (2d8+2)

Fort +5, Ref +4, Will +1

OFFENSE

Speed 30 ft.

Melee Masterwork Longsword (1d8+1)

Ranged Short Bow (1d6)

TACTICS

Strategy When confronted by the Henchmen in Fog Harbor, the Heroes are faced with a carefully orchestrated attack. The objective of the Henchmen is to use sneak attack, flanking strategies, non-lethal weapons, nets, lassos, and stink bombs to achieve their goal of capturing the Heroes.

Combat: Viviana's band of Henchmen are the melee component to her spell casting. She often casts the area effect spells first, and follows those up by more individually targeted spells, or emotionally manipulative spells, such as "Fear". When the emotionally manipulative spells are cast, the Henchmen are there to receive the unaware Heroes as they run away under the effects of the spell. Otherwise, they are simply there to hold the attention of the Heroes while Viviana blasts away with devastating spells.

STATISTICS

Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 9

CMB +5; CMD +16

Feats Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +7, Perception +8, Stealth Escape Artist +10

Languages Common, Millennish

Gear Leather Armor, Light Wooden Shield, Masterwork Longsword, other treasure. Sap (non-lethal), (2) Stink Bombs, (2) Potions of Bear's Endurance, Short Bow, (20) Blunt Arrows (non-lethal)

Cosmic Cave



Deep in the forest of Nemoria, the Cosmic Cave reveals the seventh Great Treasure, the Pot of Gold with the Coins of Intelligence. Surrounding the sacred cave is a dense forest teaming with magnificent oaks, cedars, and bizarre wild life. A winding foot path, the Orange Zodiac Path, leads to an elevated landing, the ancient stone work of the Cosmic Ruins. A stone bridge spans the River By The Woods, leading to the shrine steps. At the top of stairs lies the courtyard where visitors may see the treasure entrance, a cave-like opening framed by ruins—columns and stone blocks built into the side of the rocky hill. The twenty-foot-tall entrance displays a gold Triangulum above the archway. From outside the entrance, Balux, the living Pot of Gold, can be seen sitting inside the cave on an oracle altar. The sacred gold coins emanate a radiant glow that illuminates the Cosmic Cave.

Orange Zodiac Path

After a one-daynight journey through the forests of Nemoria, the Heroes will have made their way from the Open Road to the Orange Zodiac Path. The winding path eventually leads them to the entrance of the Cosmic Cave, home to the sacred Coins of Intelligence.

COSMIC CAVE

As the Heroes continue to their hike along the Orange Zodiac Path, they soon come to a stone archway, a natural rock tunnel with torches lining the walls. There is no sign of friend or foe. If they walk through the rock archway and follow the trail several hundred feet, they will spot the Cosmic Ruins. Along the way, they will observe faerie or gnome doors at the base of oak trees, but no one greets them.

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See Appendix B and the Video:
Grid Map F: Cosmic Cave

Fl. Arrival at Cosmic Cave

Lying in wait for the Heroes, Bodvar the Berserker sends eight Grizzsects, led by Chax, into hiding when he spots the Heroes coming up the Orange Zodiac Path.

The eight beasts will remain hidden until summoned by their Bearman commander. If the Heroes roll a 20 (WIS) Perception check, they see the Grizzsects as the monsters go into hiding; if the Heroes fail this dice check, then the Grizzsects have the “Stalker” advantage. If the Grizzsects fail in their attempt to hide from the Heroes, then the full force of the enemy is made apparent to the Heroes.

F-1

Bodvar

NPC

Cursed Human Barbarian 11, cursed by Ex to become a Bearman

CE Medium humanoid (Human, Bear) Init +4;
Senses: Darkvision 60 ft. Perception +15

DEFENSE

AC 17, Touch 19, flat-footed 19 (+7 natural, +5 Dex, -2 rage, -1 size)
hp 187 (14d12+70+(6d8+30 [62HP]))

Fort +14, Ref +9, Will +9,+4 vs. spells, spell-like abilities or supernatural abilities.

OFFENSE

Speed 40 ft.

Melee +1 double axe
+19/+14/+9(1d8+10/19-20 3x)

Melee Bearman: 2xClaws
+13(1d8+9), Bite +11(2d6+4)

Ranged Masterwork Composite Longbow
+16/+11/+6 (1d8+6/x3)

Special attack Greater rage (26 rounds/day, Rage powers(animal fury, increased dmg reduction +1, no escape, rage leaper, superstition +4))

TACTICS

Combat Bodvar charges into battle, using leap and acrobatics to enter melee quickly. When Bodvar the Berserker charges, he uses one bear claw, and when he commits to a full attack, he uses both bear claws.

STATISTICS

Str 22, Dex 18, Con 20, Int 10, Wis 12,
CMB +17; CMD +29

Feats Double Slice, Improved Critical (Double Axe), Improved two weapon fighting, Two weapon rend, weapon focus (double axe)

Skills Acrobatics +17 (+32 when

jumping), Climb +11, Intimidate +10, Perception +15, Ride + 7, Stealth +14, Survival +5, Swim +11.

Languages Common, Millennish, Grizzsect

Gear Potions of Blur (2), Potion of Fly, +3 leather armor, (2) +1 double axe, masterwork composite longbow with 20 arrows, belt of giant strength, cloak of resistance +2

SPECIAL ABILITIES

Fast Movement, weapon familiarity, Bearman Rage

Cursed by Ex to be a gruesome Bearman, Bodvar specializes in leading the charge. With his double-headed axe strapped to his back and his sharp claws raised for battle, the fierce warrior foams at the mouth, roaring battle commands to his loyal tribe of Grizzsects.

GM reminder: Bodvar's goal is to capture, not kill, the Heroes because Ex needs them alive.



Bodvar

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Grizzsect (8)

NPC

XP 600 each

Grizzsect fighter 2

NE Monstrous humanoid (bear, insect) Init +1;

Senses darkvision 60ft Perception +8

Grizzsects are six-limbed beasts, seven feet tall, having insectivorous bodies with fur-covered abdomens and heads—the body of a green praying mantis with the head and torso of a brown grizzly bear. The Grizzsect's two mantis arms have pincer-paws extending in front of their furry chests. Their four insectivorous legs give them speed and agility.

DEFENSE

AC 17, touch 11, flat-footed 16 (10+2 armor, +1 Dex, +natural, +1) hp 16 each (3d8+3)

Fort +2, Ref +4, Will +1

OFFENSE

Speed 30 ft.

Melee Morningstar +5 (1d8+3)

Ranged Javelin +3
(1d6+3)

TACTICS

Combat When

led into battle by Bodvar, the Grizzsects become a complex foe. The Grizzsect's contribution toward the battle will be to remain hidden as long as possible and then launch an attack of opportunity when the time is right. Grizzsects prefer to use their stealth abilities; otherwise, they behave as standard Melee Fighters, and swarm the enemy Heroes.

STATISTICS

Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 9

CMB +5; CMD +16

Feats Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +7, Perception +8, Stealth +10; Racial Modifiers +4 Intimidate, +4 Stealth

Languages Common Goblin, Millennish, Grizzsect

SPECIAL ABILITIES

Stalker

Gear Leather Armor, Light Wooden Shield, Morningstar, 3 javelins, other treasure such as assorted gems and coins (Value: 150 GP)

F2. Cosmic Rains

Most likely, the Heroes will climb the three steps to stand on the stone platform of the Cosmic Ruins. From their vantage point, they see Balux, the glowing Pot of Gold inside the entrance to the Cosmic Cave, just across a bridge, up a flight of stone steps, and across a stone courtyard. Their natural response may be to head for the bridge leading to the treasure, or they may look for an alternative route to the cave entrance, now some fifty feet away.



Chax the Grizzsect

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F3. Stone Bridge

If the Heroes decide to take the ancient stone bridge, the fastest path, they will be confronted by Vulcan, who has suddenly appeared and now stands defiantly at the top of the courtyard steps. No matter what path they take toward the cave entry, the Heroes will hear a commotion behind them.

F-3 From the surrounding forest, Vulcan's chief minion, Bodvar the Berserker, leads his band of eight Grizzsects onto the Cosmic Ruins and down the steps toward the stone bridge. Bodvar, an enormous Bearman, growls for the eight Grizzsects, led by Chax, to charge the Heroes on the bridge. Then, the Bearman lets out a massive roar at the onset of the battle.

With or without his eight Grizzsects, Bodvar believes that he can outmatch the Heroes all by himself. And likely, he can. Bodvar is powerful and cunning, and he charges into battle to attack the nearest Hero.

This attack is challenging for the Hero, and comes quickly. An excellent strategy for the Heroes is to debuff, slow, or ensnare Bodvar with a spell or magical item that puts distance between Bodvar and the Heroes.

F4. Courtyard Steps

F-4 The goal of the Heroes is to get off the bridge, climb the steps, and make it to the entrance to the Cosmic Cave, a mere fifty feet away. The Heroes should quickly figure out that fighting on the bridge is dangerous due to the crumbling stone rails and the rapidly flowing river below.

F5. River By the Woods

The Grizzsects are not affected by the rapids and they can easily traverse the river. If the Grizzsects failed in their attempt to hide and ambush the Heroes, then they either use their ranged javelin attacks, or they chose to swarm and pick off Heroes one at a time. It does not take long for the Grizzsects to cross the bridge and/or swim the river to swarm the Heroes as they climb the stone steps **F-5** toward the cave entry. An excellent strategy to deal with the mosh pit style abuse of the Grizzsects is to cast Energy Resistance (Fire) on a character with a lot of HP, use them as bait, and then center an area effect spell (Fireball) on that character. Grizzsects are not smart, but if they all spontaneously burst into flame, they have to make a Save vs. Will roll [DC20], or run away from the battle scene.

F6. Courtyard at the Cosmic Cave

Amused by the apparent overwhelmed state of the Heroes during their battle with Bodvar and the Grizzsects, Vulcan remains at the top of the steps—the courtyard to the Cosmic Cave. **F-6**

The Dungeon Master shouts insults and roars of laughter at the impending doom of the Heroes. The Heroes may be demoralized by the odds of the battle, as well as Vulcan's insults, and it seems as though the Heroes are in for a loss.



F-2

F7. Entrance to the Cosmic Cave

Within [1d10] turns, Cernunnos and Nessus the Centaur emerge from the Cosmic Cave entrance, onto the courtyard, to join the battle alongside eight (8) armed centaurs. Cernunnos focuses his attacks on Vulcan, who turns to engage the great stag warrior, Guardian of Balux, the Pot of Gold. Bodvar charges up the steps, becoming fully engaged with Nessus, as well as several of the other Centaurs. The remaining Centaurs decide to engage the Grizzsects in combat in order to alleviate the burdens of the Heroes. The placement of the Centaurs is to be determined by the GM. With the arrival of Nessus and his Centaurs, comes a turn in the tide of battle.

Cernunnos

NPC

Centaur Ranger 13

LG Large Monstrous Humanoid Init +6;

Senses Darkvision 60 ft., Perception +26

DEFENSE

AC 28, Touch 16, Flat-footed 11

(10+8 armor, +5 Dex, +1

dodge, +4 Natural) hp 125

(13d10+49)

Fort +12, **Ref** +14, **Will** +7, +2 vs.

enchant

OFFENSE

Speed 50 ft. (35 ft. in armor)

Melee (2) +1 Cold Iron Rapier +17/+12/+7

(1d6+3/15-20)

Ranged +1 light crossbow +19(1d8+1/19-20)

TACTICS

Combat Cernunnos is the leader of the Centaurs and a champion, one of the eight Utopian guardians. He engages Vulcan, while the Heroes and the other Centaurs, led by Nessus, engage Bodvar and the eight Grizzsects. Prebuff for spells done prior to endurance. Cernunnos drinks a potion of heroism before fighting Vulcan. The great stag also casts Barkskin, Bear's Endurance, Delay Poison, Longstrider, Protection from energy (fire), and Resist Energy (electricity). Cernunnos initially poises himself using stealth, and when the time is right, he leaps into battle to fight with his dual rapiers and sacred spear, *Ascalon*.

STATISTICS

Str 14, **Dex** 21, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

CMB +15; **CMD** +31

Feats Dodge, Double Slice, Endurance, Improved Critical (Rapier), Improved Two-Weapon Fighting, Two Weapon Rend, Improved Vital Strike, Weapon Finesse

SPECIAL ABILITIES

Improved Two weapon Fighting, Light Armor



Cernunnos

Heroes From Earth



Proficiency, Track, Wild empathy, Endurance, Animal Companion, Swift tracker, Woodland stride, Evasion, Undersized Weapons

Favored Enemy Evil Outsiders +6, Magical Beasts +2, Undead +2

SPELLS

- Level 1: Delay Poison, Longstrider, Resist Energy;
- Level 2: Barkskin, Bear's Endurance, Protection from Energy

- Level 3: Cure Moderate Wounds

Skills Acrobat +15 (+19 when jumping), Jump +13, Knowledge Nature +13, Knowledge Planes +10, Survival +18, Stealth +32, Swim +10

Languages Common, Millennish

Gear +1 Cold Iron Rapier (2), +1 Light Crossbow with 15 bolts, +1 Sacred Spear—*Ascalon*, Potions of Cure Serious Wounds (2), Potions of Heroism (2), Potions of Invisibility (2), +1 evil outsider bane bolts, +2 Mithral Breastplate, Belt of Incredible Dexterity +2, Cloak of Resistance +1

Centaur (8)

NPC

N Large monstrous humanoid Init +6;

Senses dark-vision 60 ft.; Perception +7

DEFENSE

AC 20, **Touch** 11, **Flatfooted** 18 (+6 Armor, +2 Dex,

+1 natural, +2 Shield, -1 size)

hp 30 (4d10+8);

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

OFFENSE

Speed 50 ft.(35 ft. in armor)

Melee longsword +5 (1d8+2/19-20), 2 hooves +0 (1d6+1)

Ranged spear +5 (1d8+2/x3)

TACTICS

Nessus and his band of Centaurs join the Heroes in the battle against Bodvar and the Grizzsects at the entrance to the Cosmic Cave. By the time the Centaurs arrive on the scene, it looks as though the Heroes have been through some difficulties, and are in need of help. The Centaurs charge into battle, and take the brunt of the enemy assault. The Centaurs prove to be the tide-changing cavalry

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12
CMB +7; **CMD** +19 (23 vs. trip)

Feats Improved Initiative, Run

Skills Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +7, Survival +9

Languages Common, Elven, Sylvan, Millennish
SQ undersized weapons

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Balux

Ex the Master Extractor

NPC

Human Necromancer 18

Names aka the Master Extractor, the Invisible Villain
NE Medium Human Init +1; Senses Perception +0

DEFENSE

AC 23, **Touch** 16, **flat-footed** 23 (10+4 armor, +4 deflection, +1 Dex, +1 Insight, +3 Natural) **hp** 170 (18d6+105)

Fort +14, **Ref** +11, **Will** +17, +4 vs. mind altering

Defensive Abilities Mind Blank, Spell Turning, Resist Cold 20, Resist Fire 30.

OFFENSE

Speed 30 ft.

Melee

Masterwork
Silver Dagger
 +9/+4/(1d4-1/19-20)

Special Attacks Channel Negative Energy, DC 19, 11/day,

Arcane school spell-like ability Concentration +26, 11/day – grave touch (9 rounds)

SPELLS

- Level 0 (At Will): Bleed (D20), Detect Magic, Mage Hand, Read Magic
- Level 1 Spells: Cause

Fear (DC 21), Expeditious Retreat, Featherfall, Grease, Mage Armor, Magic Missile, Obscuring Mist

- Level 2 Spells: Blind/Deafness (DC 22), Darkvision, False Life, Glitterdust (DC20), Resist Energy, Scorching Ray, See Invisibility

- Level 3 Spells: Blink, Dispel Magic (2), Fireball (2, DC24), Fly, Vampiric Touch

- Level 4 Spells: Animate Dead, Arcane Eye, Bestow Curse (2, DC24), Dimension Door, Fire Shield, Maximized Ray of Enfeeblement

- Level 5 Spells: Cloudkill (DC23), Quickened Magic Missile, Maximized Scorching Ray, Teleport, Wall of Force, Waves of Fatigue

- Level 6: Chain Lightning (DC25), Create Undead, Disintegrate (DC24), Eyebite (DC26), Maximized Vampiric touch (2)

- Level 7: Ethereal Jaunt, Finger of Death (DC 27), Quickened Fireball (DC22), Spell Turning, Waves of Exhaustion.

- Level 8: Create Greater Undead, Horrid Wilting (3, DC28), Mind Blank

- Level 9: Energy Drain (DC 29), Time Stop, Wail of Banshee (DC29)

Morale Ex reigns as the uncontested leader of the Extractors.

His goal is the destruction of all things good, especially the Eight Great Treasures and the Utopians who guard them. From his City of Dis, deep in the bowels of Millennium's vast Underworld, he rules his legions of evil beings. Wearing the Feathered Cloak, the Master Extractor possesses the gift of flight. His hideous head is adorned with the Cap of Invisibility, allowing Ex to remain invisible. No Millennian creature has been able to challenge the power of Ex, and many have tried. Only Metamorphosis and his wand, *Joyease*, have an adverse effect on the Invisible Villain.



Ex

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STATISTICS

Str 8, Dex 12, Con 18, Int 26, Wis 14, Cha 10
CMB +8; CMD +23

Feats Combat Casting, Silent Spell, Alertness, Command Undead, Quicken Spell, Craft Wondrous Item, Extra Channel, Forge Ring, Greater Spell Focus, Improved Channel, Improved Initiative, Maximize Spell, Scribe Scroll, Spell Focus (Evocation, Necromancy), Toughness, Weapon Focus (Ray)

Skills Spellcraft +29, Use Magic Device +18, Stealth +19, Sense Motive +24, Perception +24, Knowledge (History, Local)+21, Knowledge (Arcana, Planes, Religion) +29, Intimidate +16, Fly +22, Heal +20

Languages Common, Millennish, Tongue of the Beast

Gear Potion of Cure Serious Wounds (3) Masterwork Silver Dagger, Belt of Constitution +4, Dusty Rose Ioun Stone, Cloak of Resistance +4, Engraved EX Amulet of Natural Armor +4, Wand of Inflict Moderate Wounds (20 Charges), Headband of Vast Intelligence +6, Feathered Cloak of Flight +6, Cap of Invisibility +6 (aka., the Helm of Hades), Ring of Major Energy Resistance (cold), Spellbook

SPECIAL ABILITIES

Invisibility, Flight, Yellow Death Ray

hand on Vulcan. Bodvar is seriously injured by Nessus, the mighty Centaur. However, the bearman manages to dive into the river and he swims downstream, tumbling over the cascading falls.

Ex the Master Extractor arrives

When Vulcan gets down to 30% HP, the battle is interrupted by a Yellow Death Ray that seriously injures Cernunnos the Utopian.

The deep and reverberating voice of Ex speaks from the red sky, "You have all failed me. Be gone Vulcan, I shall subjugate these weak humans myself!"

Before he can defend himself against the wrath of invisible Ex, a Yellow Ray strikes Vulcan and the defeated Dungeon Master vanishes into thin air.

The sounds of invisible Ex's Feathered Cloak can be heard as he flies swiftly over the battle scene. If any attacks, such as arrows or spears, are directed toward Ex, he laughs and casts a fireball at the Utopian forces, injuring many of the party. It is likely that some, if not all, of the Heroes may be injured, or possibly killed by Ex's devastating Fireball.

Game Master Reminder: If any of the Heroes are killed by Ex's fire ball, Metamorphosis can resurrect them by replacing the gold Triamulet around their neck with a Crystal Triamulet. This happens inside the Cosmic Cave after the battle.

AFTERMATH: BATTLE AT COSMIC CAVE

Ex lands at the entrance to cave, as evidenced by the sound of rustling feathers from his cloak. After a loud thud is heard, a cloud of dust erupts from the spot on the courtyard where the Master Extractor lands.

"Did you really think I would permit you to access the Coins of Intelligence?" a sinister voice asks the Heroes.

"Do you think that you, outsider mortals from an inferior planet, are deserving of such a treasure?" Ex asks, before laughing again. He screams, "Your sole function in life is to feed me your life force so I can crush this wretched world."

Each player is struck by an arch of lightning that leads back to where the voice comes from. Each Hero must make Reflex 24 save to avoid the strike. Those who fail are lifted three feet into the air. They lose D3 CON.

Ex roars in triumph.

Game Master Note: If the Game Master wants a more challenging encounter, have the lightning leap from Ex to all the fallen bodies on the battlefield within 100 feet distance. Animate the corpses to Zombies.

F-6

BATTLE BETWEEN THE UTOPIANS AND EXTRACTORS

The Extractor and Utopian forces collide in full battle at the entrance ruins to the Cosmic Cave. Cernunnos, the great stag, shouts, "Defeat Bodvar and his Grizzsects, I will take care of Vulcan!" as he challenges Vulcan to one-on-one combat. Vulcan gleefully accepts the challenge. The Heroes fight alongside the Centaurs as they battle the Bearman and his eight Grizzsects on the courtyard and the steps. Bodies collide as the fight overflows down the steps to the bridge.

On the courtyard, the battle between Vulcan and Cernunnos becomes a major conflict, filled with magical energy. Surges of lightning bolts uproot trees and displace large boulders. The melee is busy with full equine bodies and the corpses of the fallen.

The Heroes are responsible for keeping themselves safe, and contributing as earnestly as possible by whatever means are available to them. Vulcan and Cernunnos are occupying one another's attention, leaving the Heroes to do their part. The combination of the Heroes and the Centaurs overpower Bodvar and the Grizzsects.

At the GM's discretion, by D20 dice roll, or by actually rolling out the numbers for the entire battle, the GM can determine when the battle is over. It is likely that Chax and the Grizzsects will have fallen, and the Heroes will join Nessus, the commander of the Centaurs, as well as the Centaurs still alive, in the fight against Bodvar.

At the appropriate time, Cernunnos gets the upper

F-7

Zombies

CR 1/2

XP 200

NE Medium undead Init +0;

Senses dark-vision 60 ft.; Perception +0

DEFENSE

AC 12, Touch 10, Flatfooted 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; Immune undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

TACTICS

Zombies are the mindless undead. They smell rotten, and move slowly, but if they connect a solid melee hit, the unfortunate Hero will have a very unfortunate experience. Zombies lack tactics, except to stagger forward and attempt to devour their victim's brains.

STATISTICS

Poison (Ex)

Claw-injury; save Fortitude DC 13; frequency 1/round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves.

METAMORPHOSIS ARRIVES

Without warning, the Invisible Villain's outline appears, revealing the physical appearance of Ex. The Master Extractor looks down at himself and then looks skyward. He scowls with his white fangs as he realizes that Metamorphosis, the great sage, flies overhead with his sacred wand, *Joyease*. The sacred wand's blue rays are the only force on Millennium able to expose Ex from his magical invisible state.

Ex retracts the arch of lightning, releasing the entrapped Heroes, who drop to ground and are condition helpless for D3 rounds. Ex waves his lizard-like, scaly hand, sending another Yellow Death Ray at the Utopian Master who hovers overhead. Morph blocks the death ray with *Joyease*, his sacred wand.

Ex shouts, "You can't protect their souls forever, Metamorphosis!"

Next, Ex turns to the Heroes and shouts, "I'll be seeing all of you soon!"

The Master Extractor disappears via teleportation.

Nessus the Centaur drags the wounded Cernunnos into the cave while Metamorphosis descends and lands on the courtyard in front of the Heroes.

The great sage introduces himself to the Heroes and invites them to enter the Cosmic Cave. The cave opening features a Gothic-style archway with a gold Triangulum symbol above the door.

Most likely, the Heroes chose to follow Metamorphosis into the Cosmic Cave.

Metamorphosis

NPC

Metamorphic Wizard 20

Names include the Utopian Master, Sage of the Ages.

NG Medium Humanoid (Lizard, Butterfly, Human) Init +3; Senses: Low-Light Vision, Perception +15

DEFENSE

AC 24, Touch 16, flat-footed 24 (10+8 armor, +3 deflection, +3 Dex) hp 162 (20d6+80)

Fort +11, Ref +14, Will +17, +2 vs. enchantment

Immune Sleep

OFFENSE

Speed 30 ft.

Melee +2 quarterstaff +11/+6 (1d6+1)

Special Attacks Hand of the Apprentice 12/day, metamagic mastery (7/day)

Wizard Spells Prepared (CL 20th; concentration +29)

SPELLS

- Level 0 (At Will): Arcane Mark, Detect Magic, Prestidigitation, Read Magic
- Level 1 Spells: Magic Missile (3), Ray of Enfeeblement (2, DC 20), Shield, True Strike
- Level 2 Spells: Create Treasure Map, Ghoul Touch (DC 21), Stilled Magic Missile, Rope Trick, Scorching Ray (2)
- Level 3 Spells: Blink, Dispel Magic, Fireball (2, DC 22), Fly, Haste (2)
- Level 4 Spells: Bestow Curse (DC 23), Crushing Despair (DC 23), Enervation, Greater Invisibility, Lesser Globe of Invulnerability, Maximized Magic Missile
- Level 5 Spells: Cloudkill (DC 24), Dominate Person (DC 24), Suffocation (24), Teleport (2), Wall of Force
- Level 6: Chain Lightning (2, DC 25), Cloak of Dreams (DC 25), Greater Dispel Magic, Mage's Lubrication
- Level 7: Firebrand (2, DC 26), Finger of Death (DC 26), Delayed Blast Fireball (DC26), Spell Turning, Reverse Gravity (DC 26)
- Level 8: Polar Ray (2, DC 27), Power Word Stun (2, DC 27), Prismatic Wall (DC 27)
- Level 9: Empowered Delayed Blast Fireball (DC 26), Echean's Excellent Enclosure, Meteor Swarm (2, DC 28), Time Stop

Morale Metamorphosis, known as the Sage of the Ages, hails as the supreme leader of the Utopians. His primary goal the spiritual enlightenment and betterment of all sentient beings. When provoked by the Extractors, the great sage has the ability to do serious damage, because he is an all-powerful Archmage. However, his peaceful nature allows him to decide when to use such magical powers, and when to employ other methods to achieve the resolution of all such matters and conflicts, both emotional, physical, and metaphysical. The great sage shares his knowledge and wisdom, what he

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calls The Great Way, with all beings who travel to Millennium from the eight surrounding planets, including Earth. For the past 10,000 years, humans have visited Metamorphosis

Craft Wondrous Item, Scribe Scroll, Spell Penetration, Still Spell, Toughness.
Skills Spellcraft +32 (+34 Identify Magic



to learn the Secrets of Time and Space—the Universal Truths. The sage's message resounds throughout the universe. *Joyease*, the name of his Utopian Wand, glows with a blue crystal ball; its complete properties are unknown, but it is easily the most powerful artifact in all of Millennium and beyond.

STATISTICS

Str 8, Dex 16, Con 18, Int 28, Wis 10, Cha 12

CMB +9; CMD +35

Feats Combat Casting, Combat Expertise, Defensive Combat, Empower Spell, Eschew Materials, Greater Spell Penetration, Heighten Spell, Improved Counter Spell, Quicken Spell,

Item Properties),
Use Magic Device
+18, Sense Motive +24, Perception +24, Knowledge (History, Local, Geography, Nobility, Dungeoneering, Engineering, Nature) +17, Knowledge (Planes, Religion) +27, Knowledge (Arcana) +34, Diplomacy +24, Fly +22, Heal + 20
Languages Common:
Millennish, Celestial, Elven, Gnome, Sylvan, Tien, Goblin, Kelish, Draconic, Gnoll, and several hundred languages of the eight surrounding planets connected to Millennium by the Cosmic Force.
Gear Metamagic gems (2 empowering topazes,

1 maximizing sapphire, 2 quickening diamonds, 1 widening emerald), +2 quarterstaff, blessed book, bracers of armor +8, cloak of resistance +5, headband of vast intelligence +6, ring of protection +3, spell component pouch, *Joyease*, the Utopian Wand.

SPECIAL ABILITIES

Arcane Bond (quarterstaff, wand), Weapon Familiarity.

MEETING WITH METAMORPHOSIS

F8. Cosmic Cave Interior

Inside the sacred Cosmic Cave, the burning fires reveal an ornate stone floor, stone benches (like the stone benches on Time Island), and a rear rock wall carved with hieroglyphs and symbols, also similar to the pyramidal walls on the platform at Time Island.

The center of cave features an altar—a sacred oracle. On this stone altar sits Balux, the Pot of Gold that holds the glowing Coins of Intelligence.

Metamorphosis leads the Heroes directly to the radiant gold coins.

Choosing to touch the sacred coins piled inside Balux, the living Pot of Gold, rewards the Heroes with the Seventh Great Treasure—Knowledge, and the ability to know others, and therefore, know one's Self.

The reward is that the Heroes permanently receive a +3 bonus to their Intelligence.

F9. Balux, the Pot of Gold filled with the Coins of Intelligence

The great sage requests that the Heroes gather round Balux, the glowing Pot of Gold with the Coins of Intelligence. Metamorphosis requests that the Heroes ask Balux if they may hold one of his coins.

With the great sage present, Balux always grants visitors their request and he always answers, "Wish granted; you may now hold a gold coin."

The Heroes may pick up one gold coin from the Pot of Gold, and hold it in their hand. The glowing coins feel warm to the touch and immediately allow the holder to experience a euphoric feeling of enlightenment, known as an epiphany.

Balux says, "Enjoy your lifetime of enlightenment. Please return my gold coins to their rightful place and you may continue your journey."

GM: Encourage the Heroes to return their gold coin back to the Pot of Gold.

READ MESSAGE TO THE HEROES:

Metamorphosis tells his honored guests, "Now that you have obtained one of the Eight Great Treasures, you are, now and forever, an honored citizen of Millennium."



You have an important decision to make. You shall become citizens of both worlds, Earth and Millennium, if you decide to pursue all the Eight Great Treasures. Should you make such a wise decision, the next great treasure quest shall be the Cauldron of Regeneration found in the kingdom of Eremus. There you shall discover the Second Great Treasure, the Cauldron of Regeneration filled with the Broth of Longevity."

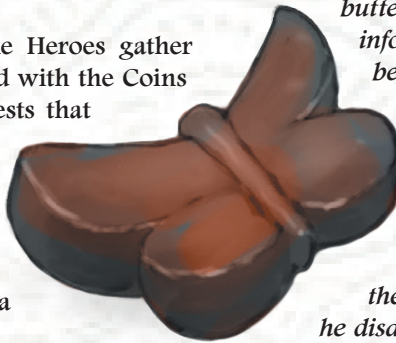
The Sage of the Ages points to the Cosmic Cave's opening and says, "To achieve greatness, you must acquire seven more treasures. Upon your completion of that quest, your ultimate challenge begins. You must travel to the Underworld to acquire the grandest treasure of all, the Crystal of Consciousness. For whomever bathes in the radiant glow of the sacred crystal shall obtain the ultimate reward, the first step toward greatness. This requires self-actualization, to know who you truly are."

Metamorphosis points to the back of the cave and says, "I must now attend to my fellow Utopian, Cernunnos, who has fought bravely. I hope to see you on the Open Road, in search of more treasures."

The great sage hands the Heroes a magic clay butterfly, a divination object. Metamorphosis informs the Heroes that the sacred object may be used once every seven daynights.

The sacred object does D10 damage to the user as it casts an automatic Divination Spell, allowing holder of the magic butterfly to ask Metamorphosis, Sage of the Ages, a question.

The great sage walks to the back of the cave, turns and says, "Choose wisely," as he disappears into the darkness.



Note to Game Master: Although beautifully sculptured, the intent is that the clay butterfly-shaped object has no inherent value to others. Object is attuned only to the Heroes.

End of First Adventure: Heroes From Earth Book One: Nemoria

The next RPG book in the
Millennium Adventures series is titled:

Book Two: Eremas

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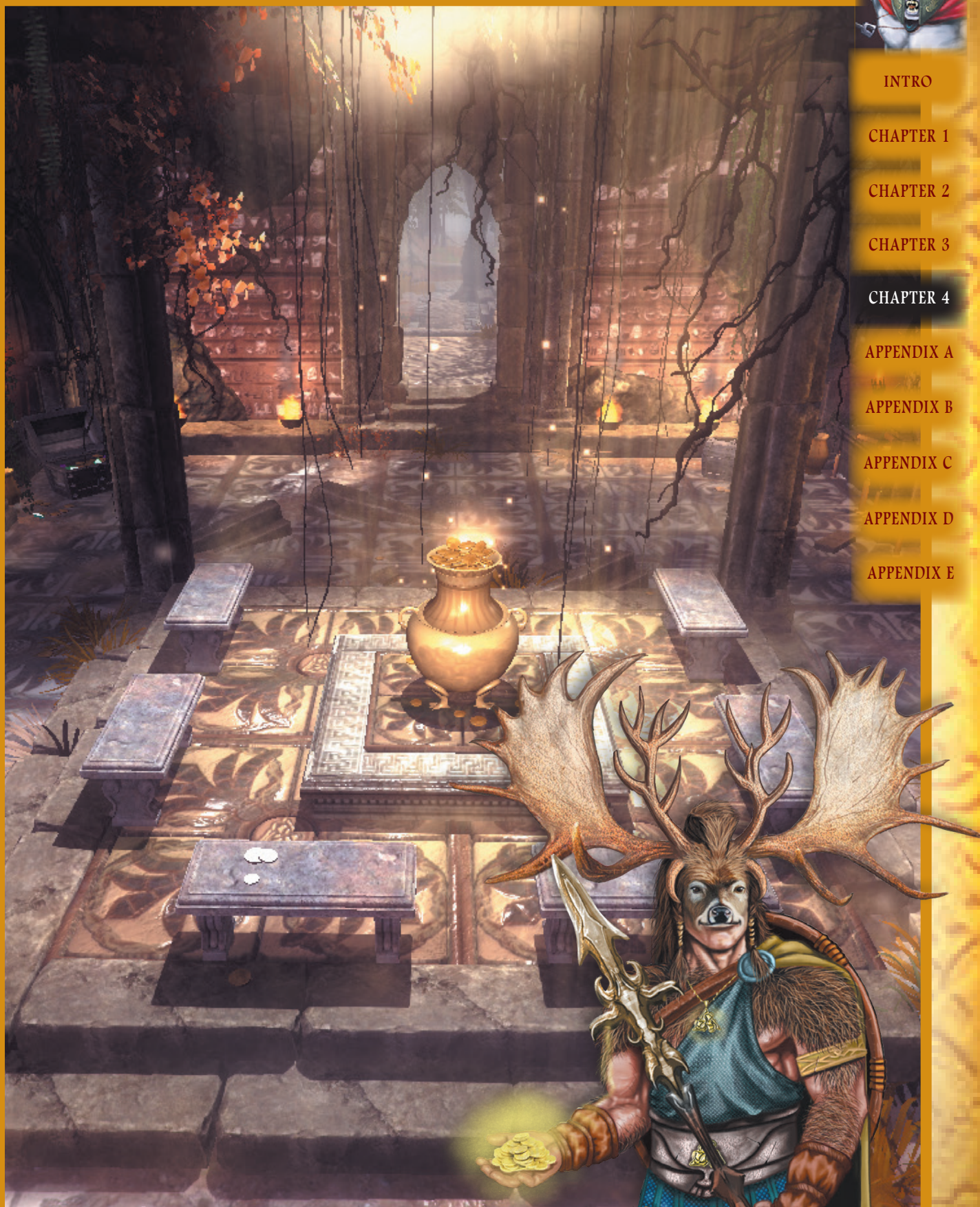
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Balax, the Pot of Gold



Heroes From Earth

Cosmic Cave

Appendix A

Millennium Personality Quantifier

Player Questionnaire to Determine Character Class

Questions:	True	False	Undecided
1. I experience a lot of emotional highs and lows.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2. I easily outwit others and always have a clever comeback.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3. I am a natural-born leader. Follow me!	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4. I am empathetic to other people's moods.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5. I like structure and having things organized.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6. I get irritated easily.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7. I love to hunt or go shopping for a deal.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8. I enjoy solving intricate problems.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9. I work out regularly to maintain my physical fitness.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10. Full of ideas, I like being the center of attention.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11. I tend to leave chaos in my path.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12. I am fearless and nothing scares me.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13. I enjoy having a variety of equipment for all situations.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14. I love animals and prefer their company to humans.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15. I like to remain low key and observe others.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Score Sheet for Game Master

Questions:	True	False	Undecided	Total
1. I experience a lot of emotional highs and lows.	0	3	-1	_____
2. I easily outwit others and always have a clever comeback.	1	0	-1	_____
3. I am a natural-born leader. Follow me!	1	0	-1	_____
4. I am empathetic to other people's moods.	2	0	-1	_____
5. I like structure and having things organized.	3	0	-1	_____
6. I get irritated easily.	0	1	-1	_____
7. I love to hunt and track down prey.	0	2	-1	_____
8. I enjoy solving intricate problems.	1	0	-1	_____
9. I work out regularly to maintain my physical fitness.	3	0	-1	_____
10. Full of ideas, I like being the center of attention.	0	3	-1	_____
11. I tend to leave chaos in my path.	0	1	-1	_____
12. I am fearless and nothing scares me.	3	0	-1	_____
13. I enjoy having a variety of equipment for all situations.	1	0	-1	_____
14. I love animals and wish I could become one.	2	0	-1	_____
15. I like to remain low key and observe others.	2	0	-1	_____

- Game Master totals up the score for the player.
- Based on the total points, the RPG Classes are:

Total = _____

1 to 11 points	Barbarian / Rogue / Sorcerer
12 to 14 points	Bard / Ranger / Inquisitor
15 to 18 points	Fighter / Paladin / Cavalier
19 to 21 points	Cleric / Druid / Oracle / Witch
22 or more points	Monk / Wizard / Alchemist / Summoner

- Next, the Game Master announces to the player, "Based on your score, your character should be a __ (class name) __, a __ (class name) __, or a __ (class name) __.
- Player selects his or her character class from the three (or four) choices announced by the Game Master.
- The Game Master may allow the player to choose from the class group directly above, or below, the character class.

Appendix B

8 Diagram Grid Maps

Grid Map 1
Time Island

Grid Map 2
Paralos and Skipbladnir

Grid Map 3
Fog Harbor

Grid Maps 4 ~ 5 ~ 6
Dungeon of Fire: Entrance, #1 & #2

Grid Map 7
Bridge of Riddles

Grid Map 8
Cosmic Cave

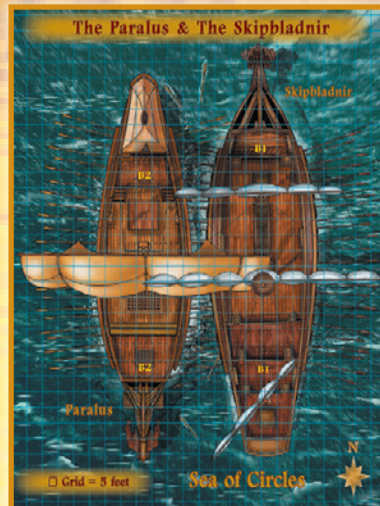
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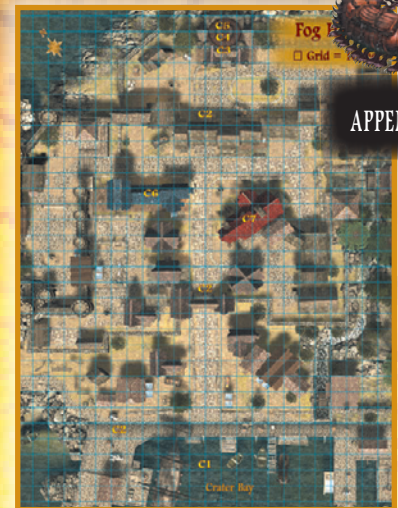
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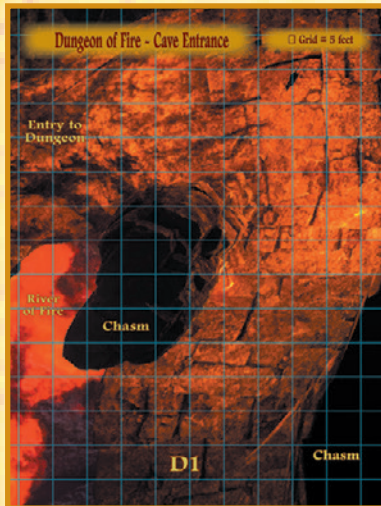
Grid Map 1
Time Island



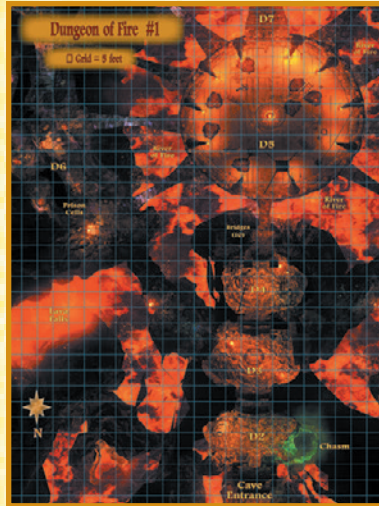
Grid Map 2
Paralus & Skipbladnir



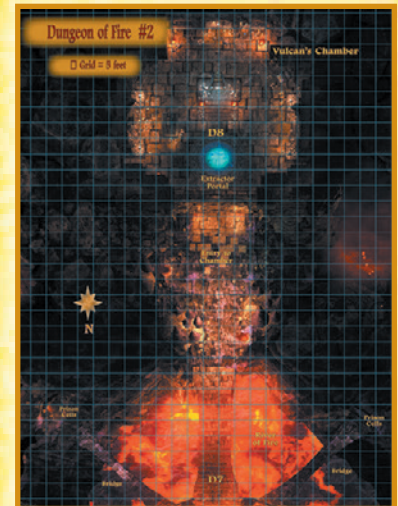
Grid Map 3
Fog Harbor



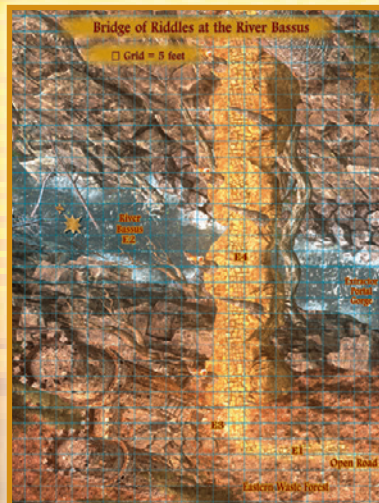
Grid Map 4
Dungeon Entrance



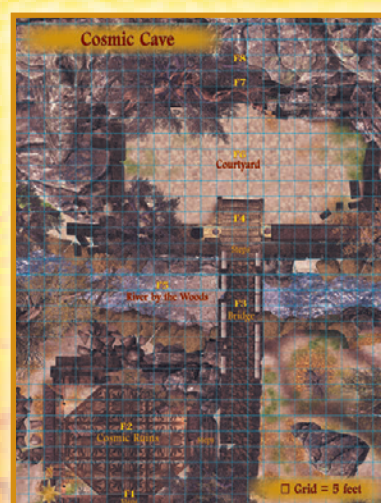
Grid Map 5
Dungeon - North #1

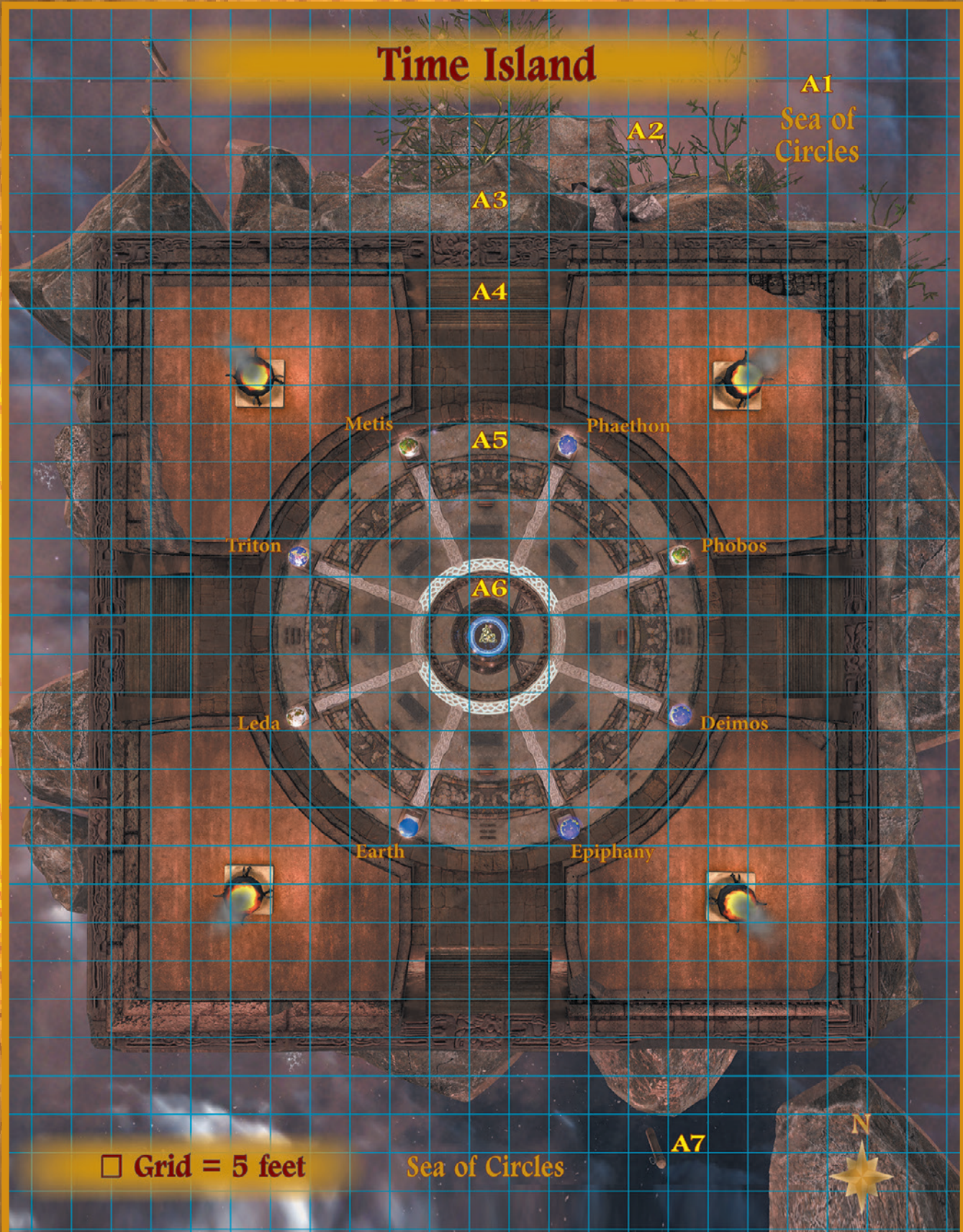


Grid Map 6
Dungeon - South #2



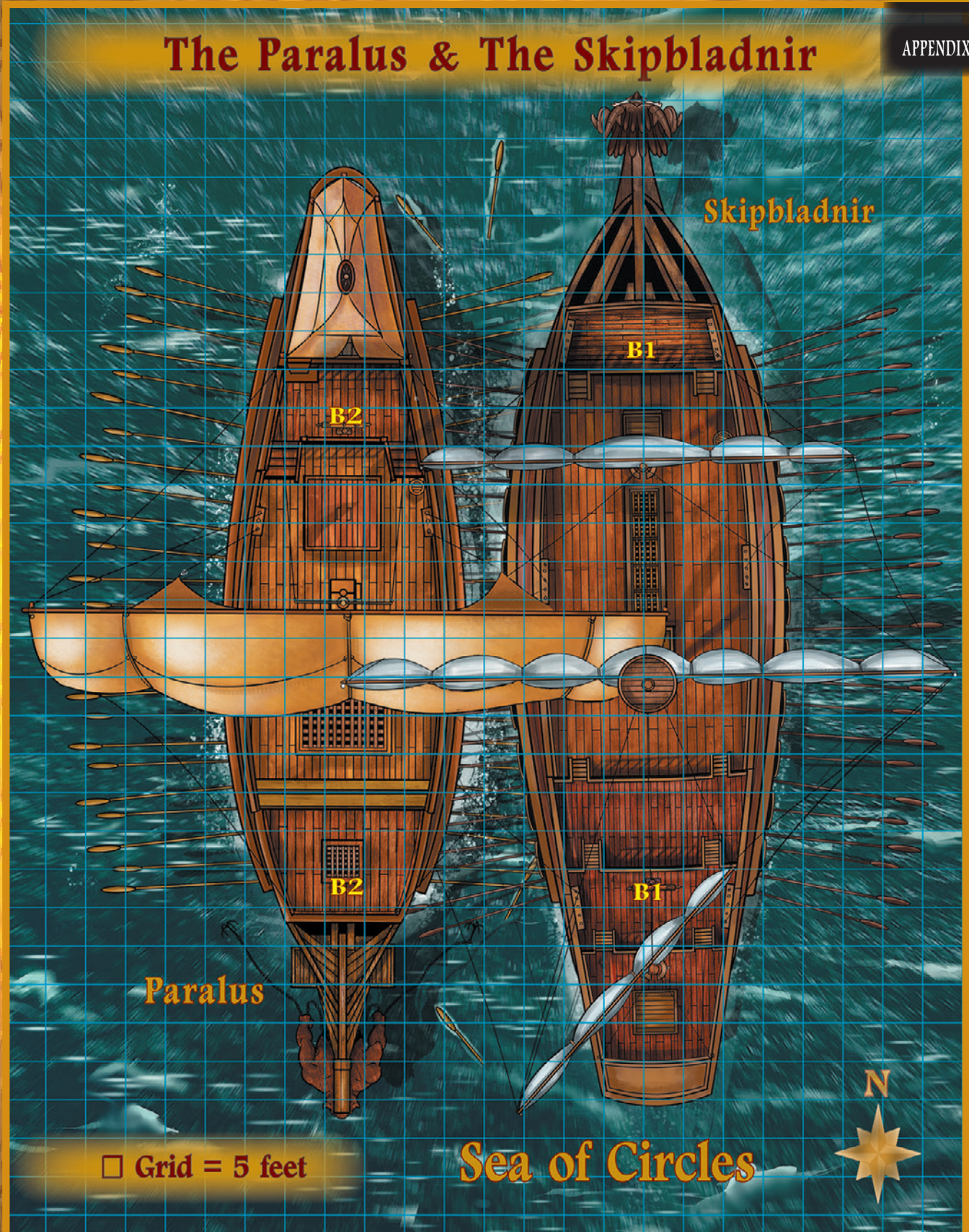
Grid Map 7
Bridge of Riddles

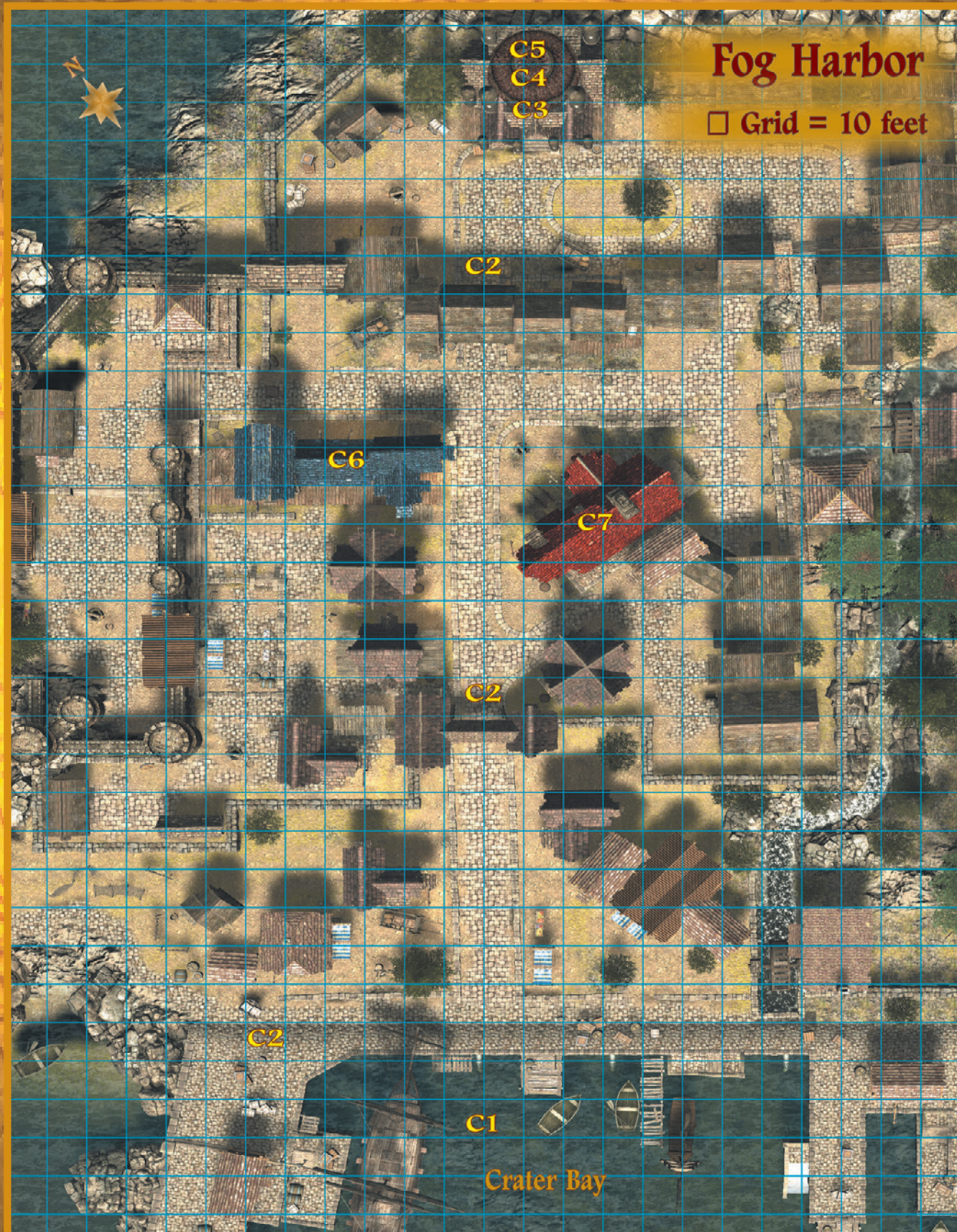






The Paralus & The Skipbladnir

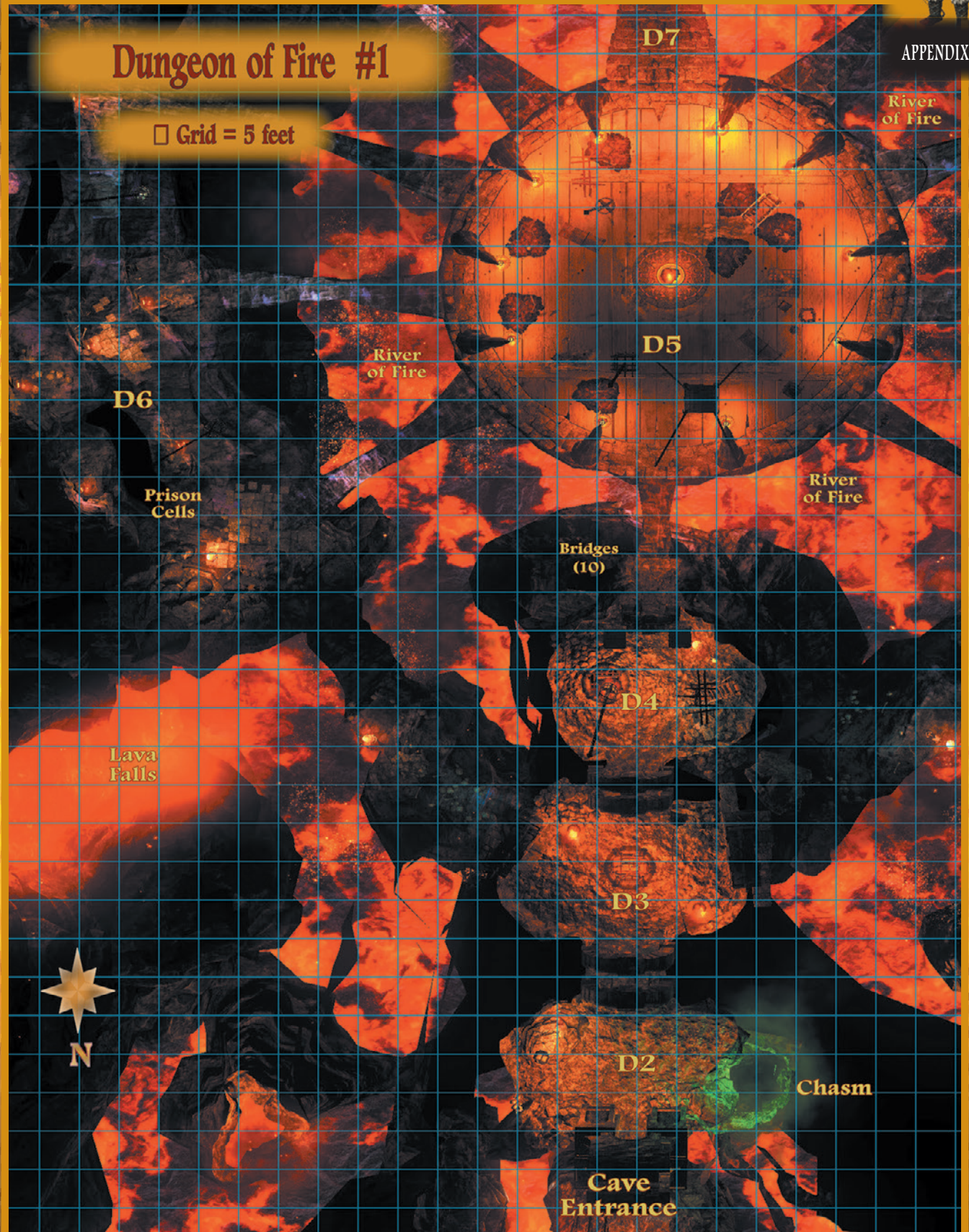


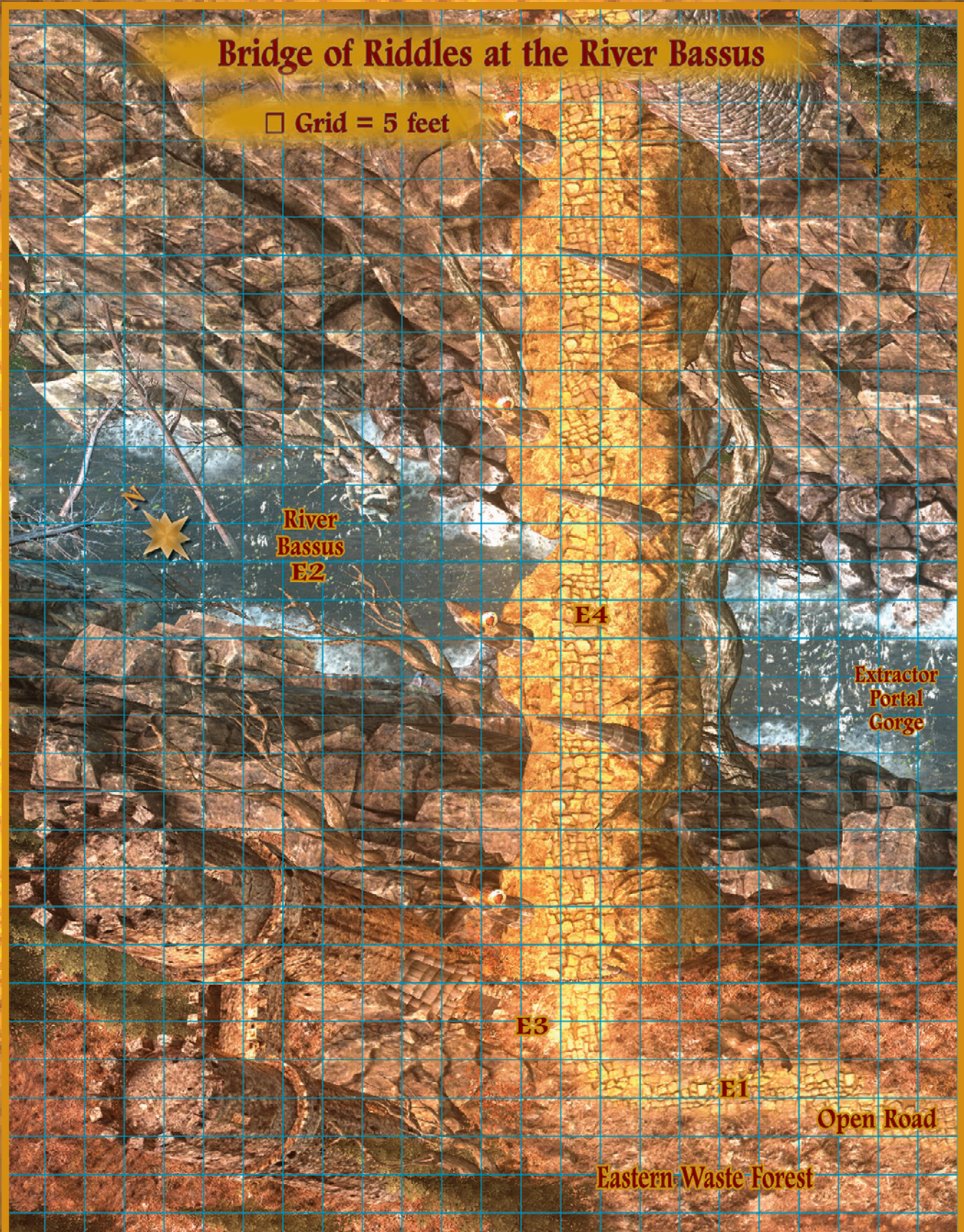




Dungeon of Fire #1

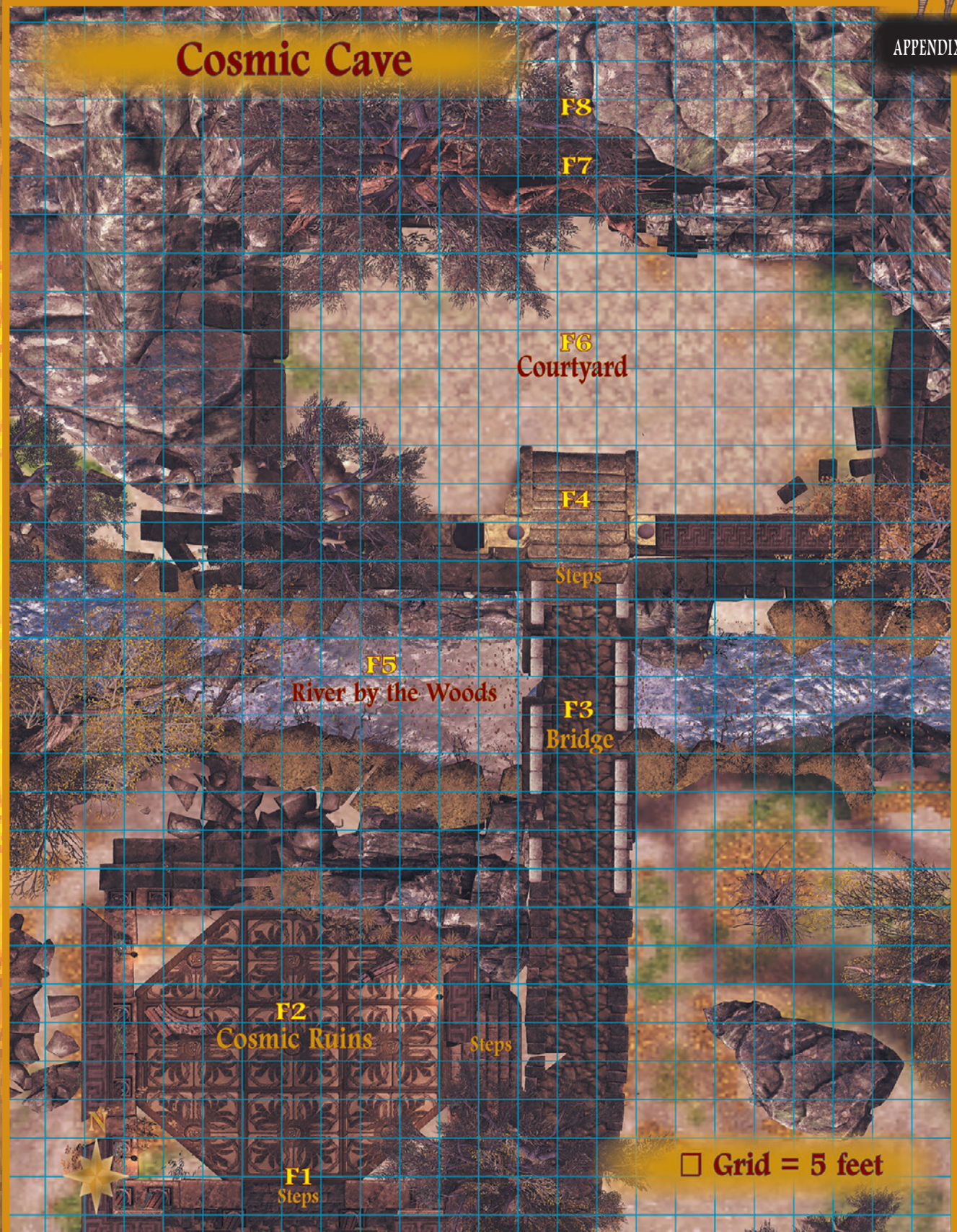
□ Grid = 5 feet







Cosmic Cave



Appendix C

Extractor Invasion

As it is written in the *Millennium Book of Wisdom*, the sacred *Magnum Opus*, and told by Enoch, Chief Historian of the Record Halls of Heliopolis: The Extractor Invasion began during the Age of Consciousness, in the Year of the Dragon, 1 A.E., when a gigantic asteroid ascended upon the peaceful planet of Millennium.

What appeared to be a natural catastrophe soon unveiled itself as a plot of global domination by an invading enemy—Ex and his Extractors—who had abandoned their dying dimension, known as the Tennibris Dimension. For thousands of years, the Extractors had destroyed their own dimension by spreading their contagious virus and draining all living souls of their essence. Ex hungered for more.

The Master Extractor planned the destruction of his own dimension by destroying the Dark Star. This plot enabled him to spread his dark energy, his weapon of mass destruction, throughout all the surrounding galaxies.

Using his evil powers, Ex planned a dimensional explosion of such magnitude that when the dimension blew apart, the Dark Star split into nine vectors of force, each fragment carrying the deadly *Extractor Virus*, as well as the essence of the evil Extractors. The infected vectors rocketed through stellar space. Ex used the last of his power to form the vectors into asteroids, eight of which collided with planets inhabited by intelligent life forms—Earth, Leda, Triton, Metis, Phaethon, Phobos, Deimos, and Epiphany.

Leading the assault himself, Ex targeted the largest asteroid to strike Millennium, knowing that the ninth planet had the highest concentration of soul energy, as well as the grandest prizes in the dimension—the Eight Great Treasures. As Ex had planned, the asteroids impacted nine different worlds in different dimensions,

allowing the infected fragments to form dimensional shift bridges between worlds. Each of the cosmic paths, all connected to Millennium, gave the Extractors a way to travel among the nine planets sowing their dark energy—hate and discontent.

When the Extractor Asteroid struck the center of Millennium, it created a colossal impact crater in her surface—the Discordia Crater—measuring 150 miles deep and 1800 miles wide. Upon impact, the asteroid from the asteroid caused a global chain reaction of unimaginable magnitude. The deadly Extractoroid,

named by the Utopians, left everlasting scars and global pandemonium in its wake as evidenced by the Discordia Crater,

the red and black gyroscopic rings orbiting the planet, and the release of the pandemic *Extractor Virus*. The ageless battle between good and evil had begun.

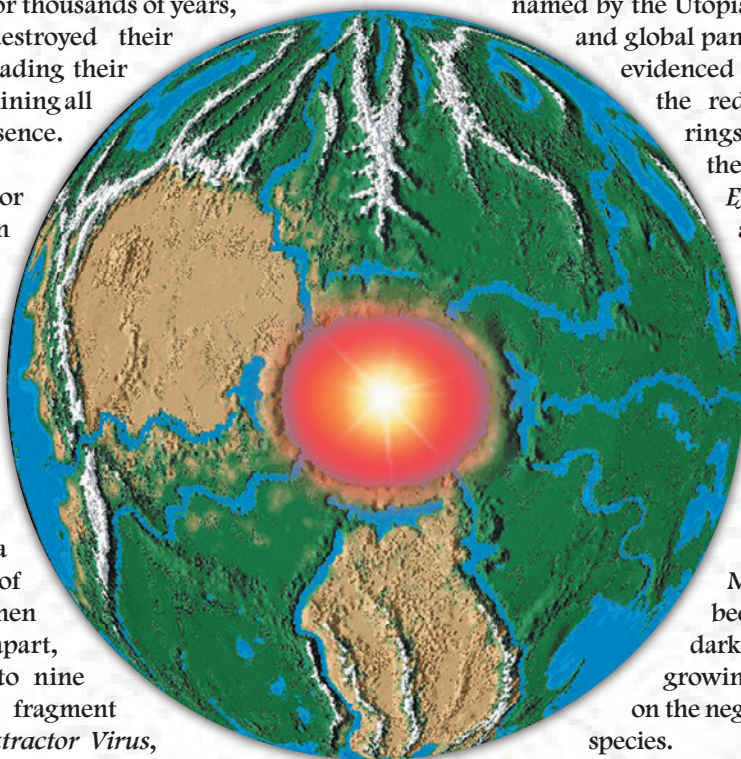
At the beginning of the Extractor Invasion, all went well for Ex and his Extractors due to their surprise tactics and their aggressive, power-hungry natures.

The wise Utopians alerted the inhabitants of Millennium that they had been invaded by a race of dark and malevolent spirits, growing and thriving by feeding on the negative emotions of sentient species.

Hate, anger, greed, jealousy and primal fear—dysfunctional behaviors generated within the life force and the souls of beings everywhere—enabled the Extractors to manifest and spread their negative energy throughout the universe.

Ex, however, had underestimated the power of the great sage Metamorphosis, who combined his invincible will with the understanding of the Octiloggy—the total comprehension of the Eight Great Treasures. Leading the other eight Utopians, he was able to establish three defense mechanisms against the invading Extractors.

First, the Utopians were able to use the Eight



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APPENDIX C

Great Treasures of their world to lock down the dimension shift bridges so the Extractors could not directly use them. Unfortunately, the evil creatures were still able to project their dark thoughts across the cosmic paths to the other eight planets because the colliding asteroids had spread the *Extractor Virus*, infecting and weakening the population of each world. The Extractors were still able to influence the souls in the other eight worlds to follow darker paths in life.

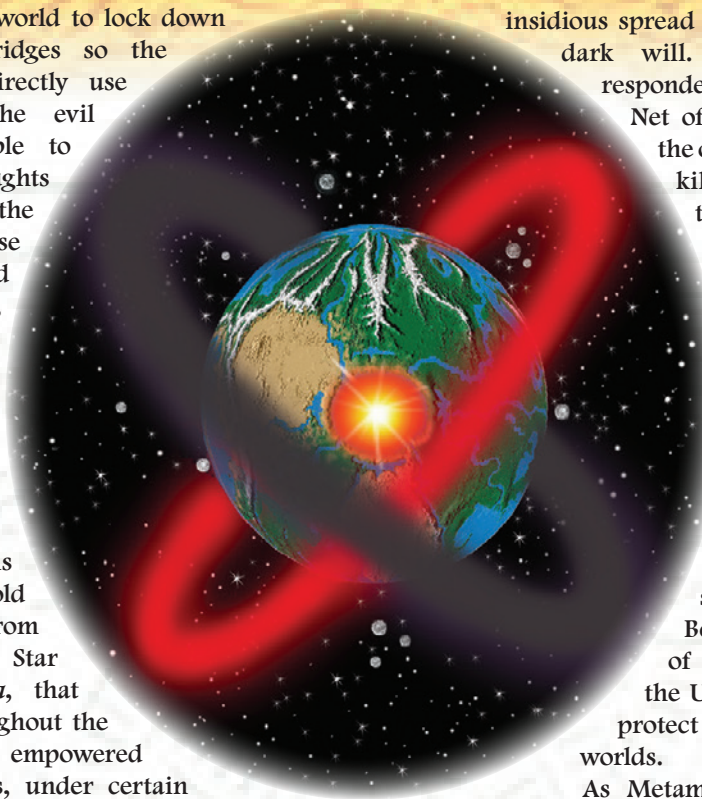
Second, the Utopians created magical gold Triamulets, made from the shards of the Dark Star material, *Prima materia*, that had been scattered throughout the Discordia Crater. These empowered medallions allowed souls, under certain circumstances, to travel between the nine worlds. After arriving on Millennium, souls could be strengthened and reinforced by acquiring the Eight Great Treasures, and then return home to their own world to resist the

insidious spread of the Extractor's dark will. The Extractors responded by creating the Net of Screams. Should the otherworld soul be

killed during its Millennium trials, a portion of the soul will be captured by the magic net and the Extractors can feed off the power. It is believed that a soul that suffers too many deaths will be lost forever.

Third, the wise and resourceful Utopians have managed to fight the Extractors to a virtual standstill on Millennium. Being the grand masters of knowledge and wisdom, the Utopians formed a plan to protect the souls in the other eight worlds.

As Metamorphosis the great sage continues to tell his loyal followers, "The fall of each soul to the Extractors may only be countered by the rise of champions who face the challenges of the Eight Great Treasures."



Appendix D

Treasures & Maps

Eight Great Treasures

Known as Octilog, the Eight Great Treasures offer you a life-changing reward of greatness, a prize beyond compare. Each Millennium treasure enlightens you and bestows upon you the bliss of eternity—contentment—the ability to know yourself; that is, your true Self, who you really are.



I. Treasure One: Awareness

*Anthera amonis,
the Eternal Rose*

The first treasure is the Eternal Rose. Located in Pellagus, Conscia Regnum, the flower emits Amonis, the Awareness Fragrance. Upon inhaling the aroma of the grand red rose, your reward is Awareness—the ability to know yourself—who you really are. Pendragon the Utopian guards the first Great Treasure.

+ Will Saving



II. Treasure Two: Health

*Calderia cervina,
the Cauldron of Regeneration*

The second treasure is the Cauldron of Regeneration. Located in Eremus, Medella Regnum, the Cauldron is filled with the Longevity Broth. Drinking the brew offers you the reward of eternal Health—resistance to all illness, for you are sick of being sick. Marduk the Utopian guards the second Great Treasure.

+ Fortitude

Heroes From Earth



APPENDIX D



III. Treasure Three: Wealth Copia epula, the Horn of Plenty

The third treasure is Copia, the Horn of Plenty. Found in Harundida, Fortuna Regnum, the horn overflows with Epula, the Contentment Food. Upon tasting the feast, you are rewarded with the eternal wealth of body and spirit. Durga the Utopian guards the third Great Treasure.

+ Constitution & Strength



IV. Treasure Four: Honesty Arcarum lapis, the Treasure Chest

The fourth treasure is Arcarum, the Treasure Chest filled with Lapis, the Truth Jewels. Found in Sallum, Probitas Regnum, the treasure of sparkling jewels rewards you with eternal honesty. Argus the Utopian guards the fourth Great Treasure.

+ Reflex Saving



V. Treasure Five: Happiness Fontis risas, the Well of Wishes

The fifth treasure is the Well of Wishes. Found in Saburra, Beatitas Regnum, the stone Well offers you the Laughter Water. Upon drinking the cool liquid, you are bestowed with eternal Happiness. Scorpigo the Utopian guards the fifth Great Treasure.

+ Dexterity



VI. Treasure Six: Love Adamas fulgor, the Diamond of Desire

The sixth treasure is Adamas fulgor, the Diamond of Desire. Found in Gellum, Amatus Regnum, high in the Eye of Fire Volcano atop the Mountains of the Moon. This treasure gem rewards you with Fulgor, the Love Radiance—eternal love—the ability to love yourself and therefore, love others. Managarm the Utopian guards the sixth Great Treasure.

+ Charisma



VII. Treasure Seven: Knowledge Balux binaria, the Pot of Gold

The seventh treasure is Balux binaria, the Pot of Gold, located in Nemoria, Agnitio Regnum, within the Cosmic Cave. When you hold the Coins of Intelligence, you are bestowed with eternal Knowledge. Cernunnos the Utopian guards the seventh Great Treasure.

+ Intelligence



VIII. Treasure Eight: Wisdom Auranta mentis, the Golden Egg of Enlightenment

The eighth treasure is the Golden Egg of Enlightenment cradled in the Cosmic Nest. Found in Palludis, Prudentia Regnum, the World Egg radiates with Mentis, the Glow of Reason. Basking in the glow, your life reward is eternal Wisdom. Nyx the Utopian guards the eighth Great Treasure.

+ Wisdom



IX. The Grand Treasure: Self-Actualization Lumen epiphania, the Crystal of Consciousness



There exists one final treasure, the grand prize and ultimate reward, that puts all the other treasures in perspective and thereby completes the cosmic circle, unifying that which sits in the center and knows. The ultimate treasure, guarded by Metamorphosis, Sage of the Ages, is found in the Cristallum Cave. It is Lumen epiphania, the Crystal of Consciousness. The white crystal's radiance, the Light of Insight, provides you with life's grandest reward. As the great sage says, "Whomever bathes in the warm, radiant glow of the sacred Crystal shall obtain the final step toward greatness." Your final treasure is, of course, Self-Actualization, to know who you truly are.





Heroes From Earth





Heroes From Earth





Heroes From Earth





Heroes From Earth





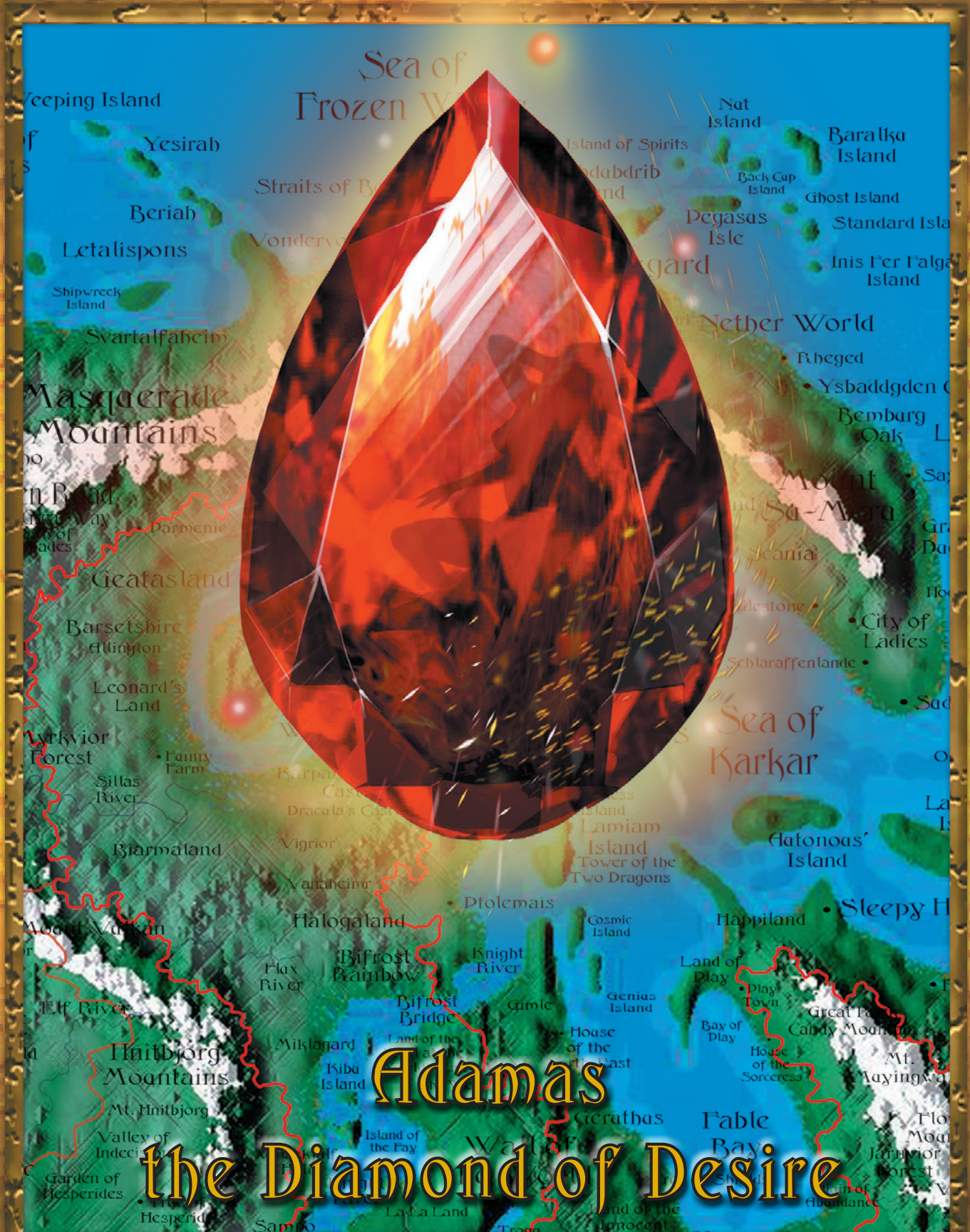
Heroes From Earth





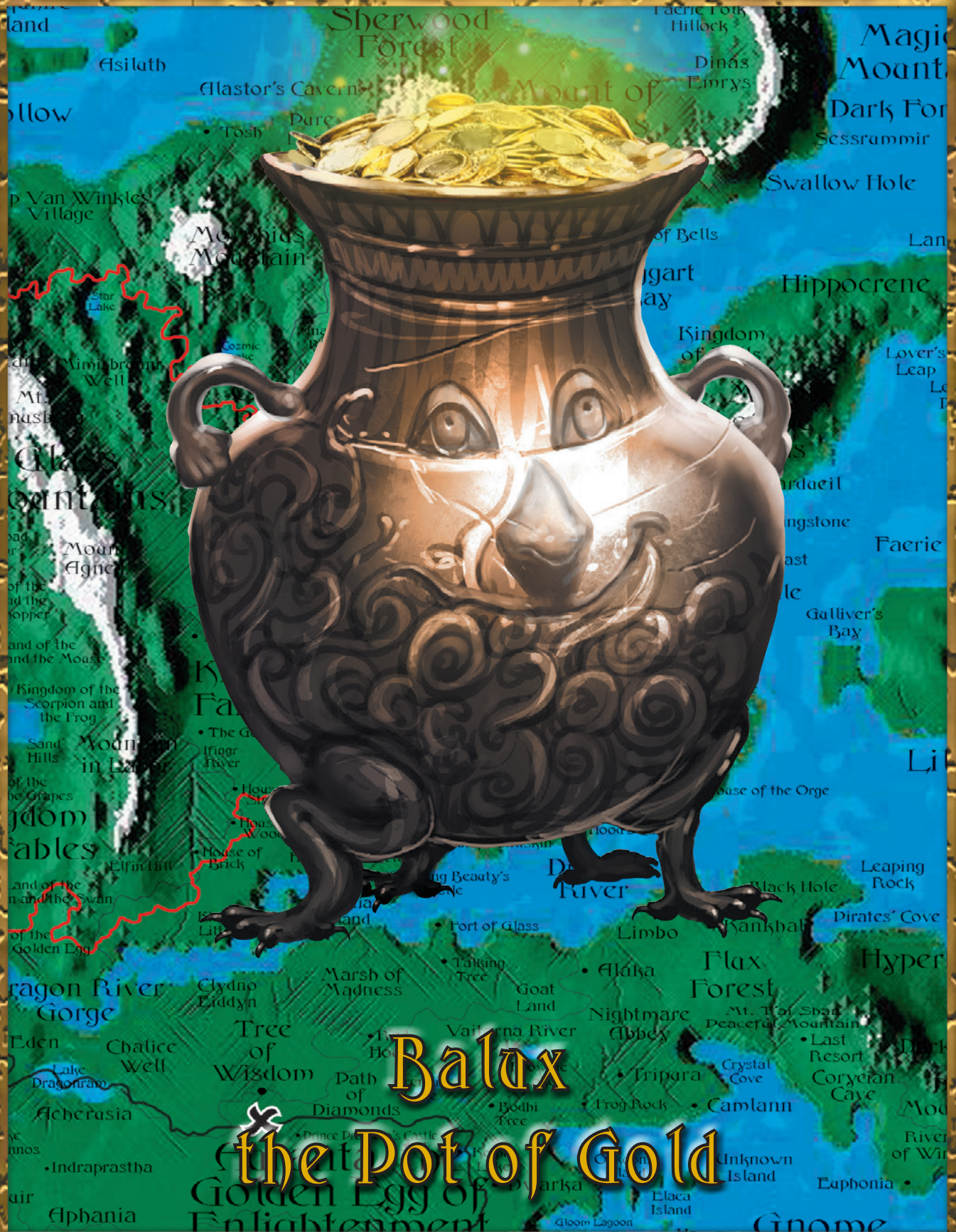
The Sixth Great Treasure Love

Heroes From Earth





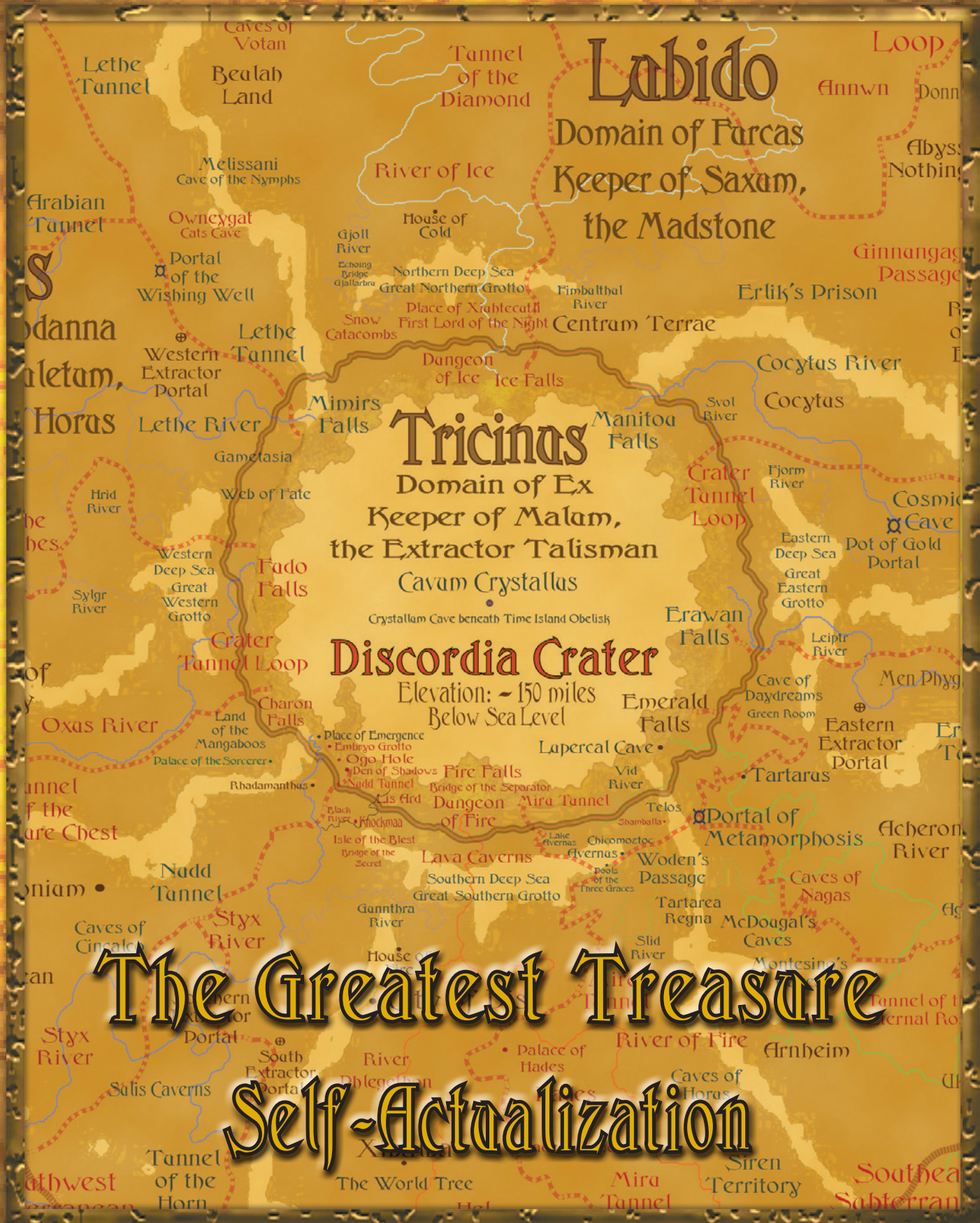
Heroes From Earth





Heroes From Earth





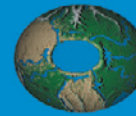
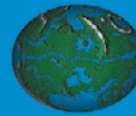
Heroes From Earth





Heroes From Earth

WORLD



MMIUM

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Eight Great Treasures

- ✠ Cithera: The Eternal Rose
- ✠ Caldaria: The Cauldron of Regeneration
- ✠ Copia: The Horn of Plenty
- ✠ Cleary: The Treasure Chest
- ✠ Pontis: The Well of Wishes
- ✠ Diamas: The Diamond of Desire
- ✠ Bales: The Dot of Gold
- ✠ Garanta: The Golden Egg of Enlightenment

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Heroes From Earth



8 Zodiac Trails

1 Inch = 600 Miles

Eight Dark Treasures

THE DARK TREASURES

Embodying the *Dark Essence*, the Eight Dark Treasures create and perpetuate chaos throughout the universe. Each treasure, possessed by an Extractor, brings the curse of Anger, Conceit, Slander, Gluttony, Jealousy, Lust, Greed, Laziness, and Discontentment.



I. Dark Treasure One: Anger

Exosso

The Bone of Ulrr

Karkin, keeper of the first Dark Treasure, Exosso, guards the curse of anger. Located in the subkingdom of Tracundia, the Bone of Ulrr causes and perpetuates anger in all intelligent beings stricken with the *Emotional Virus—Dark Essence*.



II. Dark Treasure Two: Conceit

Speculum

The Looking Glass

Tarantulana, keeper of the second Dark Treasure, Speculum, guards the curse of conceit. Located in the subkingdom of Vanum, the Looking Glass causes and perpetuates conceit in all intelligent beings stricken with the *Emotional Virus—Dark Essence*.



III. Dark Treasure Three: Slander Amphora Pandora's Jar

Kratos, keeper of the third Dark Treasure, Amphora, guards the curse of slander. Located in the subkingdom of Diffamo, Pandora's Jar causes and perpetuates slander in all intelligent beings stricken with the *Emotional Virus—Dark Essence*.



IV. Dark Treasure Four: Gluttony Mandragora The Mandrake Root

Mobius, keeper of the fourth Dark Treasure, Mandragora, guards the curse of gluttony. Located in the subkingdom of Gulla, the Mandrake Root causes and perpetuates gluttony in all intelligent beings stricken with the *Emotional Virus—Dark Essence*.



V. Dark Treasure Five: Jealousy Amuletum The Amulet of Horus

Rodanna, keeper of the fifth Dark Treasure, Amuletum, guards the curse of jealousy. Located in the subkingdom of Zellus, the Amulet of Horus causes and perpetuates jealousy in all intelligent beings stricken with the *Emotional Virus—Dark Essence*.



VI. Dark Treasure Six: Lust Saxum The Madstone

Furcas, keeper of the sixth Dark Treasure, Saxum, guards the curse of lust. Located in the subkingdom of Lubido, the Madstone causes and perpetuates lust in all intelligent beings stricken with the *Emotional Virus—Dark Essence*.



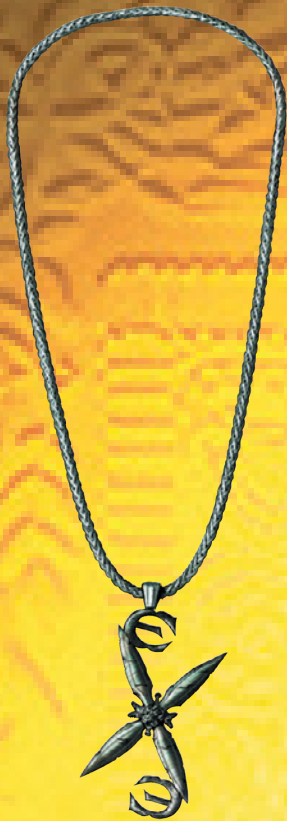
VII. Dark Treasure Seven: Greed Andvarinaut The Magic Ring

Reynardo, keeper of the seventh Dark Treasure, Andvarinaut, guards the curse of greed. Located in the subkingdom of Lucrum, the Magic Ring causes and perpetuates greed in all intelligent beings stricken with the *Emotional Virus—Dark Essence*.



VIII. Dark Treasure Eight: Laziness Calvaria Skull of the Cyclops

Brontis, keeper of the eighth Dark Treasure, Calvaria, guards the curse of laziness. Located in the subkingdom of Ignavia, the Skull of the Cyclops causes and perpetuates laziness in all intelligent beings stricken with the *Emotional Virus—Dark Essence*.



IX. The Darkest Treasure: Discontentment Malum The Extractor Talisman

Ex, the Master Extractor, keeper of the final and the Darkest Treasure, Malum, guards the curse of discontentment, the greatest tragedy. Located in the subkingdom of Tricinus, the Extractor Talisman, the culmination of all eight Dark Treasures, causes and perpetuates discontentment and unhappiness in all intelligent beings stricken with the *Emotional Virus—Dark Essence*.



Tracandia

Domain of Karkinos
Keeper of Exosso,
the Bone of Ulr

Eternity

Caves of
Hasa-Ko

Caves of
Fa Xi

Elera

Iva

Dar Kassite

Sub-Esteemia

Inca
Tunnel

New Aberfoyle

Dochart Pit

Amulet
Passage

Caves of
Dawad

Caves of
Never Never
Land

Caves of
Fanadama

Sacred Spring
of Oropas

Portal
of the
Eternal Rose

Caves of the
Monkey King

Inca
Tunnel

Hoars Tunnel

Ono
Artery

Iguanaboina
Cave

Coal
City

Place of Mictlantecatl
Fifth Lord of the Night

Cave of the
Spring of
Boiling Water

Kanaloa
Trail

Micapetlacoli Cave

Caves of
Vishnu

Dark Treasure One

Sub-Oceania

Curse of Anger

Tunnel
of the
Cauldron

Path of the
Foundation Stone

Ereshkigal
Route

Trisolday
Land of the
Worm-men

Azrael
Channel

Ngallehenmaiwe



Apa

Tama

Caves of
Yoni

Kar

First Stratum
Realm of the Crystal
Elevation: -1 mile to -30 miles

Second Stratum
Realm of the Dungeons
Elevation: -30 miles to -80 miles

Third Stratum
Realm of Utmost Darkness
Elevation: -80 miles to -130 miles

Exosso

the Bone of Ulrr

Domain of Kratos
Keeper of Amphora
Pandora's Jar

Tunnel of the Horn

Nat
Passage

Southwest
Manean

Castle of Chaos

Minotaur
Trail

House of
Gloom

Nac
Tal

Ba-Def Falls

Elys
Riv

Down Below

Path of
Legba

Path of
Sebek

Aman-Re
Channel

Caver

Mith

Temple of
Ereshkigal

Banyip
Artery

BombiNation

la

Path of
Ra

Tunnel of
Flaming Tee

Path of
Bala

Caves of
Hector

Path of Za

Mictecachiuatl Cave

Place of Cir
Fourth Lord of the Night

Tunnel of
the Horn

Tehuantepec

Dopocatepetl

Balota

Speculum

Chalmetcal Cavern

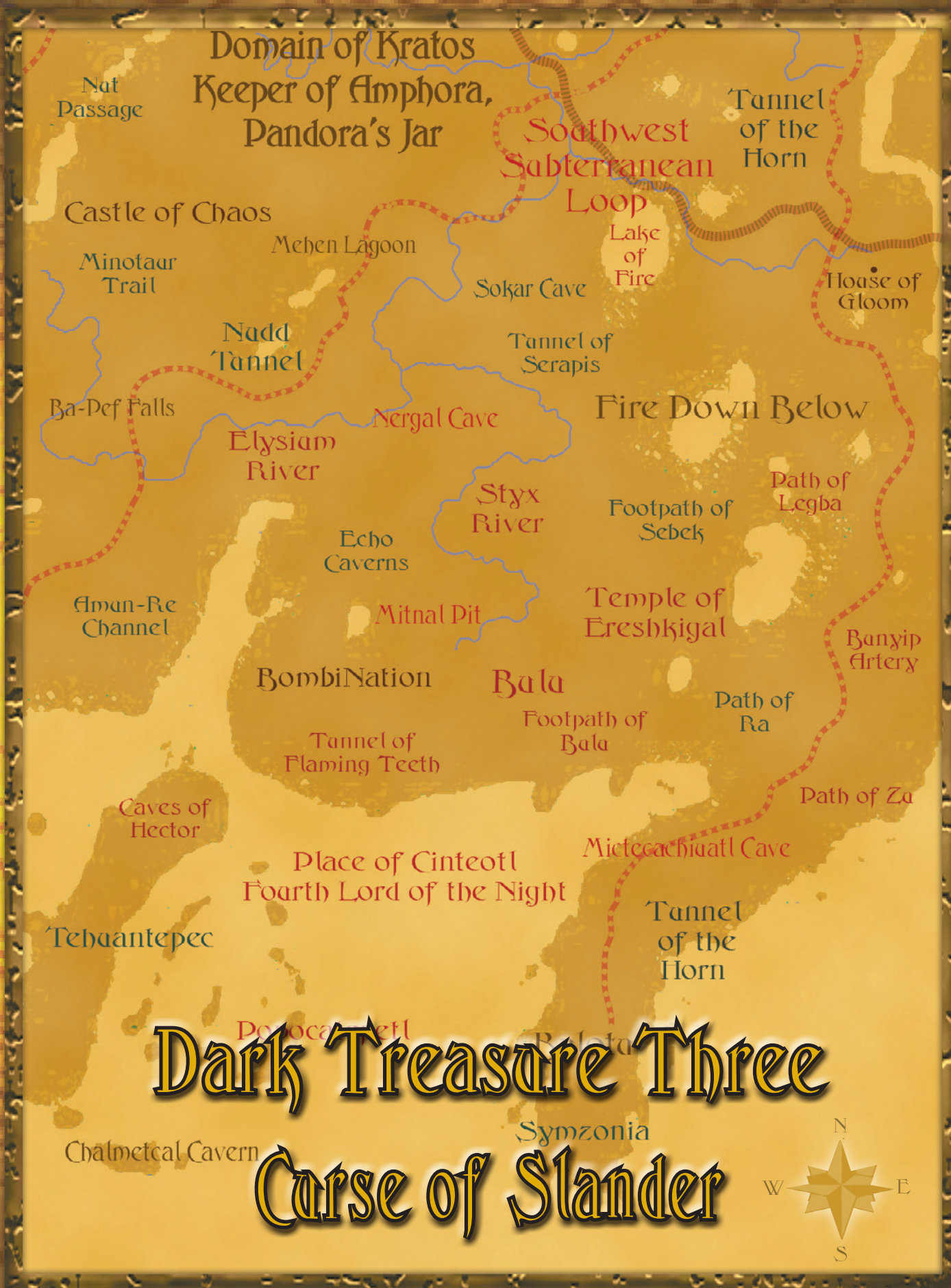
Synzoma

the Looking Glass



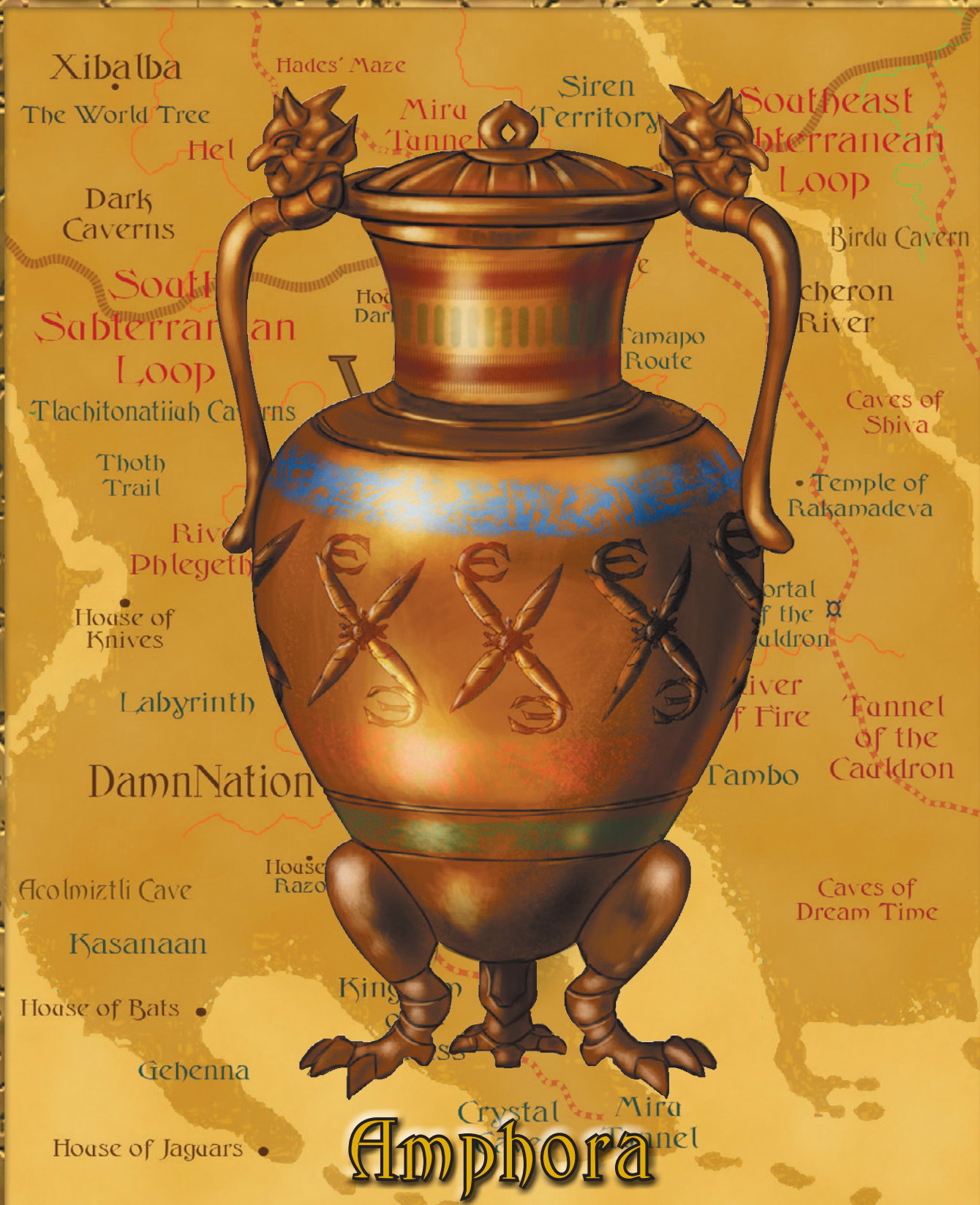
W E





Dark Treasure Three

Curse of Slander



Amphora Pandora's Jar

Atlantis

Ahemait Caverns

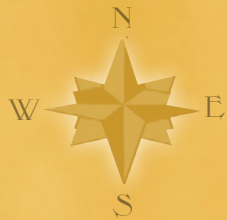
Hermes' Passage

Aho-at-tral Trail

Protocosmo

Kingdom 90

• Poliarcopolis



Dilman

Land of Wind Women

Sen Cave

Land of Ghosts

Caves of Pandora

Yoi-e-nga-Ranga

Mandradora the Mandrake Root

Intenora

Omphalos
Route

Al
Haraaf

Dragaskan

Elysium

Caves of
Iris

Aho-at-tral
Trail

Taonela

Tlillan-Tlapallan

Caves of
Apollo

Tunnel of
Midas

Galla

Domain of Mobias
Keeper of Mandragora,
the Mandrake Root

Nine
Underworlds

Caves of Kor

Lovers'
Cave

Hallaci Nation

Portal
of the
Treasure Chest

Island of Flame

Dark Treasure Four

Sub-Sallam

Curse of Gluttony

King
Solomon's
Mines

Place of Death
• Chamber of
Solomon's









Saxum the Madstone



Lacram

Domain of Moriga
Keeper of Andvarinaut,
the Magic Ring

Dark Treasure Seven Curse of Greed

River of Darkness

Plato

Noland

Banoic
Trail

Banois Empire

Nal

Caves of
Ta Tanka

Banoic

linia

Alastors
Cavern

Sanc
Island

Caves of
Xipe Tol

ves
y Land



Magyaror

Land of
Restless Dea

Anta

Belits

sephone
Palace

Ma

Angra Mainya Cavern

Gagab

Caves of
Dahaka

Portal
of the
Golden Egg

Mardak
Cav

Tannel
of the

Ant

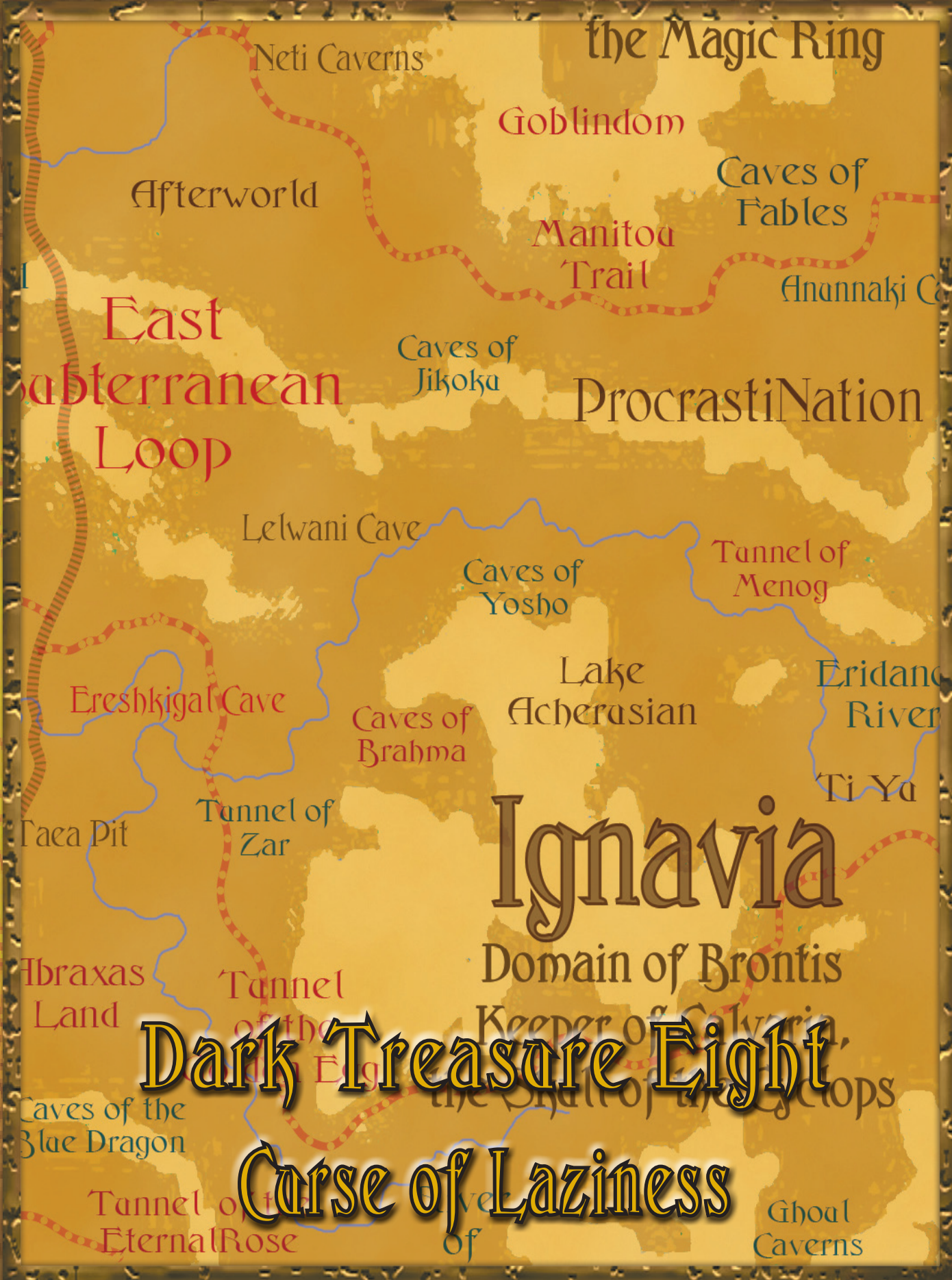
C
B

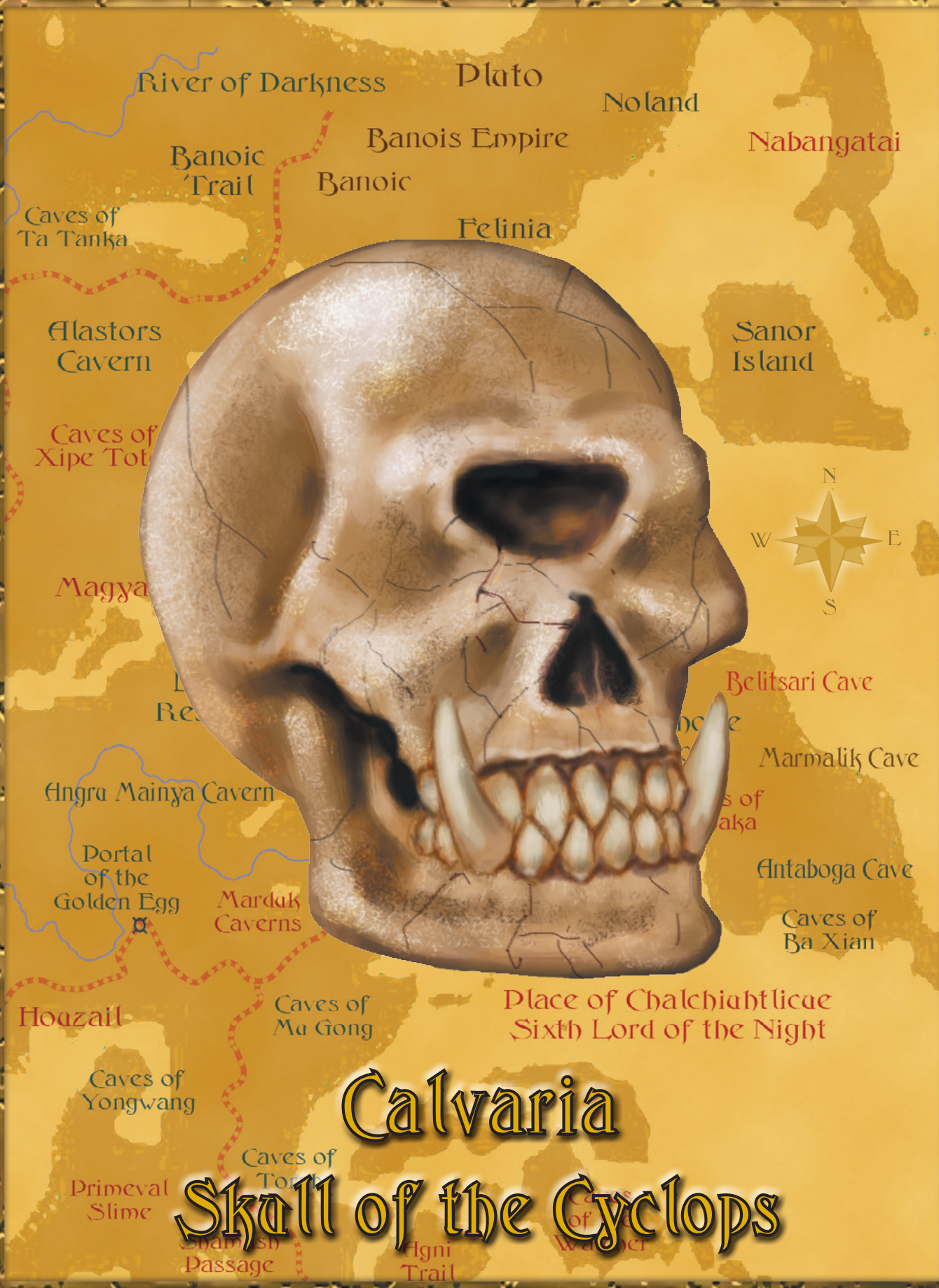
Andvarinaut the Magic Ring

Place of Chalchihtlic
Lord of the Nig

Hoazail

Caves of





River of Darkness

Plato

Noland

Nabangatai

Banois Empire

Banoic Trail

Banoic

Felinia

Caves of Ta Tanka

Alastors Cavern

Sanor Island

Caves of Xipe Tot

Magya



Belitsari Cave

Marmalik Cave

Angra Mainya Cavern

Portal of the Golden Egg

Mardak Caverns

Antaboga Cave

Caves of Ba Xian

Hoazail

Caves of Ma Gong

Place of Chalchihltlicae
Sixth Lord of the Night

Caves of Yongwang

Calvaria

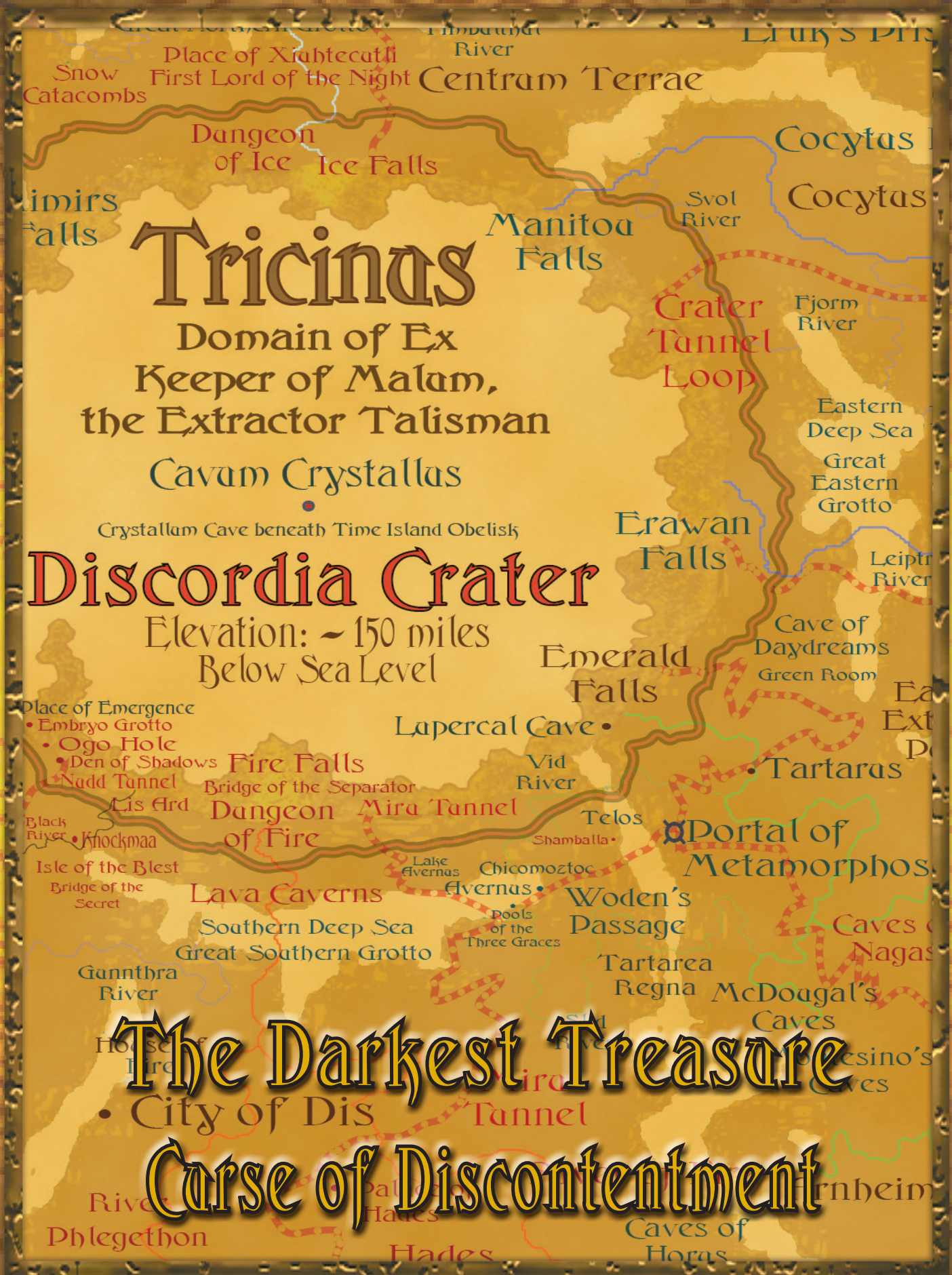
Primeval Slime

Caves of Tora

Shamish Passage

Skull of the Cyclops

Agni Trail



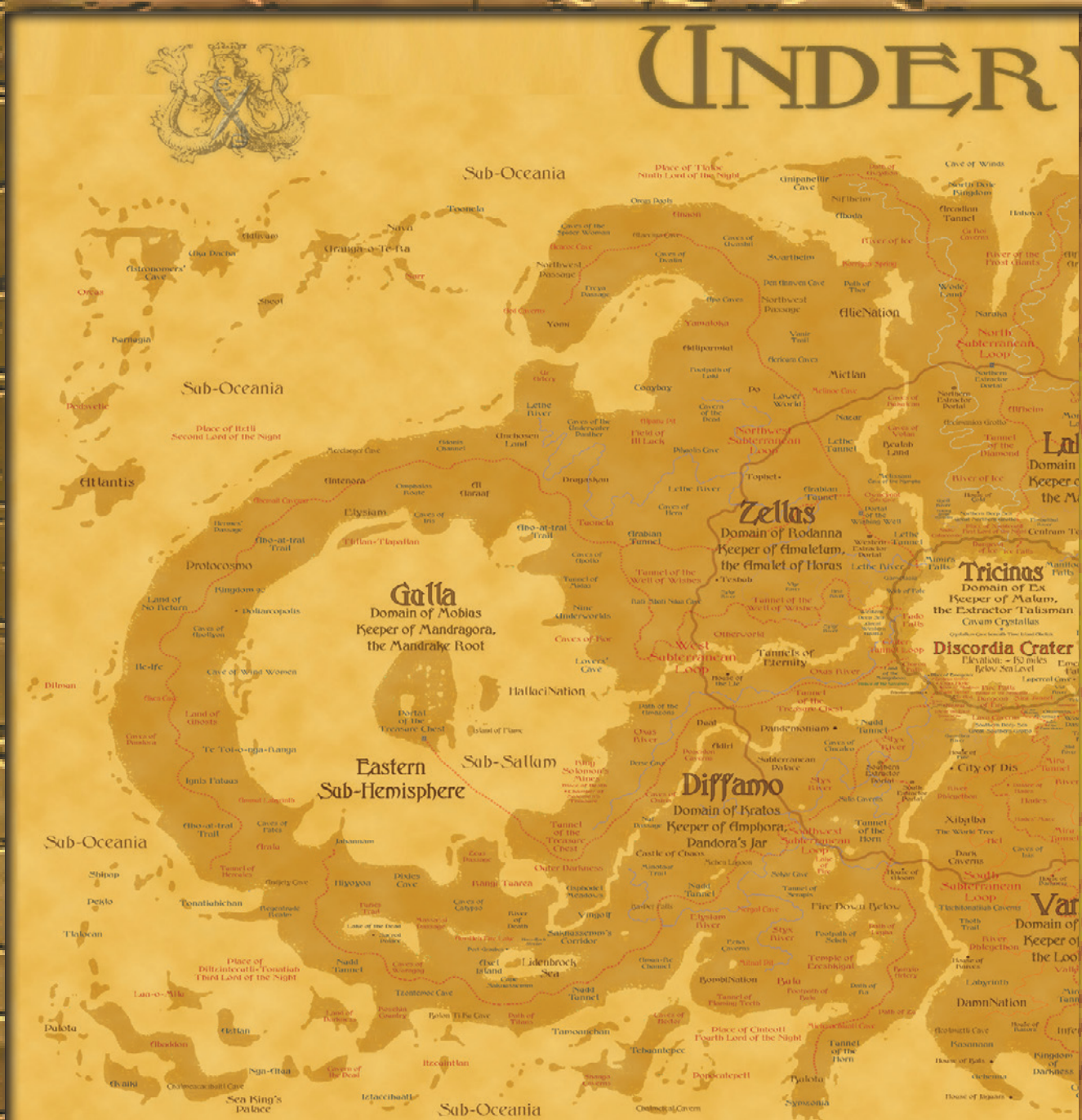
Tricinas
Domain of Ex
Keeper of Malam,
the Extractor Talisman
Cavam Crystallas

Discordia Crater
Elevation: ~ 150 miles
Below Sea Level

The Darkest Treasure
Curse of Discontentment

Malum
the Extractor Talisman





Eight Great SabKingdoms

Lacram	Andvarinaat SabKingdom
Galla	Mandragora SabKingdom
Vanam	Specalam SabKingdom
Labido	Saxam SabKingdom
Zellas	Amaletam SabKingdom
Tracandia	Exosso SabKingdom
Ignavia	Calvaria SabKingdom
Diffamo	Amphora SabKingdom

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WORLD



First Stratam
Realm of the Crystal
Elevation: -1 mile to -30 miles
Below Sea Level

Second Stratam
Realm of the Dungeons
Elevation: -30 miles to -130 miles
Below Sea Level

Third Stratam
Realm of Utmost Darkness
Elevation: -80 miles to -130 miles
Below Sea Level

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Dark Treasures & Curses

Indvarinaut
Mandragora
Looking Glass
Madstone
Amulet of Horus
Bone of Ulir
Skull of the Cyclops
Pandora's Jar
Extractor Talisman

Greed
Gluttony
Conceit
Last
Jealousy
Anger
Laziness
Slander
Discontentment

Malum, the
Extractor Talisman

The Ninth and
Darkest Treasure

Appendix E

Millennium Compendium

Triamulets, the Gold Medallions

Triamulets, made from the shards of the Dark Star material—*Prima materia*—are magic medallions allowing souls, under certain circumstances, to travel to Millennium, or between nine other worlds.

Each Triamulet is visible only to the wearer of the Triamulet, Utopians, and Extractors. The medallion is invisible to all others. Three types of Triamulets exist:

1. Gold Triamulet: This medallion enables the wearer to travel from their own planet to Millennium and return once, a “one-time” experience.

2. Crystal Triamulet: This medallion features a crystal taken from the Crystal of Consciousness, allowing the wearer to return, to and from, their planet of origin as many times as desired.

3. Astral Triamulet: This gold medallion features a fragment of shard collected at the crater impact zone. This medallion allows the wearer to travel to any of the eight planets in the Millennium Cosmic Zone, and as many times as desired.

Those wearing a Triamulet experience dimensional shifting, at the speed of thought, to find themselves on the center of the stone platform atop Time Island, an obelisk rising 300 feet above the surface of the Sea of Circles. The Galactic Portal, blue with a rotating center Triangulum, is the entry point for all travelers to and from Millennium.

Millennium Cosmic Zone

The nine planets targeted by Ex during the Extractor Invasion—Earth, Leda, Triton, Metis, Phaethon, Phobos, Deimos and Epiphany—are connected to Millennium via an dimensional astral plane, created by the energy of the Dark Star. Dimensional shifting between the planets may only occur when one wears the Astral Triamulet.

Time Dilation

A dramatic difference exists between Earth time and Millennium time, between the 3rd dimension and the 11th dimension. Due to the phenomena known as dimensional shifting, time either speeds up or slows down for the time traveler; that is, in relation to the planet that the being travels from.

Time Dilation on Millennium is linear; that is, all events move forward from “daynight one” after a visitor arrives. However, visitors to Millennium may arrive from any age period in *their* planet’s history. For example, visitors from Earth may involve a Roman legionnaire traveling with an Elizabethan nobleman. When visitors decide to leave Millennium, they return home to their own planet’s time period, specifically, the period they came from (+/- the Time Factor).

Once on Millennium, the Time Dilation factor varies depending on the exact moment the time traveler arrives on Time Island, Millennium’s place of dimensional entry and departure. A group of Earth visitors may experience a Time Dilation factor of 1824:1 (M/E). The equation, “M/E” refers to the Millennium to Earth ratio. This means that for every hour on Earth, 1824 hours pass on Millennium; that is, seventy-six daynights. For every day spent in an Earthly coma, one thousand eight hundred twenty-four daynights pass on Millennium, equaling five years on Earth. And so on.

Other visitors may experience the opposite time ratio, for example, a Time Dilation factor of 50:1 (E/M). This Earth to Millennium ratio means that for every daynight on Millennium, fifty years pass by on Earth. Six months on Millennium equals twenty five years on Earth. And so on.

It has been recorded that most dimensional visitors prefer the “M/E” ratio. The reason: if they decide to return home, they are the same age as when they left.

Time Oracles

Upon their arrival on Time Island, each traveler observes eight white paths—radiating spokes on a cosmic wheel—stretching from the center Triangulum circle and connecting to each of the eight stone pedestals



Heroes From Earth



APPENDIX E

known as Time Oracles. As soon as a traveler arrives, an illuminated path begins to glow and pulsate, like a heartbeat, leading to one of the pedestals displaying a spinning, illuminated globe floating in midair.

The pulsating path leads to a sphere that is a replica of the planet that the traveler originated from. At the end of the illuminated path, one of the eight Time Oracles rises from the rock platform, featuring a colorful globe—a perfect replica of their home planet. The globe spins slowly, floating above the rock pedestal. When a visitor moves their hand back and forth under the globe, he or she feels a strong magnetic force. A shelf, carved into the pedestal, displays a parchment scroll that sets on the pedestal's rock ledge. When unrolled, a welcome message from Metamorphosis is inscribed on the paper, giving the traveler instructions to place their hand on the replica of their planet spinning above the Time Oracle. When the Millennium visitor places his or her hand on the replica of their planet, the globe stops spinning and a deep voice from within the globe gives a greeting, announcing the Millennium date and the visitor's Time Dilation, either in a M/E ratio, or an E/M ratio.

Each Millennium visitor is given the choice of being themselves or becoming an historical character from the Earth's past—anyone, from any time, or any age. The visitor is instructed to stand on the Galactic Portal in the center of Time Island to announce the name of the historical person they wish to become, and the transformation occurs instantly. The change is irreversible while on Millennium.

The above scenario is typical for all beings visiting the planet Millennium via dimensional shifting.

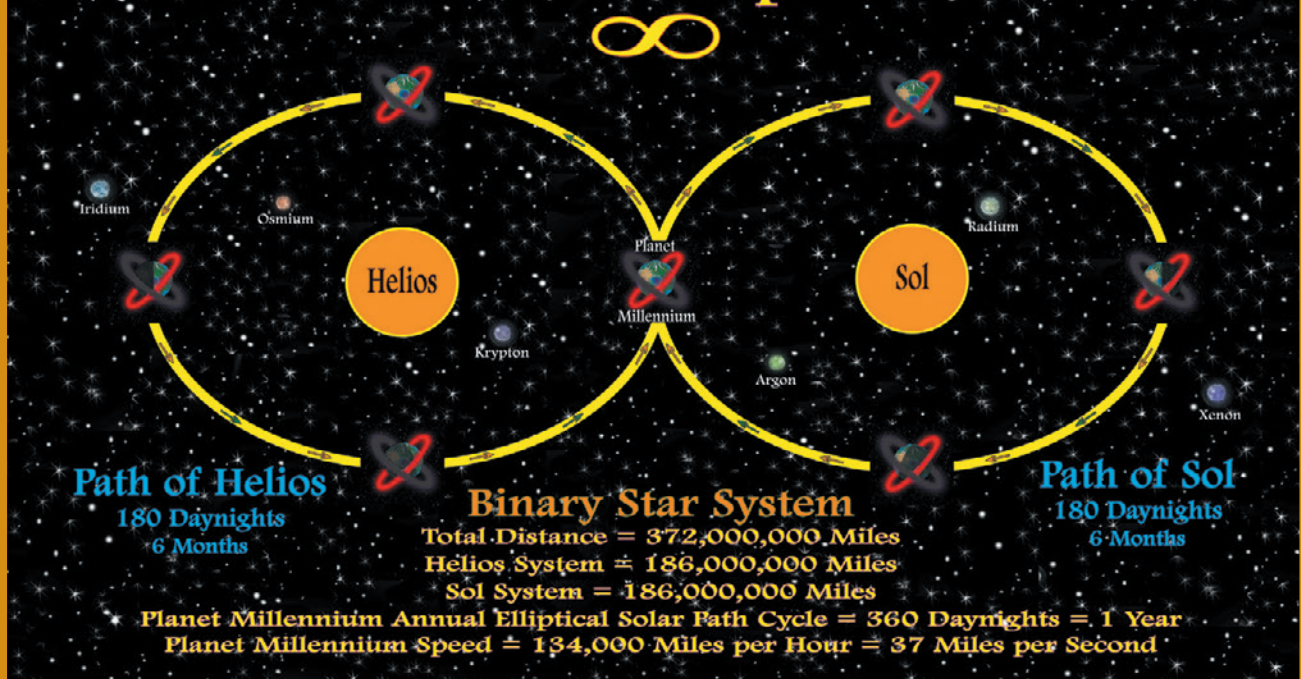
Twin Stars: Helios and Sol

Millennium's binary star system features twin stars, Helios and Sol, that burn far out along one of the spiral arms of the Andromeda Galaxy—a flat, galactic disk bulging with billions of stars. The twin stars, identical in size, burn at opposite ends of Millennium's solar system, 186,000,000 miles apart. The nuclear furnaces of Helios and Sol have burned halfway through their solar life spans.

Six Millennium Moons

Six moons orbit Millennium, providing the planet with angular momentum, stabilization, as she travels through the binary solar system. The six moons, orbiting at different latitudes, are named Luna, Selene, Hina, Armas, Chandra, and Metzeli. The moon orbit paths around Millennium take a total of thirty (30) daynights. Selene's revolution takes 18.66 daynights and Luna, the largest moon, takes 30.00 daynights, or one month, to revolve around the mother planet. The Millennium months have been calculated on Luna's thirty daynight revolution of the planet. With two daystars and six moons of various sizes, Millennians enjoy spectacular moon-lit skies, including frequent solar and lunar eclipses. Total eclipses and partial eclipses, both solar and lunar, occur a minimum of three times per month, thirty-six times per year, on average. Binary eclipses, when Helios and Sol eclipse each other, occur twice each year, during the Eastern Equinox of Helios and the Western Equinox of Sol.

Planet Millennium Elliptical Solar Path



Earth's Extractoroid

The fragment of the Dark Star that collided with Planet Earth occurred 50,000 years ago. The impact site, known as Meteor Crater (Barringer Crater) is located in the Southwestern United States, near Flagstaff, Arizona, USA. The 63,000 ton asteroid created a cauldron three quarters of a mile wide and 600 feet deep, rising 200 feet above the desert plain.

Named Canyon Diablo, the meteorite is, in fact, one of the nine Extractoroids originating from the Dark Star. Upon impact, the vaporizing asteroid released the infectious *Extractor Virus*. The Extractoroids also created the formation of the dimensional shift bridges between Earth and the eight other planets known as the Amalgamation—Millennium, Epiphany, Leda, Triton, Metis, Phaethon, Phobos, and Deimos.

Magical gold Triamulets are made from the shards of the Dark Star material, *Prima materia*, that have been scattered throughout the Canyon Diablo debris field. These empowered medallions allow souls, under certain circumstances, to travel through time and space between the nine worlds.

Millennium's Red Sky—Black Sky

For the past one thousand and one years, the Millennium skies change color: from blue—to red—to blue—to black, every six hours. Millennians have not always lived under skies that change color four times a day/night. Prior to the cataclysmic collision with the Extractor Asteroid in the Year of the Dragon, 1 A.E., the planet's atmosphere had been blue during the day and black during the evenings, but never red.

When the Extractor Asteroid struck the center of Millennium, it created a colossal impact crater in her surface—the Discordia Crater.

Upon impact, the asteroid from the Dark Star, the Star of Evil, caused a global chain reaction of unimaginable magnitude.

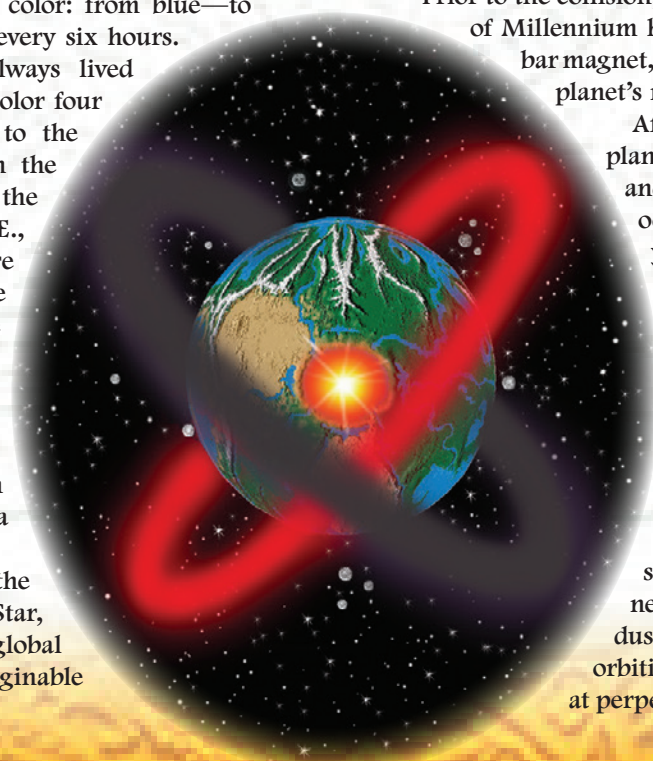
As the colossal Extractor Asteroid—Extractoroid—crashed into Millennium's surface, its kinetic energy transferred to the ground as a gigantic shock wave. The sonic wave moved outward and downward, compressing the planet's porous rock strata. At the point of impact, shock metamorphism caused the mantle rock to radically fracture and vaporize.

The initial compression wave, followed by a rarefaction wave, rebounded violently in the opposite direction. The resulting catastrophic waves ejected a billion tons of hot rock and subterranean debris into the atmosphere—ballistic trajectories. Due to the porosity of Millennium's mantle, the majority of the shattered debris became magnetic space dust the size of small rocks and sand-like particles.

Forming a monstrous mushroom cloud, the space dust ascended fifty miles into Millennium's blue skies at the speed of sound. The mushroom cloud rocketed through the atmosphere's slower layers—the troposphere, stratosphere, and rose through the thermosphere, finally settling in the magnetosphere, Millennium's protective shield against the ceaseless bombardment of solar winds. Below the ever-expanding cloud, a crippled planet wobbled in space. The Extractoroid's impact interrupted the rotation of Millennium's vertical axis by disrupting the planet's magnetic field.

Prior to the collision, the stabilizing magnetic field of Millennium had been dipolar, similar to a bar magnet, with two magnetic poles at the planet's north and south axis points.

After the collision the wounded planet's bar magnet drifted around and reversed direction, a normal occurrence once every 100,000 years. The magnetic space-dust cloud above Millennium's atmosphere formed two cosmic rings—one red ring and one black ring. This phenomenon resulted in a radical magnetic drift that encompassed the globe. The two sky rings, one comprised of positive-charged (+) red space dust and the other made of negative-charged (–) black space dust, formed two gyroscopic rings orbiting in clockwise directions, but at perpendicular angles to each other.





The smaller red ring orbited inside the larger black ring. The gyroscopic force of the two space-dust rings orbiting the planet at 800 miles per hour became so powerful that, by the time the magnetic poles reversed and corrected themselves, the rotation of the gyroscopic rings slowed the planet's axial rotation by fifty percent, from 1600 mph to 800 mph. Millennium continued to slowly rotate in a counter-clockwise direction.

Once the new gyro-planet's angular momentum stabilized, Millennium continued to travel her normal elliptical revolution through the binary HelioSolar system.

Each daynight, the red ring crosses underneath the black ring, creating the Red Sky-Black Sky Convergence. The crossing creates an "X", the symbol of the Extractors. Red Sky—Black Sky.

Seven Planets in HelioSolar System

The HelioSolar System consists of seven planets: Iridium, Osmium, Krypton, Millennium, Argon, Radium, and Xenon.

Three planets orbit the star Helios; they are Iridium, Osmium, and Krypton.

Three planets orbit the star Sol; they are Argon, Radium, and Xenon. One planet, Millennium, orbits both stars in an elliptical pattern.

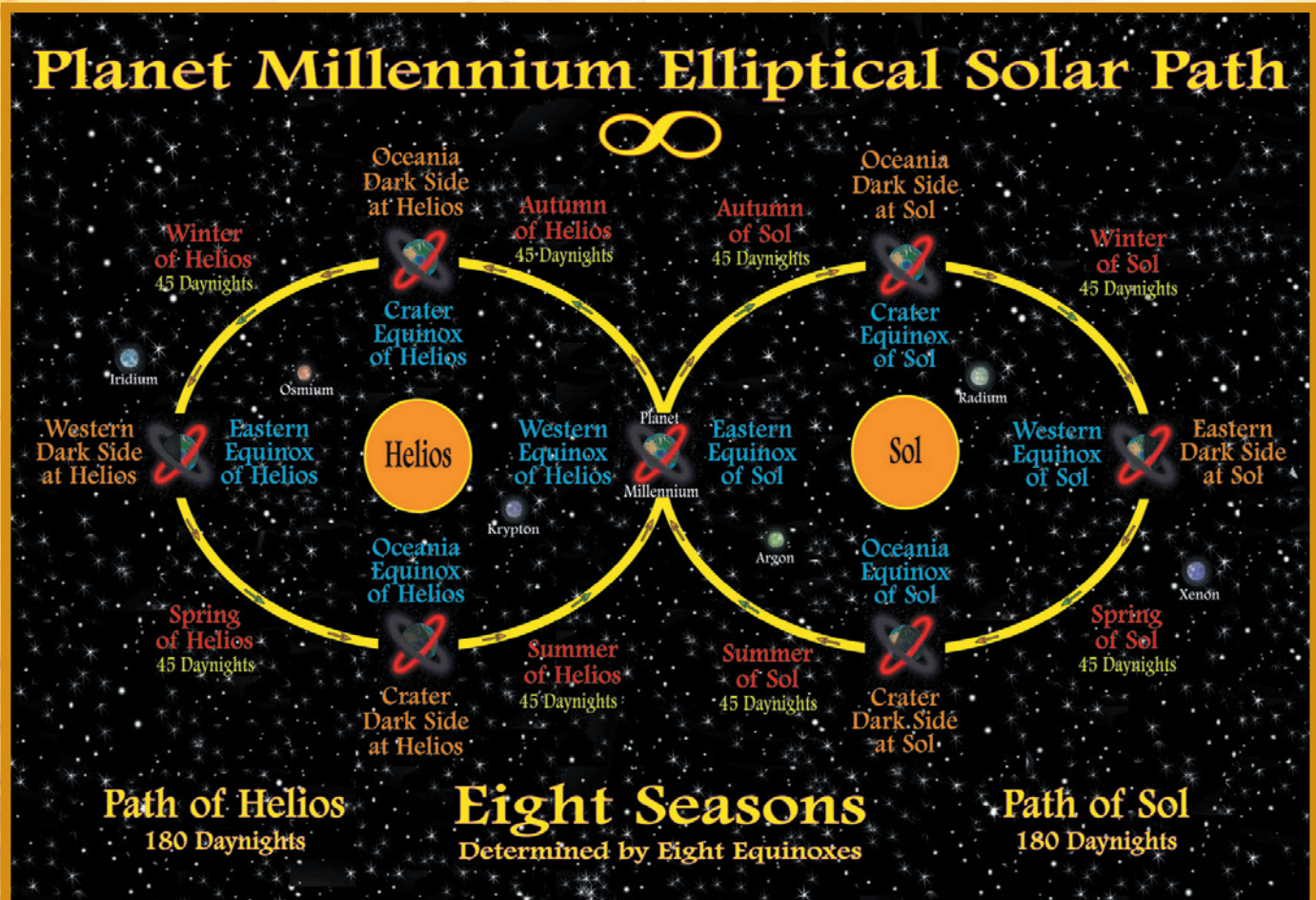
Because of their distance to either of the twin stars, Millennium's six neighboring planets experience extreme surface temperatures, making them uninhabitable. Only Millennium, in her elliptical orbit around the twin stars, maintains the correct solar distance—temperature—to sustain a life-supporting atmosphere, hydrosphere, and biosphere.

At her farthest points of orbit, Millennium measures equal distance—93,000,000 miles—from both Helios and Sol.

Traveling at 134,000 miles per hour, Millennium's elliptical orbit around Helios and Sol forms an imaginary infinity symbol— ∞ —two elliptical loops connected at the middle.

The annual revolution around both daystars takes 360 daynights, equaling one Millennium year. Her journey around Helios, known as the Helios Path, takes six months—180 daynights, to complete. Millennium's journey around Sol, the Sol Path, also takes six months to complete.

Every six months, at the convergence point of the two galactic ellipses, Millennium's escape velocity—her high rate of planetary speed—thrusts her into the opposite daystar's gravitational pull.



Eight Millennium Seasons

Millennians experience eight seasons during their annual elliptical path around Helios and Sol. The four seasons of Helios last 180 daynights and the four seasons of Sol last 180 daynights, totaling 360 daynights—one year. Each of the eight seasons: spring-summer-autumn-winter, lasts forty-five daynights in duration.

Although the black sky and red sky rings influence Millennium weather, climate, and seasonal changes, two other phenomenon, equinoxes and dark sides, determine the duration of the eight seasons.

The eight equinoxes, direct solar light, and the six dark sides, no solar light, occur simultaneously on opposite sides of Millennium as the gyro-planet travels her elliptical paths around Helios and Sol. During the year, eight equinoxes—total solar light—occur as four equinoxes in the Path of Helios and four equinoxes in the Path of Sol.

Eastern Equinox at Helios and Sol: 180° light
 Western Equinox at Helios and Sol: 180° light
 Crater Equinox at Helios and Sol: 200° light*
 Oceania Equinox at Helios and Sol: 200° light*
 *extra 20° solar light due to opposite star

Between each of the eight equinox events, the eight seasons last forty-five daynights in duration.

Spring of Sol to the Summer of Sol
 Autumn of Sol to the Winter of Sol
 Spring of Helios to the Summer of Helios
 Autumn of Helios to the Winter of Helios

Helios and Sol radiate 360° of solar light onto the majority of Millennium's surface during her elliptical solar path. During the 180° to 200° equinoxes, and the 360° central convergence, only the black sky ring creates darkness as it encircles the planet.

The red sky ring encircling the Millennium creates a crimson darkness. During the year, six (6) dark sides—total darkness events—occur.

Three (3) dark sides occur in the Path of Helios and three dark sides occur in the Path of Sol:

Eastern Dark Side at Sol: 180° darkness
 Western Dark Side at Helios: 180° darkness
 Crater Dark Sides at Helios and Sol: 160° darkness
 Oceania Dark Sides at Helios and Sol: 160° darkness

Planet Millennium 12 Months



The two darkest winters occur when Millennium completes her most distant orbits at the opposite ends of the binary solar system. No dark side occurs when Millennium travels through the central convergence; she basks in 360° of solar light.

Millennium Calendar

The Millennium months have been calculated according to the moon's lunar cycles, thirty daynights in duration, occurring twelve times per year. One Millennium year consists of twelve Millennium months, each month having thirty daynights. The name of each month and the season in which the month occurs are as follows:

1. Month of Aries—The Egg Moon
 - Begins and ends in the Autumn of Sol
2. Month of Taurus—The Flower Moon
 - Begins in Autumn of Sol; ends in Winter of Sol
3. Month of Gemini—The Strawberry Moon
 - Begins and ends in the Winter of Sol
4. Month of Cancer—The Thunder Moon
 - Begins and ends in the Spring of Sol
5. Month of Leo—The Red Moon
 - Begins in Spring of Sol; ends in Summer of Sol
6. Month of Virgo—The Harvest Moon
 - Begins and ends in the Summer of Sol
7. Month of Libra—The Hunter's Moon
 - Begins and ends in the Autumn of Helios
8. Month of Scorpio—The Beaver Moon
 - Begins in Autumn of Helios; ends in Winter of Helios
9. Month of Sagittarius—The Cold Moon
 - Begins and ends in the Winter of Helios
10. Month of Capricorn—The Wolf Moon
 - Begins and ends in the Spring of Helios
11. Month of Aquarius—The Snow Moon
 - Begins in Spring of Helios; ends in Summer of Helios
12. Month of Pisces—The Crow Moon
 - Begins and ends in the Summer of Helios



Heroes From Earth

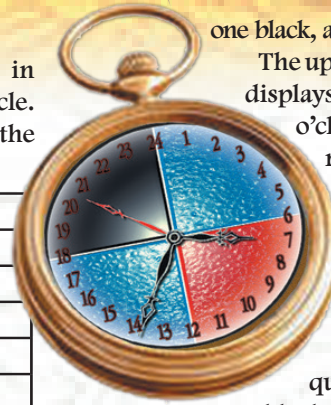


APPENDIX E

Twelve-Year Cycle

Based on lunar years, the animals that hide in one's heart, depict the twelve-year Millennium cycle. Beginning with the year 1 A.E. (After Extractors), the names of each year have been designated as:

Year of the Dragon	Year of the Dog
Year of the Snake	Year of the Boar
Year of the Horse	Year of the Rat
Year of the Goat	Year of the Buffalo
Year of the Monkey	Year of the Tiger
Year of the Rooster	Year of the Rabbit



one black, and one red quadrant.

The upper-right blue quadrant displays the numerals 1 to 6 o'clock. The lower-right

red quadrant displays

the numerals 6 to 12 o'clock.

The lower-left blue quadrant

displays the numerals 12 to

18 o'clock. The upper-left

black quadrant displays the

numerals 18 to 24 o'clock. The

quadrant colors: red, blue, and

black, coincide with the rising and

falling of the red and black cosmic rings.

Daynights

One daynight, that is, one, twenty-four hour period, occurs during one rotation of the planet and by the complete 360° orbit of the red and black cosmic rings. The beginning of each daynight occurs at the "convergence", when the red and black sky rings cross directly over the central Discordia Crater.

Daynights average six hours of blue sky, six hours of red sky, six hours of blue sky, and six hours of black sky, depending on global location—latitude and longitude. During Millennium's revolution around Helios and Sol, forty-five planetary rotations and crater convergences occur between the eight equinox events.

Millennians observe each one of the thirty daynights within the month separately. They do not observe weeks. Therefore, "daynights of the week" do not exist. The 30 daynights have specific names. For example, the first day in the Month of Aries may be called the "1st of Aries", or "Aries, Daynight of the Dragon".

Weary Wheel

The Millennium clock, known as a weary wheel, has an hour hand, a minute hand, and a red second hand. Displaying the numerals 1 to 24, the faceplate has four equal quadrants: two blue,

Millennium Calendar

Aries ∞ Taurus ∞ Gemini ∞ Cancer ∞ Leo ∞ Virgo ∞ Libra
Scorpio ∞ Sagittarius ∞ Capricorn ∞ Aquarius ∞ Pisces

01 Daynight of the Dragon	02 Daynight of the Ram	03 Daynight of the Buffalo	04 Daynight of the Snake	05 Daynight of the Monkey
06 Daynight of the Lion	07 Daynight of the Goat	08 Daynight of the Crab	09 Daynight of the Crocodile	10 Daynight of the Dog
11 Daynight of the Bear	12 Daynight of the Butterfly	13 Daynight of the Bat	14 Daynight of the Spider	15 Daynight of the Wolf
16 Daynight of the Scorpion	17 Daynight of the Boar	18 Daynight of the Jaguar	19 Daynight of the Raven	20 Daynight of the Rat
21 Daynight of the Tiger	22 Daynight of the Frog	23 Daynight of the Rabbit	24 Daynight of the Shark	25 Daynight of the Beaver
26 Daynight of the Octopus	27 Daynight of the Horse	28 Daynight of the Rooster	29 Daynight of the Moose	30 Daynight of the Elephant

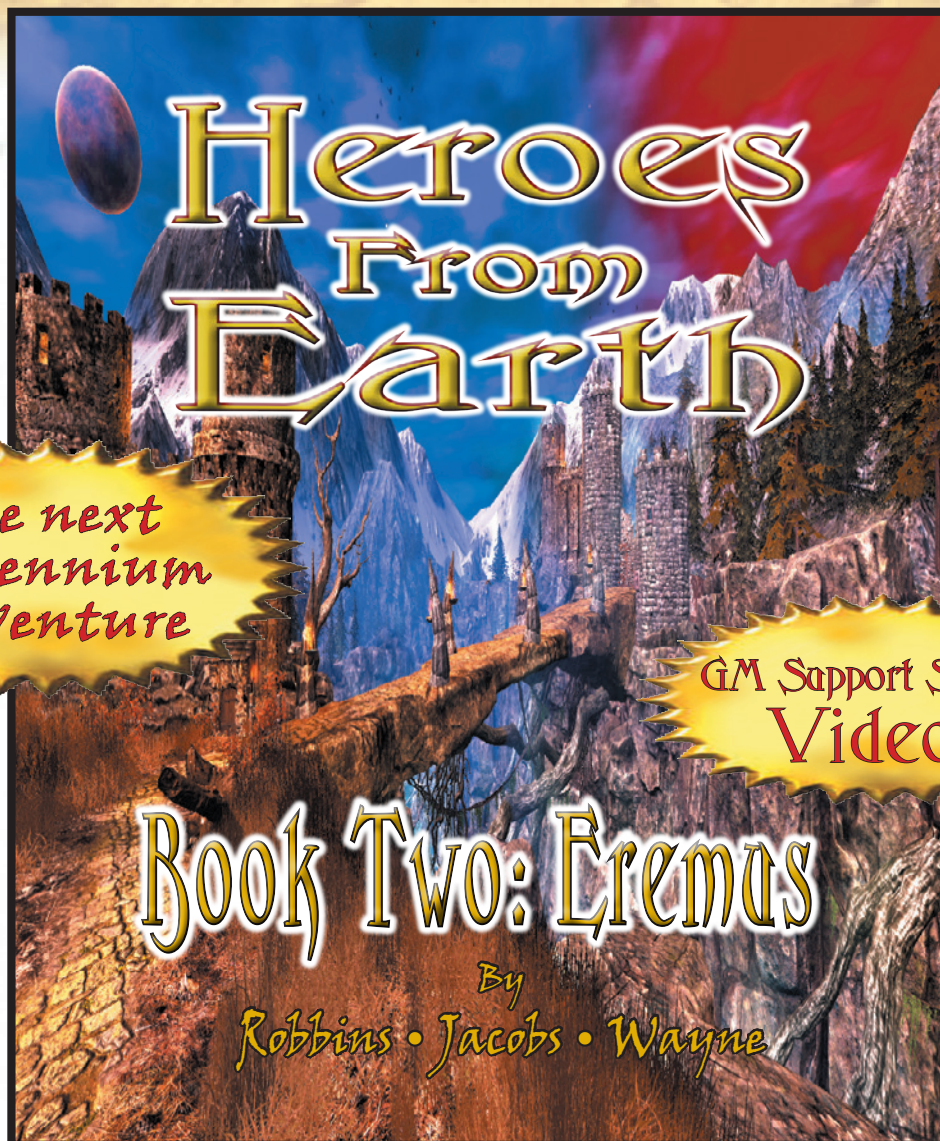




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