

INTRODUCTION

Even within the deepest recesses of history's own heart, one cannot find a sorcerer more powerful nor infamous than the man known as Alak-Ammur. His origins lie hidden behind a veil of lies and half-truths so thick that it is useless to even speak of them. Know simply this, that Alak-Ammur grew strong in the ways of arcane lore as easily and quickly as other men take to breathing fresh air.

Few were surprised, even in his own time--or at least all records seem to indicate--when Alak-Ammur disappeared mysteriously. Most of his kinsmen and peers assumed that he had died, although in truth he had neither kinsmen nor peers. But assumptions about men like Alak-Ammur are so often wrong that it hardly seems worth relating that they were.

But they were.

The sorcerer left the world of his birth and explored the myriad worlds beyond. He lived for a thousand more years than his fellows knew, for he never returned to that place he had once called home. When it came time for him to die--when his body could no longer continue to house his spirit--he used his magic to fashion a tomb for himself. But Alak-Ammur's tomb would be no more a normal crypt than he was a normal man.

True to his nature--and his nature was power, pure and simple--Alak-Ammur crafted for himself a world in which to put his physical form to eternal rest. Not a large world, as world's go, but truly an entire world as distinct and unreachable from any other world as, well, another world.

If one could find this tomb-world, surely it would hold great secrets, it would solve vast mysteries, and it

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THE TOMB-WORLD OF ALAK-AMMUR

BY
MONTE COOK



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

A DUNGEONPATH ADVENTURE
FOR CHARACTERS OF 12th LEVEL

would make one wealthy and powerful beyond imagining. If such a deed could be done at all--and survived.

The Tomb-World of Alak-Ammur is a mini-adventure for 12th-level PCs consisting of twelve encounters. There are no random encounters to be had. Reaching the tomb-world requires a key that must be activated along with a planar travel spell like plane shift or gate. No copies of the key exist, but if one were to search through scrolls in forgotten libraries or in tomes found at the very bottom of dragons' hordes or on the tattoos on the flesh covering the backs of ancient phase spiders, one might find the instructions on how to craft such a key.

ADVENTURE HOOKS

The PCs may have read about Alak-Ammur and simply wish to explore his last (or perhaps only) known locale. Alternatively, there may be some important bit of arcane lore that they need--the means of crafting (or destroying) an artifact-level item, the true name of a powerful demon lord, or the details of some truly unique spell--known to have once been in the possession of the ancient sorcerer. Such a detail would likely be included in area 05, within one of the many tomes found there. Or, perhaps it is a more physical item the PCs need--a powerful artifact, a magical ingredient or tool, or the key to curing some world-ending plague or curse. In this case, the item is most likely found in area 09 with the other treasures, although such a thing could almost be placed anywhere in the pyramid the GM wishes.

Lastly, the draw to the Tomb-World of Alak-Ammur might be the fabled Portal of Allwhen itself, a magical gateway said to be able to give access to any location in the multiverse, or even to the distant past or future. Perhaps the PCs need to reach some otherwise unreachable place (or time), and traveling to the tomb-world is the only option they have in getting there

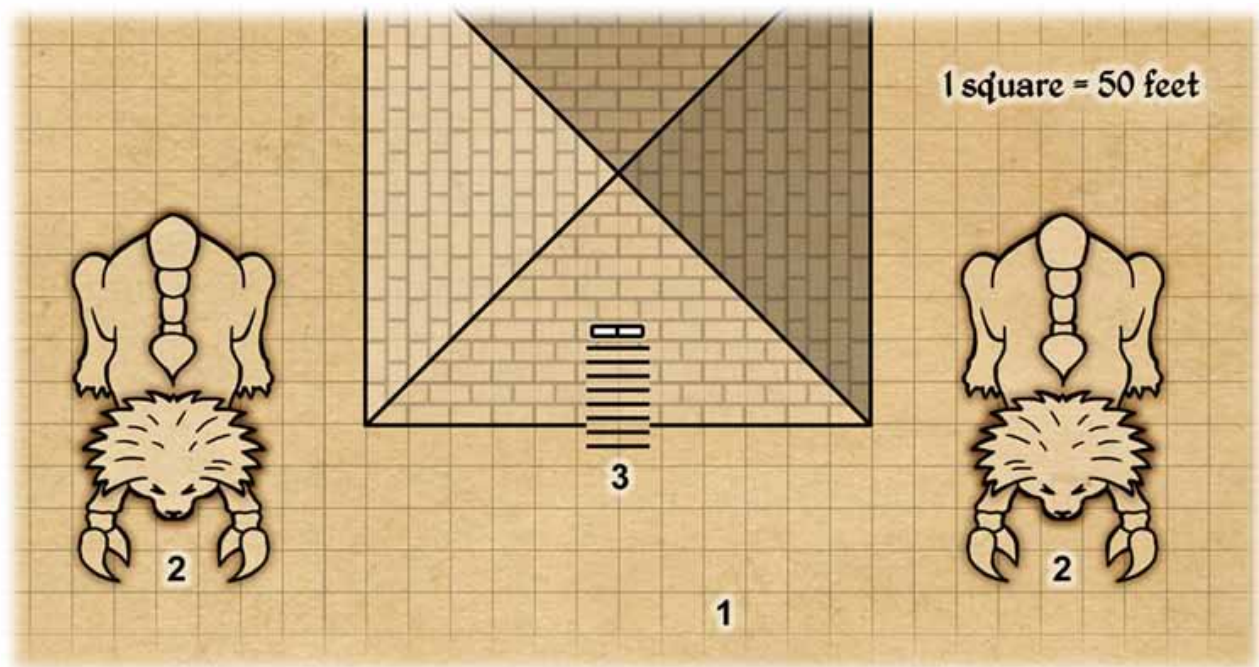
01: ARRIVAL POINT

SUMMARY: All those visiting the Tomb-World of Alak-Ammur appear in the same place, a location intended to awe and intimidate those foolish enough to come.

SIGHTS AND SOUNDS: This encounter is outside, but it is always twilight.

You stand upon a square stone slab thirty feet to a side. It is as unblemished as if it were newly fashioned, but something about it tells you that such is not the case--quite the opposite, in fact. Beyond the slab lies a sea of sand that extends in every direction. The sky above you sprawls gray and violet, with shifting clouds and no sun--although a few faint and unfamiliar stars attempt to hide in the sky. The air is hot and choking with dryness.

Before you, perhaps a half mile in the distance, stand two massive statues of weathered brown stone. Each depicts a crouching animal, equal parts lion and scorpion. If your eyes do not deceive you, each of these figures must be 200 feet high and 400 feet long.



In between these figures rises a pyramid of similar stone, half again taller and wider than either statue. Massive steps--big enough for an army to use--lead up to a pair of black valves. More detail is impossible to discern at this distance.

STONE SLAB: It is impossible to enter (or leave) this world without starting here. Even a wish does not have the power to bypass this truth, and a god would likely be hard pressed to do so as well. The stone has a powerful aura of conjuration magic.

HEADING OFF TO THE STATUES AND PYRAMID: The going is not arduous, and the trip will take a typical group 20-30 minutes. Halfway there, reddish lightning cracks the sky, followed by a peal of thunder louder than any the PCs have ever heard. But nothing else happens.

EXPLORING THE WORLD: The Tomb-World is as dry as the least forgiving desert of the PCs' homeworld, an endless sea of dunes and sand. Heading off into the sands avails nothing. PCs can walk for days into the dunes of the tomb-world and they find only the rare broken foundation or a vaguely recognizable bit of shattered colossal statuary. (And these, in fact, are misdirection. The sorcerer made the world old and ruined to begin with. Such was his nature.) The GM is free to sprinkle in appropriate encounters, but it would likely be best not to, as it is all the more likely that eventually bored explorers will head back to the slab or the distant structures.

CONNECTIONS: This area is connected to area 02.

02: GIGANTIC STATUES

SUMMARY: One of two massive statues presents a hidden secret that may give explorers a aid as they explore the pyramid.

SIGHTS AND SOUNDS: This encounter is outside, but it is always twilight. A light, warm breeze blows when the PCs reach the statues.

Two identical statues stand vigil, guarding an even more massive pyramid between them. Each statue has the body, hind legs, and head of a lion, but the forelegs (including pincers) and tail of a scorpion. The stone comprising the statues appears to be sandstone, but it is laced with dark green veins that appear unfamiliar to you. Each statue is 400 feet long and 200 feet high.

THE STATUE ON THE LEFT: This statue is nothing more than what it appears to be. It is solid and normal in every respect, although it has a moderate aura of conjuration magic.

THE STATUE ON THE RIGHT: This statue, though identical in appearance to its mate, has a secret door (DC 28 to find) where its breast meets the ground. The door is made of solid otherworldly stone (hardness 12, 120 hit points, Break DC 35). It is sealed with a devious arcane lock that resets after just 1 round no matter if a knock spell or a dispel magic is used to open it, and unless the door is held open (Strength check DC 20) it slams shut after 1 round as well. Even if the door is destroyed, it magically reforms after one hour.

BEYOND THE SECRET DOOR: Inside the statue, explorers find a 5 foot wide set of steep stairs that lead upward about 50 feet into the interior. There, they find a square room 30 feet by 40 feet. Engraved into the floor are a number of curious symbols: a cross, a V, a circle with a wave pattern within it, a stylized eye, and a triangle with bird-like wings. A very difficult Knowledge check (DC 30) is in order (use either Arcana or the Planes, although a very generous GM might also allow History or even Religion). Success allows a PC to recognize this as incredibly ancient symbols of magical--specifically planar--significance.

These symbols have not been used in this way for at least a thousand years. In these time-lost days, sages believed that there were only five worlds of significance: Heaven, Hell, Earth, the Realm of Spirit, and the Realm of Truth. (All but the last of these are likely self-explanatory. The Realm of Truth was the plane of matter--all the elements rolled into one.) The correspondence of symbols and planes is as follows:

Winged Triangle = Heaven

V = Hell

Cross = Earth

Circle with Waves = Spirit

Eye = Truth

If PCs remain in the room for one minute, a thunderous, booming voice speaks in a language none of them can understand (it is the ancient tongue of some other mortal world). Seconds later, however, the meaning just comes to them. They know that the voice is asking, "Where are you?"

While PCs may think that they have to answer with one of the various symbols in some way, by speaking its name, touching it, standing on it, etc., this is a trick question. The correct answer is, “none of these,” because the tomb-world is its own world. If the PCs speak this answer (or something approximately close) aloud, a shield of glowing blue light appears in front of each of them.

The shield is the size of a large shield and looks as though it could be strapped on like a conventional shield. However, if a character so much as touches it, the shield disappears and the character is affected by a shield spell that lasts for one hour and provides complete protection against the rain of light in area 03.

The real benefit, however--whether they answer correctly or not--is that all the PCs present now speak the ancient mortal language of Alak-Ammur’s homeworld. This will come in handy later, many times over.

REVISIT (CR 10)

If at any point the PCs come out of the pyramid and back to either statue, the air fills with a blood-curdling shriek and a monstrous flying lizard, shaped like a bird of prey with snakes for talons, swoops down out of the sky and attacks. This creature is a conjured guardian, as surprised to find itself here as the PCs are to see it. It attacks out of anger and hunger.

CONNECTIONS: This area connects to area 01 and area 03.

LIZARD-RAPTOR

This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

LIZARD-RAPTOR

CR 9

XP 6,400

N Gargantuan animal

Init +6; Senses low-light vision; Perception +15

DEFENSE

AC 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, –4 size)

hp 125 (16d8+53)

Fort +13, **Ref** +14, **Will** +8

OFFENSE

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

Melee 2 talons +18 (2d6+9/19–20 plus grab and poison), bite +17 (2d8+9)

Space 20 ft.; **Reach** 15 ft.

STATISTICS

Str 28, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11

Base Atk +12; **CMB** +25 (+29 grapple); **CMD** 37

Feats Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons)

Skills Fly +7, Perception +15

SPECIAL ABILITIES

Poison (Ex): Talons—injury; save Fort DC 24; frequency 1/round for 6 rounds; effect 1d6 Dex; cure 2 consecutive saves.

03: THE PYRAMID ENTRANCE

SUMMARY: Will anyone be surprised that the entrance to the pyramid is magically warded? Seems doubtful.

SIGHTS AND SOUNDS: This encounter is outside, but it is always twilight.

A staircase of sandstone steps runs up to a set of massive black doors in the middle of the side of the pyramid facing you. The steps must be eighty feet across. The doors, together, matching that width, and standing sixty feet high, set with green jewels of various kinds throughout their metallic surfaces. Spidery things--some the size of your hand, but most thankfully smaller--skitter across the steps as you approach.

THE STEPS AND THE SPIDERY THINGS: Investigation shows that what the characters initially perceived as spiders are nothing of the kind. There are no creatures here--these things appear to be intangible shadows of alien things like spiders (many legged creatures but not truly arachnid or insectoid, at least as the PCs are familiar with the terms). It is as though tiny things scurried about the steps, avoiding the PCs, but only their shadows can be perceived. It is impossible for the PCs to interact with these “creatures” in any way.

The steps themselves are normal, but the landing in front of the doors is not.

THE LANDING: Before the large doors is a 15-foot by 80-foot landing. Stepping upon this landing triggers the rain of lightning, where angry red bolts of electricity cascade down out of the sky,

striking everywhere on the landing at once. Those on the landing suffer 10d6 points of electrical damage (Reflex save DC 20 for half damage) each round. The rain continues every round someone stands upon the landing and for three rounds after that.

The rain of lightning is not a trap, per se, nor a spell. Rather, it is a natural occurrence in this world, or what passes for such here. Thus, the effect cannot be dispelled or removed in any manner. A Perception check using the detect traps ability (DC 30) or a detect magic spell reveals the fact that something about the landing is warded, but that is it. Protection from lightning and similar effects protect characters, but globes of invulnerability or antimagic fields will not. The shields gained within one of the gigantic statues grant immunity to the rain of lightning.

THE MASSIVE DOORS: The doors are not locked or barred, but they are so massive that a Strength check (DC 20) is needed to push one open.

THE GREEN JEWELS: The green jewels set into the massive doors appear randomly scattered across their surfaces. If any gem is touched, beams of light spread from that gem to the others nearby. Those jewels, in turn, fire beams of light that connect to other gems and so on, until the beams of light all form massive runes. Those that can understand Alak-Ammur's language know that the runes are Alak-Ammur's personal symbols--his name, basically. The gems total 55 in number, and each is worth 100 gp.

CONNECTIONS: This area connects to area 02 and area 04.

04: GUARDIANS OF STONE (CR 13)

SUMMARY: Two magical guardians attack all who enter the structure, while a more insidious effect drains the life force from intruders, using it to power magic deeper in the pyramid.

SIGHTS AND SOUNDS: This hall is dark and quiet. In fact, the hall has sound-deadening magic that puts all listening-based Perception checks at a -10 penalty. Characters standing more than

20 feet apart cannot make themselves audibly understood by each other, even if they shout.

The silence is oppressive in this massive hall. The black marble floor is perfectly smooth, as are the bare granite walls. The walls slant upward slightly, so that the ceiling is about fifteen feet narrower than the floor. Light reveals whitish-blue crystal spindles, each about five to six feet long but only an inch thick, worked into the walls here and there. All the spindles are parallel to the floor.



The hall is 40 feet wide and 70 feet tall. Although the PCs likely cannot see it when they first enter, there is a mosaic on the floor 200 feet down its length away from the doors in area 03.

THE GUARDIANS: If the PCs enter the hall and move at least 50 feet down its length, two very special stone golems attack. These golems are animate extensions of the black marble floor and look like giant hands. Their *modus operandi* is to form immediately below a PC and make a slam attack while the PC is flatfooted. If they succeed with the slam, they immediately make grapple checks (CMB +24). If they grapple an opponent, each round thereafter they constrict for 4d10+18 damage until the opponent is unconscious. The golems move by “flowing” across the floor (causing it no damage). They will not leave the hall.

THE CRYSTAL SPINDLES: In this massive hall, there are hundreds and hundreds of these spindles. Each has a faint aura of necromantic magic. If a character gets within 5 feet of a spindle, it glows faintly. A Knowledge (arcana) check (DC 25) suggests that the spindles are ever so slowly absorbing the life force of the characters. This is the case, and the absorbed energy flows to area 10. Unless the characters spend more than an hour here, however, there is no appreciable effect. For each full hour spent in the hall, a Fort save (DC 20) is required. Failure means the character gains a negative level.

It is impossible to remove one of the spindles from the wall without destroying it.

THE MOSAIC: The mosaic set into the marble floor is made of small pieces of gray and white tile. It depicts a man in flowing robes holding a staff in each hand, crossing them above his head. Small, bat-winged creatures fly about him, but it is unclear whether they are allies or enemies.

Within the mosaic are 162 pieces of ivory worth 20 gp each. Prying them all up takes about an hour.

DEVELOPMENT: If the PCs leave the hall after the golems make their appearance but before the golems are destroyed, the golems sink back down into the floor, where they regenerate at a rate of 1 hp per minute. If the intruders return, the golems appear and attack as before.

UPPING THE ANTE (CR 15): Add two more golems. Have the spindles inflict their energy drain effect immediately and much faster (save every minute).

CONNECTIONS: The chamber connects to areas 03, 05, and 07.



STONE (HAND) GOLEMS

These golems are animate extensions of the black marble floor and look like giant hands.

STONE (HAND) GOLEMS CR 13

XP 12,800

N Large construct

Init –1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 8, flat-footed 26 (–1 Dex, +18 natural, –1 size)

hp 110 and 120

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

DR 10/adamantine; Immune construct traits, magic

OFFENSE

Speed 20 ft.

Melee 1 slam +22 (2d10+9+grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (4d10+18 damage) slow

STATISTICS

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +24; **CMD** 33

SPECIAL ABILITIES

Immunity to Magic (Ex): A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A transmute rock to mud spell slows a stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points.

A stone to flesh spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

05: THE SANCTUM

SUMMARY: A place of arcane magic, important to Alak-Ammur, this chamber holds many of the legendary spellcaster's secrets--some more secret than others.

DOOR: The door leading into this room is made of three stone blocks bound in brass. Inlaid brass marks the door with the images of dragons and merfolk. It has a hardness of 8, 160 hit points, and a break DC of 35. It is triple locked (DC 30 to open each), sealed with an arcane lock, and trapped with a powerful variant of fire trap that triggers when the door is opened.

POWERFUL FIRE TRAP: CR 5; 6d6+20 points of fire damage to all within 10 feet (Reflex save DC 18 for half) Perception DC 29; Disable Device DC 29

SIGHTS AND SOUNDS: This chamber is dark and quiet.

This domed, wood-paneled chamber has a large brass lantern hanging from a chain suspended from the highest point of the ceiling. Below the unlit lantern is a broad mahogany desk and chair.

The desk is surrounded by a number of painted ceramic urns. A carpet of green and gold fibers covers much of the floor. The walls are lined with bookcases filled with books and scrolls of all sizes and shapes as well as the occasional statuette or other piece of bric-a-brac. A small table holds a number of crystal drinking glasses and a large ewer. Upon the desk lie a half-written scroll, ink, and a few quills. Everything in this room appears perfectly preserved, as though the room was in use just yesterday.

This entire room has a strong aura of transmutation magic due to the preservation spells in effect here.

THE FLOATING SPHERE: This ten-inch diameter globe floats in the air just below the lantern, seemingly part of the decor. In fact, it is part of the room's defenses, but it begins by ignoring any intruders. If anyone touches an object in the room, the globe floats toward them at a speed of 30 feet, getting within 10 feet. A magic mouth-like effect appears on the sphere and says in Alak-Ammur's native tongue, "Do not touch anything under penalty of death." If the intruder continues to touch the object (or any other object), the sphere fires a ray of force with a +14 attack bonus at that character that inflicts 8d8 points of damage. The sphere can fire one such ray per round.

If attacked, the sphere is displaced (50% miss chance), has AC 24 (touch AC 16), and has a hardness of 10, with 20 hit points. It has SR 25. If destroyed, the remnants are worth about 800 gp to an alchemist or mage interested in crafting magic items.

THE DESK: This huge, beautiful desk is worth 1,000 gp all by itself, but it weighs about 600 pounds. The scroll on its surface is an almost-finished scroll of greater planar binding. A

spellcraft check (DC 30) is needed to recognize that the scroll is incomplete. Otherwise, if simply identified by other means, this fact is not revealed. Anyone attempting to use the incomplete scroll will not get the desired results. Instead, the caster and all within 30 feet must make Will saves (DC 22) to avoid being sent to Hell, where they stand before a curious cornugon devil who will bargain with them as if they had been summoned by a spell similar to the binding spell. The devil offers

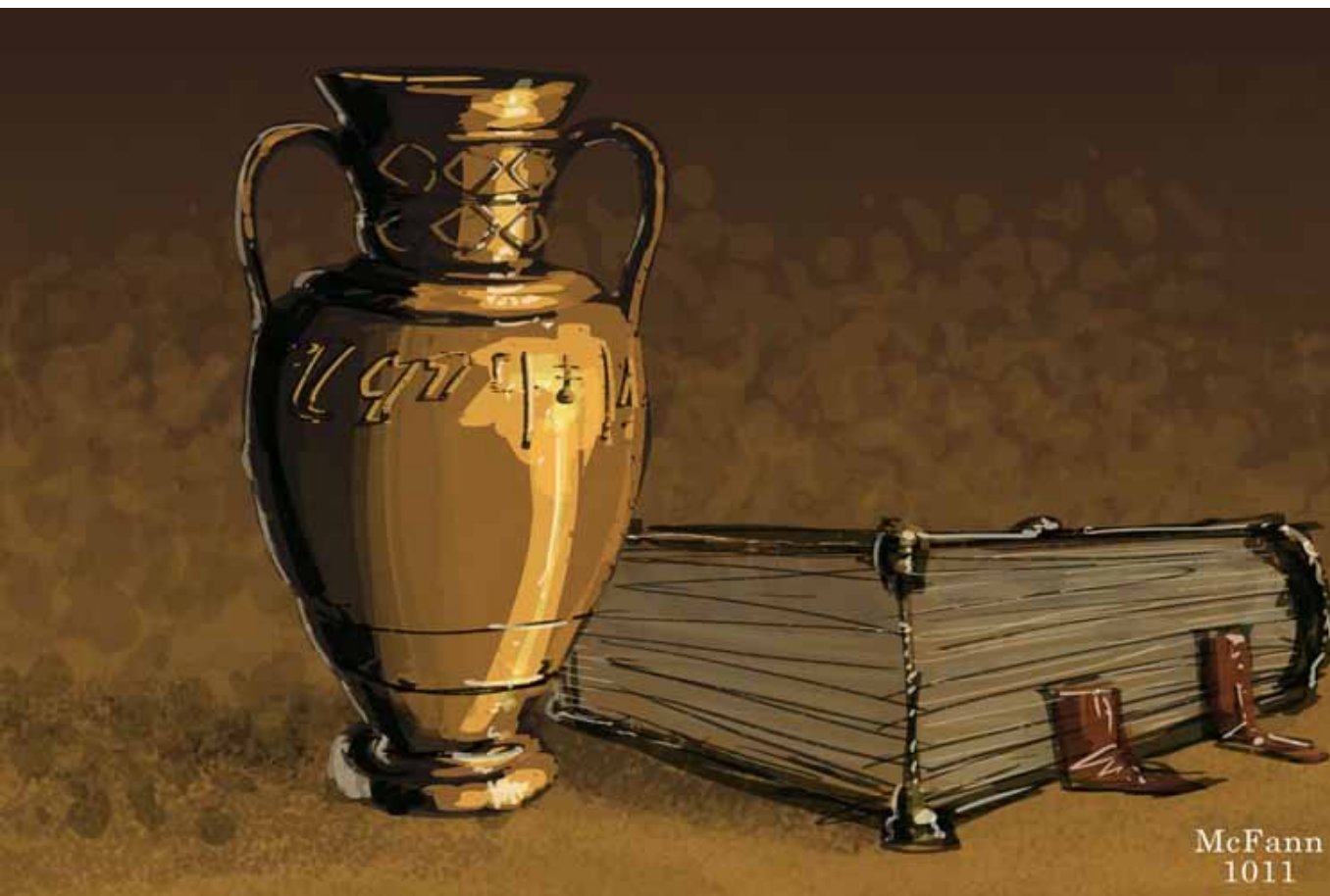
them a powerful magic item each to perform a particular task (details of which are up to the GM, who can have this segue into the next adventure). But of course, doing what a devil wants you to do is not always the best idea.

In one of the desk's many drawers, PCs find more parchment and ink, a masterwork dagger with the symbol of Alak-Ammur on the blade, some silk handkerchiefs, and a large key made of brass with a faint aura of abjuration. The key has no practical use, however. The lock it once fit is long gone. In another drawer, they find a pair of knotty, crudely made candles seemingly formed out of many different kinds and colors of wax--as if the remnants of many smaller candles had been merged together around a new wick. These candles have no magical aura, but they can be of use in area 06.

In a secret compartment on the underside of the desk (DC 28 Perception to find), searchers find two completed scrolls: major creation and teleport.

CERAMIC VASES: There are twenty-one of these placed throughout the room. Although they are covered with intricately painted patterns, they are not particularly valuable.

THE BOOKCASES: The six hundred fifty-eight nonmagical books and scrolls in this room are all ancient and in good condition. They cover a wide variety of topics. About 30% are in Alak-Ammur's native tongue (about half of which appear to have been written by the infamous man himself). The rest break down to the



following languages, about 10% each: Draconic, Elvish, Abyssal, Infernal, Celestial, and Sylvan. In additions, 10% are in a variety of lost tongues that magic would be required to read. Six hundred twenty of the books are worth about 20 gp each. Another thirty have a value of about 100 gp. The final eight are very rare and are written on extremely important topics (periods of history thought lost, unexplored magical theories, etc.)--they are each worth about 1,000 gp. Each book or scroll weighs anywhere from 1 to 10 pounds, so the whole collection weighs well over 3,000 pounds.

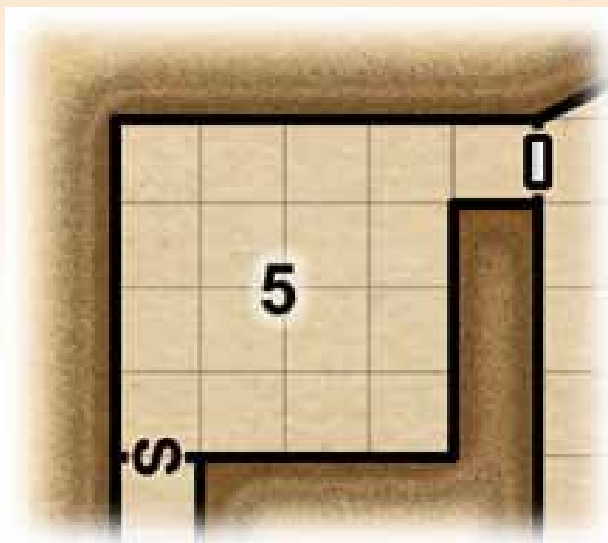
GMs may require a Knowledge (history) check (DC 20) to determine which are the truly valuable tomes.

The bric-a-brac on the shelves is not valuable except for a porcelain mask worth 150 gp.

HIDDEN BOX: Hidden behind some of the books on one shelf is a small compartment (DC 22 Perception to find), inside of which are nine rings each cut from a single piece of green tourmaline. These green rings have a moderate aura of abjuration magic and will be of use in area 06.

TABLE WITH DRINKING GLASSES: These are of no real value.

SECRET DOOR: This secret door requires a DC 28 Perception check to discover behind one of the bookcases. Pulling a particular book on the shelf opens the door. The book can only be found by blind chance (or by knowing ahead of time which tome it the right one). Removing all the books



will not cause the door to open--the trigger only works if the book in question is pulled from its place while its immediate neighbors remain in theirs.

Once the mechanism is triggered, the entire section of wall, bookcase and all, swing inward to reveal a hallway into area 06. Forcing the door open is difficult as it requires that the bookcase be emptied and destroyed first (hardness 5, hp 20. Break DC 23) and only then can the door itself be harmed (hardness 8, hp 90, Break DC 35).

THE TRANSFORMED OBJECTS: Alak-Ammur concealed some of his personal treasures here, hiding it in plain sight. There are five magic items in the room that are magically polymorphed into different objects, effectively disguising them. Their magical auras are suppressed, so the only way to see the objects is to use true seeing or

similar magic. GMs may wish PCs to search the room carefully with the magic, revealing only one item at a time.

The objects, and their real nature, are as follows:

CHAIR: staff of fire

CERAMIC VASE: tome of clear thought +1

DRINKING GLASS: wand of mage armor (28 charges)

QUILL: +1 amulet of natural armor

STATUETTE: ring of feather falling

CONNECTIONS: This chamber connects to area 04 and area 06.

DEVIL, HORNED (CORNUGON)

Bristling with terrible spines and a crown of deadly horns, this leering winged terror wields a whirling barbed chain.

DEVIL, HORNED (CORNUGON)

CR 16

XP 76,800

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

Init +8; Senses darkvision 60 ft., see in darkness; Perception +24

Aura fear aura (5 ft., DC 23)

DEFENSE

AC 35, touch 17, flat-footed 27 (+8 Dex, +18 natural, -1 size)

hp 217 (15d10+135); regeneration 5 (good weapons, good spells)

Fort +18, **Ref** +17, **Will** +13

DR 10/good and silver; Immune fire, poison; Resist acid 10, cold 10; SR 27

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee +1 unholy spiked chain +26/+21/+16 (2d6+11 plus stun), bite +22 (2d8+5), tail +22 (2d6+5 plus infernal wound) or 2 claws +24 (2d6+10), bite +24 (2d8+10), tail +22 (2d6+5 plus infernal wound)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 16th)

At will—*dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 21)

3/day—*fireball* (DC 19), *lightning bolt* (DC 19)

STATISTICS

Str 31, **Dex** 27, **Con** 28, **Int** 14, **Wis** 22, **Cha** 23
Base Atk +15; **CMB** +26; **CMD** 44

Feats Improved Bull Rush, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike, Weapon Focus (spiked chain)

Skills Bluff +24, Diplomacy +21, Fly +15, Intimidate +24, Knowledge (planes) +20, Perception +24, Sense Motive +21, Spellcraft +20, Stealth +22

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Infernal Wound (Su): The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a DC 26 Heal

check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

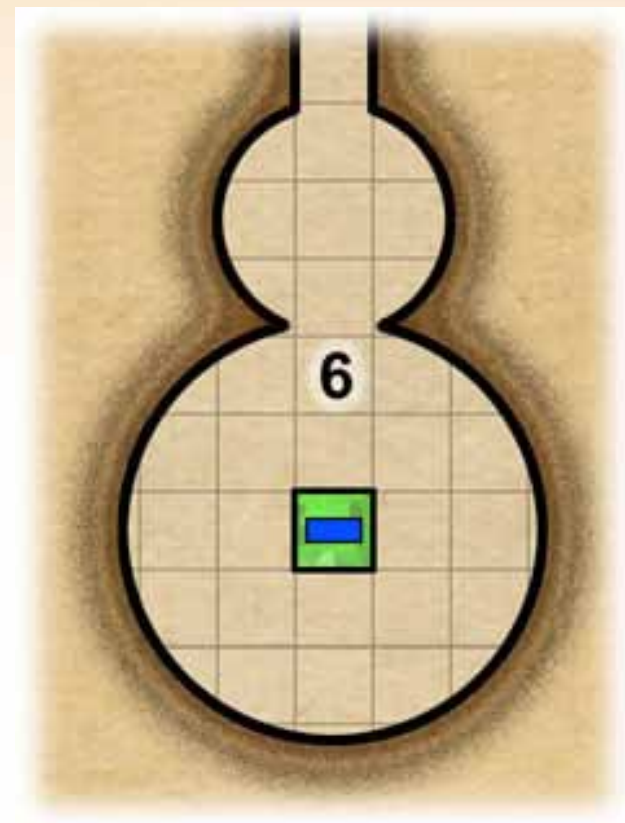
Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength-based.

06: THE TEMPLE OF SORCERY (CR14)

SUMMARY: From this long forgotten temple, Alak-Ammur worshipped magic as a sentient force. The question for the PCs is: Did Magic ever answer his prayers?

SIGHTS AND SOUNDS: This chamber is dark. It is filled with mysterious, disembodied whispers. Those who can understand Alak-Ammur's native language can tell that the whispers are prayers spoken to magic, asking for it to open itself up and reveal still more power and secrets.

This chamber is composed of two circular sections. The entrance leads into the first, smaller circle, with the larger circular area beyond that. The smaller area is draped in red and gold curtains. The floor of the first circle is polished steel. You can see that the larger area has a glass floor. Floating ten feet above the glass is an inverted pyramid of green crystal, with a wide surface parallel to the floor and ceiling. On top of this flat surface is an altar of blue stone and intricate silver inlay.



THE STEEL FLOOR: PCs making DC 20 Perception checks notice that a magic circle is lightly etched into the floor near the entrance into the larger portion of the temple.

THE SUMMONED FIEND: If the PCs enter the chamber, a glabrezu demon appears in the magic circle in the steel floor, summoned by a variation of the *greater planar binding* spell. The demon's name is Tar-na-heli and he is ancient, crafty, and like all of his kind, supremely evil. He wears a +2 ring of protection.

TAR-NA-HELI (GLABREZU)

Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty.

TAR-NA-HELI, GLABREZU DEMON CR 16

XP 25,600

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +0; Senses darkvision 60 ft., true seeing; Perception +26

DEFENSE

AC 30, touch 8, flat-footed 28 (+20 natural, +2 ring of protections, -2 size)

hp 186 (12d10+120)

Fort +18, **Ref** +4, **Will** +11

DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee 2 pincers +20 (2d8+10/19–20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rend (2 pincers, 2d8+15)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrock 50%)

1/month—*wish* (granted to a mortal humanoid only)

STATISTICS

Str 31, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +12; **CMB** +24; **CMD** 34

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft. devil, not of the spiked chain. The save DC is Strength-based.

TACTICS: Tar-na-heli does not attack immediately. Instead, he takes a moment to size up the PCs and then asks a question of them, “How much or how little are you willing to sacrifice in order to live?” No matter what the PCs answer (or even if they do not answer), the demon next asks, “How much or how little are you willing to sacrifice to gain the true secrets of magic?”



Tar-na-heli attempts to use intimidation, guile, bribery, or persuasion (or all of them) to convince the PCs not to fight, but rather to give him something of value to avoid a fight, and perhaps to gain some magical lore. He is only interested in magical items. If the PCs give him at least 3,000 gp worth of items, he will not attack them and allows them to enter the temple to do as they please, though he stays to watch, and laughs when they falter or suffer. If the PCs give him 8,000 gp worth of items or more, however, he produces a scroll of black vellum with red lettering. The scroll can be read by one person before it crumbles to powder. Anyone spending one week of uninterrupted study to do so forever gains the spell-like ability to use *detect magic* three times per day and *dispel magic* once per day (character level = caster level).

When the scroll crumbles to powder, it becomes a poisonous inhalant affecting the reader (*save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Int; *cure* 2 consecutive saves) and anyone within 10 feet, but disperses after 1d6+1 rounds.

If he must fight, or even if he's just looking to intimidate the PCs a bit, Tar-na-heli first commands the curtains to begin grasping and writhing like tentacles. Then he casts *mirror image*, followed by *confusion*, and then *power word stun* on anyone resisting the *confusion*. He will not hesitate to back into the larger portion of the temple to stay out of melee while using these abilities. Once there, he uses *reverse gravity*. Eventually he will resort to physical combat. If possible, he uses his speed and reach to melee with spellcasters first.

THE CURTAINS: The curtains have a strong aura of conjuration magic about them. However, they do nothing unless Tar-na-heli commands them, in which case (as a free action) he can make the curtains animate and attack anything that comes within 10 feet of the walls--as if the curtains were black tentacles.

THE GLASS FLOOR: Below the glass floor in the larger room is a drop of sixty feet into flickering black flame. The glass is thick and sturdy, but simply glass (Hardness 1, 10 hit points, Break DC 16). If broken, a 10 foot diameter hole is created and anyone standing in that area must make a Reflex save (DC 20) to avoid falling through it. Those falling into the black flames suffer 10d6 points of cold damage per round while within them in addition to the falling damage (6d6). Further, they must make a Fortitude save (DC 19) or be disincorporated completely, their physical form transformed forever into raw magic. Such characters are gone forever, restored only by a *wish*, *miracle*, or *true resurrection*. The Fort save need only be made once unless a creature remains in the flames for more than an hour (at which point, the save must be made once per hour).

THE INVERTED PYRAMID: The pyramid is 10 feet to a side. It has an overwhelming aura of transmutation. Anyone within 5 feet can see that writing has been etched into all of its surfaces. The writing is in Alak-Ammur's native language and it says, "The green ring matches the green pyramid." The green rings in area 05 allow wearers to touch the pyramid safely.

Touching the pyramid without wearing one of the rings forces a character to make a DC 20 Will saving throw. Those failing are infused with magical power. Being infused with power means non-spellcasters suffer 8d6 points of force damage. Spellcasters, on the other hand, can attempt a Spellcraft check (DC 32). Success means that they suffer no damage and instead regain the highest level spell slot they currently have expended. If they fail, or if they have no available spell slots, they suffer the damage as if they were a non-spellcaster. Spellcasters wearing green rings can attempt to restore a spell slot in this way and even gain a +4 bonus to their Spellcraft check to do so. However, they can only attempt this once per day and failure results in the same damaging consequences.

THE ALTAR TO MAGIC: Two empty candleholders of silver stand atop the altar. If the candles in area 05 are placed here and lit, and a magic item is placed upon the altar, the item slowly disappears and an item (of relatively equal value) of the character's choosing appears in its place. GMs should allow either specific or general requests to be made in this instance. For example, if a *ring of mind shielding* is placed upon the altar, the character could ask for a +2 *ring of protection* or a *harp of charming* and expect to get it. Alternatively, he could just ask for a weapon and get a +1 *flaming battle axe* or a *dagger of venom* (or anything else of the GM's choosing).

In addition, anyone preparing for or praying for spells next to the altar casts all of those spells with caster level +2.

CONNECTIONS: The chamber connects to area 05.

07: THE “TOMB”

SUMMARY: This chamber holds the mortal remains of Alak-Ammur. Getting to those remains, however, remains very difficult.

SIGHTS AND SOUNDS: This chamber is dark and quiet.

This wide chamber has a dome of glass panes and a black iron frame in the middle of the floor. The dome is 20 feet across and three feet high at the apex. The walls of the room are covered in brilliantly white plaster, with silhouettes of figures--both human and inhuman--painted upon them in black.

THE SILHOUETTES: There are 20 different images in the room, some human, some humanoid, and some monstrous--demonic things, large, looming shapes, etc. If the dome begins to glow with a reddish light, 1d4+1 of these shapes fly off the wall per round, becoming greater shadows which attack immediately, choosing targets randomly. The different shapes don't matter--they all have the same stats. Before they move and attack, the silhouettes appear to any test to be nothing more than paintings. Once all the silhouettes have become shadows, no more shadows appear, regardless of what happens to the dome.

GREATER SHADOW (UP TO 20)

This shadowy figure sways and moves with an erratic grace, as if lit by an unseen fire.

SHADOW, GREATER

CR 8

XP 8

XP 4,800

CE Medium undead (incorporeal)

Init +5; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, Ref +8, Will +7

Defensive Abilities incorporeal, channel resistance +2; Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

STATISTICS

Str —, Dex 20, Con —, Int 6, Wis 12, Cha 15

Base Atk +6; CMB +11; CMD 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

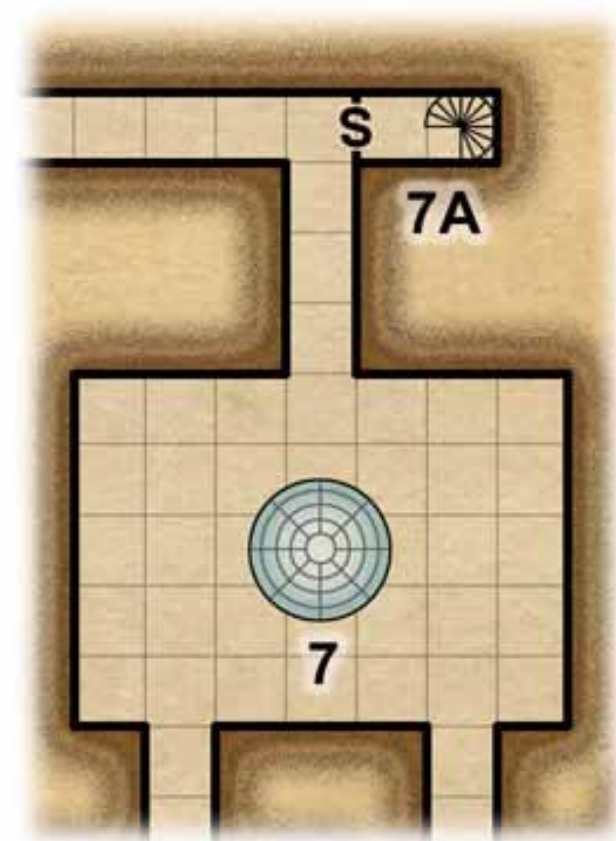
Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)

Languages Common (unofficial errata)

SPECIAL ABILITIES

Strength Damage (Su): A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

THE DOME: The dome is indestructible except by means of a disintegrate spell. The glass appears opaque, so whatever lies beneath is hidden. Anyone examining it closely sees that silver plaques are mounted in three places



equidistant around its circumference. Each bears an inscription in the language of Alak-Ammur's homeworld. Each inscription represents a specific musical tone alongside an image of a mask.

An actual, careful search (DC 23 Perception) reveals that each frame--which each measure approximately 15 inches square--has a faint image of a different stylized face etched into it. Three of the hundreds of panes contain images that match the masks on the three silver plaques.

Each of these takes an even more difficult check (DC 30 Perception) and an hour of searching to find.

If a character touches his face to any of the panes in the dome, the pane becomes a mask that adheres to the character's face. The resulting hole is replaced by an invisible barrier similar to a wall of force. The intention of the dome is that, three characters will find the proper panes, gain the three masks corresponding to the plaques,

and then each will hum, whistle, or sing the note described on that plaque, all at the same time. If they do so, the dome glows with a white light from beneath it, then it dissolves (as do all of the masks formed from its plates) and grants access to the area beneath for 1 hour, at which time the dome reforms.

If any character acquires one of the incorrect glass masks and makes any noise at all, the dome instead glows with a reddish light from beneath, and some of the silhouettes animate (as described above). Each round a character with an incorrect mask makes any noise at all, more shadows are created.

If a character with one of the correct masks makes a sound other than the proper note, the dome suddenly glows from below with a blue light. Anyone currently wearing a mask (correct or incorrect) suffers 2d4 points of Charisma damage (no save). Each round a character wearing the correct mask making an incorrect noise, the same damage is inflicted.

A character with a mask (correct or incorrect) suffers a -4 penalty to Perception checks and attack rolls. Other than correctly activating the dome, a character can only remove a mask by destroying it (hardness 0, 5 hit points). Doing so inflicts 3d10 points of slashing damage to the character (no save) plus the damage inflicted upon the mask itself. The broken shards fly back to the dome and reform the pane.

BENEATH THE DOME: If the dome is made to fade away, a pit 20 feet across and 10 feet deep is revealed. The pit floor is tiled in a mosaic of



swirling colors that forces all looking upon it to make a Will save (DC 22) or become dazed for 1 round. Anyone so dazed standing next to the edge of the pit must make an Acrobatics check (DC 15) to avoid falling into the pit (1d6 points of falling damage). Once a character makes a successful save, he or she need not make further saves for this effect.

The middle of the pit holds a red iron sarcophagus. It is locked (DC 28 Disable Device to open). Inside lies the oaken coffin which in turn contains the mortal remains of Alak-Ammur--perfectly preserved. The dark-skinned, handsome corpse wears a +4 cloak of charisma. Surrounding it in the coffin are six crystal vials, each holding a draught of starmilk.

STARMILK

Aura: Strong Conjunction; **CL** 12th
Slot none; **Price** 2,000 gp; **Weight** --

DESCRIPTION

Drawn down from the stars themselves through a complex form of summoning, this golden-white liquid can be used to coat the skin of one creature, giving it a brilliant, beautiful sheen. A creature so coated gains SR 24 and DR 4/-. This lasts for one hour. Starmilk must be stored in a crystal container worth at least 250 gp (not included in the price of the item). While kept in this container and upon one's person, it conveys a tiny bit of luck. Once per day, the character can add a +1 bonus to one save, check, or attack roll. The bonus can be added after the roll is made but before success or failure is determined.

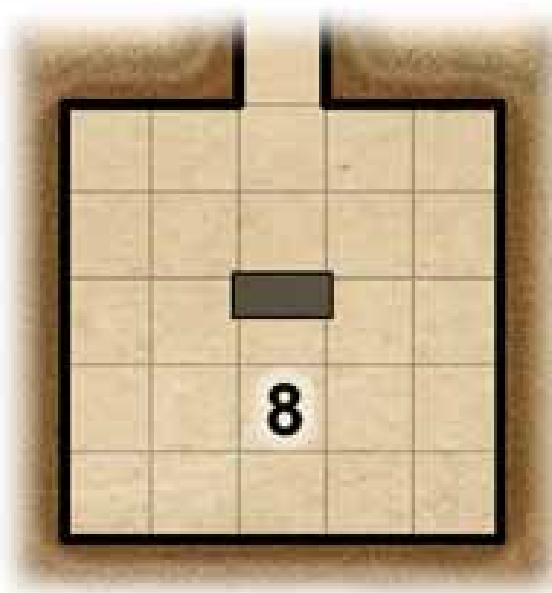
CONSTRUCTION

Requirements: Craft Wondrous Item, planar binding; Cost 1,000 gp

7A: This secret door cannot be discovered. Only pulling the lever in the secret area in area 10 reveals it. The small area behind the secret door has a door that leads down to area 11.

DEVELOPMENT: Exposing the corpse of Alak-Ammur puts a special magical process in motion. Two rounds after the coffin is opened, the corpse and clothing (but not the starmilk) disappears, teleporting to area 10. This happens even if the corpse is damaged, although utterly destroying it (via a disintegrate or similar effect that could potentially annihilate it completely in two rounds or less) does halt the process before it begins.

CONNECTIONS: This chamber connects to areas 04, 08, 09, 10, and 11.



08: THE SPECTRAL TRIBUNAL (CR12)

SUMMARY: Three special specters inhabit this room, awaiting the return of Alak-Ammur.

SIGHTS AND SOUNDS: This chamber is dimly lit. The sound of distant whispers can be heard by anyone pausing for a moment, although what they are saying can never be determined.

The pale blue light coming from the ceiling illuminates a wide, tall podium of ebony, contrasting the floor of white marble upon which it stands. Suddenly, appearing behind this podium are three translucent figures, two female and one male. Each glows with an unearthly hue and wears a crown of slowly ebbing and flaring white light. You hear three voices in your head, speaking as one. "We seek to judge the day. Has the time for Alak-Ammur's return come at last?"

BACKGROUND: Alak-Ammur did not die in the conventional sense. His body failing, he placed his spirit a special receptacle in area 10 and his body in the "tomb" in area 07 until such time as his body had rejuvenated. But he also wanted to make sure that the multiverse would be conducive to his returned existence, so he commanded three of his closest disciples to stand here and await the time when he might return to life, then ascertain whether the conditions were right.

DEVELOPMENT: Conditions are right. If the PCs have freed the sorcerer's body in area 7, the tribunal says telepathically to the PCs: "The process is in motion. The process of revivification has begun. Thanks to you, Alak-Ammur shall return. Now leave."

If the PCs have not freed the Alak-Ammur's body, they say instead: "The day has come. You must find him below the dome. Go now."

The tribunal will not speak to the PCs further. If the PCs linger for even one more round, the undead attack.

THE TRIBUNAL: Each member of the tribunal is an advanced spectre. They cannot be affected by a cleric's channeling in this chamber, but outside

the chamber are affected normally. Once every three rounds, each specter can speak a word of judgment as a free action. This forces one target to make a Fortitude saving throw (DC 20) or suffer 8d6 points of negative energy damage. Those suffering this damage must then make a Will saving throw (DC 20) to avoid being stunned by the pain for 1d4+1 rounds. Each should be treated as being CR 9.

ADVANCED SPECTRE (3)

These translucent, ghostly figures fades into view from the damp mist, their faces distorted by wrath into a hideous mask.

SPECTRE

CR 7

XP 3,200

LE Medium undead (incorporeal)

Init +7; Senses darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

hp 80, 77, and 72

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities incorporeal, channel resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +10 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 16)

STATISTICS

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

Base Atk +6; **CMB** +6; **CMD** 21

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common



SPECIAL ABILITIES

Create Spawn (Su): Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su): A raise dead or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

Word of Judgment (Sp): Once every three rounds, each specter can speak a word of judgment as a free action. This forces one target to make a Fortitude saving throw (DC 20) or suffer 8d6 points of negative energy damage. Those suffering

this damage must then make a Will saving throw (DC 20) to avoid being stunned by the pain for 1d4+1 rounds.

TACTICS: If they attack, the specters each use their word of judgment power once each round even as they advance to use their energy draining touch.

TREASURE: If a specter is slain, its crown of light drops to the ground as a corporeal crown of white gold and diamonds worth 2,000 gp.

UPPING THE ANTE (CR 13): Give each specter 20 more hit points and the ability to use its “word of judgment” each round. Treat each as CR 10.

REVISIT (CR 12)

If the PCs come back to this chamber at least one hour after the specters have been destroyed, they find translucent figures beginning to reform. After 8 hours, the undead have reformed, and attack the PCs on sight. A hallow, dispel evil, or similar spell will keep them reforming, either for the duration of the spell or for 8 hours, whichever is longer.

CONNECTIONS: This chamber connects to area 07.

09: THE CORPSE-WARDED TREASURE CHAMBER

SUMMARY: This is where Alak-Ammur hoarded some of his last remaining bits of treasure before he died.

DOOR: The iron door (hardness 10, 60 hit points, Break DC 35) is sealed with an arcane lock.

SIGHTS AND SOUNDS: This chamber is dark and quiet.

Two desiccated corpses recline in ancient wooden thrones to either side of you as you look into this chamber. One is clad in cloth of gold, the other in glistening chain of silver mithral. Beyond them, you see a wall of churning water somehow suspended in midair. Beyond the water wall there is open space, but it is too difficult to see what lies there. Suddenly, the ancient corpse clad in gold points at the barrier and says something in a grating voice, dryer than the desert air beyond the pyramid.

DIMENSIONAL LOCK: This entire chamber is affected by a special permanent dimensional lock spell, preventing teleportation and similar magic.

THE CORPSE WEARING GOLD: The corpse says, in Alak-Ammur’s native language, “Beyond lies the possessions of Alak-Ammur, master of all magic’s secrets.”

THE CORPSE WEARING SILVER: After the corpse wearing gold speaks, the other then says, “Only the learned sorcerer may pass. Any others would die trying.”

If the PCs advance into this room, the corpses grow and transform into their true forms--devourers. These ancient sorcerers once tried to follow in the footsteps of Alak-Ammur, exploring the vast reaches of the cosmos, but they were destroyed by the experience, transformed into hideous monstrosities.

DEVOURER(2)

These dry, hovering corpses chest 's are a prison of jagged ribs, within which are trapped small tormented ghostly forms.

DEVOURER

CR 11

XP 12,800

NE Large undead (extraplanar)

Init +7; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

hp 150 and 136

Fort +9, Ref +7, Will +12

Defensive Abilities spell deflection, undead traits; SR 22

OFFENSE

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +18 (1d8+9 plus energy drain)

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

Special Attacks devour soul, energy drain (1 level, DC 20)

Spell-Like Abilities (CL 18th)

At will—*animate dead* 4th, *bestow curse* 4th (DC 19), *confusion* 4th (DC 19), *control undead* 7th (DC 22), *death knell* 2nd (DC 17), *ghoul touch* 2nd (DC 17), *inflict serious wounds* 3rd (DC

18), *lesser planar ally* 4th, *ray of enfeeblement* 1st, *spectral hand* 2nd, *suggestion* 3rd (DC 18), *true seeing* 6th, *vampiric touch* 3rd (DC 18)

STATISTICS

Str 28, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 21
Base Atk +10; **CMB** +20; **CMD** 33

Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack

Skills Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Devour Soul (Su): By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a slay living spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains

one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based.

Spell Deflection (Su): If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion.

While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

TACTICS: Once their true forms have been revealed, one devourer casts *confusion* while the other uses *inflict serious wounds* so that it can go into combat the following round and attack foes that are not *confused*. (This completely consumes its current stored soul.) On the next round, the devourer not in melee either casts *confusion* again if there are multiple non-confused foes, or it focuses on one foe and uses either *ray of enfeeblement* (if a non-fighter type) or *suggestion* (if a non-spellcaster type). Once it has inflicted some damage in melee, the other devourer will use its devour soul ability on its foe to gain a new stored soul.

TREASURE: The cloth of gold garment worn by one of the corpses is worth 750 gp. The mithral chain armor worn by the other is elven chain worth 5,150 gp. These simply drop to the ground when the corpses turn into devourers.

THE ENERGY WALLS: Invisible to initial observation, there is actually a wall of energy on either side of the wall of water. Each is identical to a *wall of force*, but they can be passed through easily by either Alak-Ammur or anyone wearing (or even holding) a possession of his--such as the *cloak of charisma* or the crystal vials in area 07, or any of the polymorphed objects from area 05. The item must be worn or held prominently. Simply having an object (like the wand) tucked in one's belt or pack is not good enough.

THE WATER WALL: Once the PCs become aware of the energy wall, they may believe that the water is normal liquid, simply suspended between two walls of force. This is not the case. The water wall is a magical barrier all its own. It is four feet thick. Anyone attempting to pass through it finds it possible but difficult and slow going. A Strength check (DC 18) is required to pass through it in a single round. Failure means that the character is swept up by the churning water, drops what he or she is holding, and is held there. (It is possible, although unlikely, that someone could drown this way.) Another Strength check may be made each round. Success with one of these subsequent checks means the character is thrown out, landing prone next to the wall.

TREASURE: Beyond the walls, there are two chests and a large pile of loot between them. The pile includes 32,450 cp, 28,840 sp, 9,821 gp, 45 miscellaneous 100 gp gems, 3 masterwork longswords, and a +1 suit of plate armor.

The chest to the left of the pile is locked (Disable Device DC 32 to open) and trapped so that it blasts cold in a 20-foot radius when it opens. It contains 50 large golden ingots (100 gp each).

Cold blast trap: CR 5; 8d6 points of cold damage to all within 20 feet (Reflex save DC 18 for half) Perception DC 28; Disable Device DC 28

The chest to the right of the pile is locked (Disable Device DC 32 to open) and trapped so that it curses everyone within a 20-foot radius when it opens. It contains the following magic items.

- 4 *potions of protection from acid* (in a carved wooden case worth 20 gp)
- Scroll of *displacement*, *fly*, and *fire shield* (in a copper case worth 15 gp)
- *Wand of cat's grace* (fully charged) (in a carved wooden case worth 18 gp)
- 2nd level *pearl of power* (in a small silver box worth 25 gp)
- +2 *keen* short sword (in an jeweled scabbard worth 250 gp)
- *Medallion of thoughts* (in an engraved gold box worth 75 gp)
- *Boots of levitation*

Curse trap: CR 6; Targets lose 1 point of 1 random ability score per hour (Will save DC 18 each hour until removed) Perception DC 30; Disable Device DC 30

CONNECTIONS: This chamber connects to area 07 and area 10.

10: THE REVIVICATION CHAMBER

SUMMARY: Here is where Alak-Ammur may one day be returned to life. Perhaps that day is today.

SIGHTS AND SOUNDS: This chamber is dimly lit and quiet.

This chamber contains some kind of large device. Parts of the device are metal plates that shift and move slowly, one atop the other. Other portions are colored glass, some of which glow with a constant, faint light while others shine with a light that waxes and wanes. Still others do not glow at all. Metallic arms of various widths and lengths, some straight and others cocked at odd angles, run from the device to a glass box the size and shape of a coffin.

Hanging from a white metallic chain attached to the ceiling, a multifaceted crystal dodecahedron, about 10 inches in diameter, sparkles and shines above the device.

The Glass Coffin: If the PCs uncovered the body of Alak-Ammur in area 07 and it disappeared, it is in the coffin. Otherwise, the coffin is empty.

If the body is in the coffin, the lid is sealed with an *arcane lock* spell. At all times, the coffin has a magical aura protecting it that gives it hardness 15, 100 hit points, and a Break DC of 45. If removed from the device, the coffin loses all of these properties.

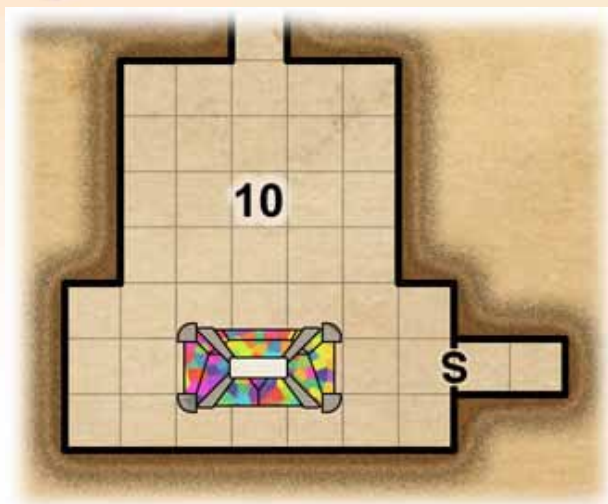
THE GEAS DODECAHEDRON: The dodecahedron hanging from the ceiling is a magical device that activates if the PCs enter the room and the body of Alak-Ammur is not the coffin.

When activated, it fires a white beam of energy at each character--the beam strikes unerringly. Each character struck must make a Will save (DC 20) to avoid being affected by a *geas* spell compelling the character to go to area 07 and uncover the body of Alak-Ammur. It does not, however, provide any clues or suggestions for how that might be accomplished.

The beams fire every round. The dodecahedron has a hardness of 8, 30 hit points, and a Break DC 28.

THE ARCANES DEVICE: This massive machine is 25 feet long, 12 feet wide, and 12 feet high. It has a hardness of 10, 200 hit points, and a Break DC of 30. As soon as the PCs entered the pyramid and passed into area 04, their life force activated this arcane device, whose purpose is to call the immortal spirit of Alak-Ammur back to this world. This process takes a great deal of time, however.

Once the body is in the coffin, the process of rejoining spirit and flesh takes a full twenty-four hours. Even if the body is not yet present, however, the PCs' presence in the pyramid activated the device. Slowly, Alak-Ammur's spirit is being gathered within the machine,



inhabiting it. Eight hours after activation, the ancient sorcerer is aware enough to speak with anyone in the chamber. His voice comes out of the machine, and he is aware of anything in the room as though he can see and hear through the device as well. He cannot cast spells or take any actions that affect other things.

When he begins to talk, Alak-Ammur uses his own native tongue, but if no one can understand that, he will try Draconic, Elvish, Abyssal, Infernal, Celestial, or Sylvan. If he still cannot make himself understood, he ceases trying. At first he asks the PCs who they are, and tries to find out more about them. He will not hesitate to identify himself and speak of his deeds, travels, and accomplishments. He

is not boastful, but rather supremely confident and well-pleased with himself. He might, for example, mention discovering the plane of intelligent speed, defeating the Council of the Pit in direct combat (despite their trickery), and the forging of the Ring of Three Oceans. And of course, he created the very world upon which the PCs currently stand, as well as the pyramid and everything inside it. The GM should feel free to elaborate at length about Alak-Ammur's past. The details should be fantastic and often bizarre, and have little or nothing to do with anything that the PCs know or even have heard of. Alak-Ammur's life started and ended in places and times so far removed from the characters that nothing he talks about should seem in any way familiar or relatable--although it should all seem impressive and intriguing.

Once introductions are complete, Alak-Ammur asks the PCs to recover his physical remains. He will explain precisely how this can be accomplished. If they agree, he promises that he will reward them greatly, and may mention some of the items and treasures in area 09 specifically, if it will help. He is very intelligent and shrewd, of course, and negotiates well. If the PCs are belligerent or unhelpful, he focuses his power to summon an elder fire elemental to "teach them civility and generosity." While in the device, his spirit can only do this once.

ELDER FIRE ELEMENTAL

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

FIRE ELEMENTAL, ELDER

CR 11

XP 12,800

N Huge outsider (elemental, extraplanar, fire)

Init +13; Senses darkvision 60 ft.; Perception +19

DEFENSE

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

hp 152 (16d10+64)

Fort +14, Ref +19, Will +7

DR 10/—, Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +23 (2d8+8 plus burn)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d10, DC 22)

STATISTICS

Str 26, Dex 29, Con 18, Int 10, Wis 11, Cha 11

Base Atk +16; CMB +26; CMD 46

Feats Blind-Fight, Combat Reflexes, Dodge, Improved InitiativeB, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon FinesseB, Wind Stance

Skills Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

Languages Ignan

SPECIAL ABILITIES

Burn (Ex): A fire elemental deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

SECRET ROOM: The secret door leading into this small room requires a DC 28 Perception check to discover. A hidden switch causes it to descend down into the floor for ten minutes. On the wall opposite the door is a single iron lever. It opens the secret door to room 7A in area 07.

DEVELOPMENT: If Alak-Ammur's spirit and body are rejoined and he is revived, he goes immediately to area 05 to gather various belongings and then to area 12 to once again travel the multiverse. If necessary, he will travel to the treasure chamber in area 09 to retrieve payment for the PCs' help--but only if he was forced to promise it.

In his newly restored form, Alak-Ammur cannot cast spells, and even 1 hp of damage causes his body to disincorporate. He of course does not let any of this be known if he can help it. Instead, if need be, he threatens, promises, or otherwise talks his way out of any difficult situations.

Destroying his body merely causes it to return to the coffin in area 07, where it will once again begin to reform, but this takes millennia. His spirit is cast back out into the vast reaches of the Continuum. The GM, however, should not hesitate to have strange, inexplicable incidents occur throughout the rest of the PCs' lives that can perhaps be traced back to some cosmic force working against them.

If allowed to pass through the portal in area 12, eventually Alak-Ammur regains his former power and permanence. It is assumed that he will not make another appearance in the campaign and, in fact, no stats are provided for him for they are well outside the bounds of this adventure (he is practically a god once he is at full capacity). The GM is free, however, to do as he wishes. Perhaps the PCs begin to hear rumors of an incredibly powerful mage wandering the planes. Perhaps on some otherworldly mission (once they've gained a few more levels) they find something built, destroyed, or otherwise affected by him. Or maybe, as they approach 20th level themselves, they even encounter him directly.

CONNECTIONS: This chamber connects to area 07 and area 09.

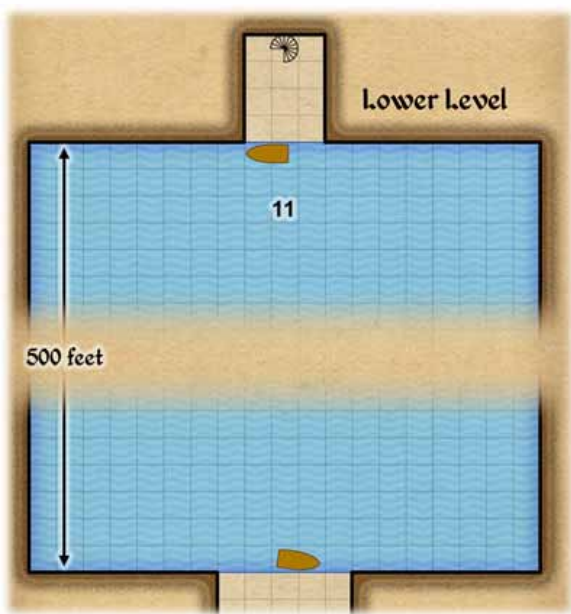
11: THE FINAL GUARDIAN (CR 14)

SUMMARY: In ages past, Alak-Ammur bound an astral deva here to guard his infamous portal. Some jobs are never done.

SIGHTS AND SOUNDS: This chamber is brightly lit and quiet except for the lapping of water.

At the bottom of the long staircase, you find yourself at the edge of a huge underground reservoir. The water is crystal clear, and appears to be about 10 feet deep. An oared boat of white and golden wood, 12 feet long, is moored near the entrance.

Looking across the reservoir, it appears to be at least 500 feet to the other side, where you can just make out a wide doorway and a glowing, winged figure next to it. Another boat rests against this opposite shore



THE BOATS: Each boat is perfectly usable and safe, and entirely mundane. They are not built for speed, but for carrying a fair number of creatures or a lot of cargo. Using a boat to cross the water takes about two minutes (if PCs really push it, they can cut this time in half).

INHABITANT: The glowing winged figure is Thadeus, an astral deva bound here eons ago by Alak-Ammur to prevent people from passing through this chamber. Like most of his kind, Thadeus wields a +2 disrupting warhammer. He also wears a gold and diamond ring worth 6,000 gp.

THADEUS (ASTAL DEVA)

This tall, human-like creature has long, feathery wings and a gentle inner radiance that makes it difficult to look directly at.

THADEUS, ANGEL (ASTRAL DEVA) CR 14

XP 38,400

NG Medium outsider (angel, extraplanar, good)

Init +8; Senses darkvision 60 ft., low-light vision; Perception +26

Aura protective aura

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural; +4 deflection vs. evil)

hp 196

Fort +16, **Ref** +13, **Will** +11; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities uncanny dodge; **DR** 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 25

OFFENSE

Speed 50 ft., fly 100 ft. (good)

Melee +2 disrupting warhammer +26/+21/+16 (1d8+14/×3 plus stun) or slam +23 (1d8+12)

Spell-Like Abilities (CL 13th)

At Will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 20), *dispel evil* (DC 21), *dispel magic*, *holy aura* (DC 24), *holy smite* (DC 20), *holy word* (DC 23), *invisibility* (self only), *plane shift* (DC 23), *remove curse*, *remove disease*, *remove fear*
7/day—*cure light wounds*, *see invisibility*

1/day—*blade barrier* (DC 22), *heal*

STATISTICS

Str 26, **Dex** 19, **Con** 21, **Int** 18, **Wis** 18, **Cha** 23

Base Atk +15; **CMB** +23; **CMD** 37

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (warhammer)

Skills Acrobatics +22, Craft (any one) +22, Diplomacy +24, Fly +26, Intimidate +24, Knowledge (planes) +22, Knowledge (religion) +19, Perception +26, Sense Motive +26, Stealth +22

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (alter self)

SPECIAL ABILITIES

Stun (Su): If an astral deva strikes an opponent twice in one round with its warhammer, that creature must succeed on a DC 25 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

TACTICS: If the PCs approach calmly and peacefully, Thadeus does not act. He allows well-behaved characters to use the boat or other means to cross the water while he waits. If they launch ranged attacks, shout threats or even discuss initiating combat amongst themselves (he has excellent hearing), he uses *holy aura*, *discern lies*,

and *invisibility* on himself. Then he flies out, and uses *detect evil*. If he senses evil, he uses *holy word* and then *holy smite*. Otherwise, he attacks hostile intruders physically. With a Strength of 26, it would be entirely possible for Thadeus to use a standard action to overturn the boat if that seemed beneficial.

If at any time it appears that a PC might get past him and through the doorway toward area 12, he seals the passage with a *blade barrier*.

If the PCs approach calmly, however, he will speak with them, always telling the truth (but not always saying everything he knows). He cannot allow intruders past him and through the doorway. Only Alak-Ammur is allowed past. He makes it plain that he will not hesitate to slay anyone that attempts to go through. If asked, he also is honest that this is his charge—it's not a matter of good or evil, or right or wrong. He does not attempt to make the PCs believe that going against him is an evil act. He does not even bring that up, and if the PCs do, he shrugs it off as a meaningless point.

What he does not do is debate the merits of what he is doing, or what the PCs seek. The PCs cannot pass Thadeus by debating with him, tricking him, or otherwise convincing him that their need is pressing or serves the greater good. That does not matter to him (because he is magically bound to his task by extremely powerful and ancient pacts and spells). He also takes lies, tricks, attempts at compelling him, dispelling the magic of his compulsion, or similar acts as hostilities. If the PCs attempt to pass by

him, he will attack. If the PCs use hostile means against him, he will attack.

If it comes to combat, Thadeus leaps into melee, falling back on blade barrier as mentioned above. If reduced to less than 50 hit points, he casts heal on himself.

UPPING THE ANTE (CR 15): Give Thadeus two huge water elemental allies that attack the boat on his command or move up out of the water when battle is joined.

CONNECTIONS: This chamber is connected to area 07 and area 12.

12: THE PORTAL TO ALLWHEN

SUMMARY: Alak-Ammur's greatest creation—a portal leads to everywhere and everywhen.

SIGHTS AND SOUNDS: This chamber is lit by the pulsating light coming off the portal.

Down the broad promenade, you find yourself looking into a chamber filled entirely by a swirling circular window or doorway suspended in mid-air. Clearly some kind of breach in the fabric of space or time and stepping through this portal takes you someplace else, but it is impossible to tell where for the interior of the opening is nothing but brilliant light. The bounds of the doorway are a rotating mix of energy and metals and crystals of unknown origin, turning about and upon one another in a process as dizzying as the doorway itself is blinding.

THE PORTAL: This portal leads wherever or whenever the user wishes. They merely need to think about it as they pass through, and they will find themselves at that destination.



Obviously, the GM shouldn't allow the PCs to travel to a location where he does not want them to go, nor should he allow time travel if he is uncomfortable with that. In such a case, the characters' minds were not strong enough to contain the directed energy of the portal and their destination becomes random (chosen by the GM).

The GM is encouraged, however, to be generous with the use of the portal. If desired, a time limit in the new location (physical or temporal) might prevent the PCs from staying too long. PC access to the Portal of Allwhen should be considered an opportunity for a truly strange and wild adventure, not an onerous burden on the part of the GM forced to adjudicate the details of whatever location the PCs desire.

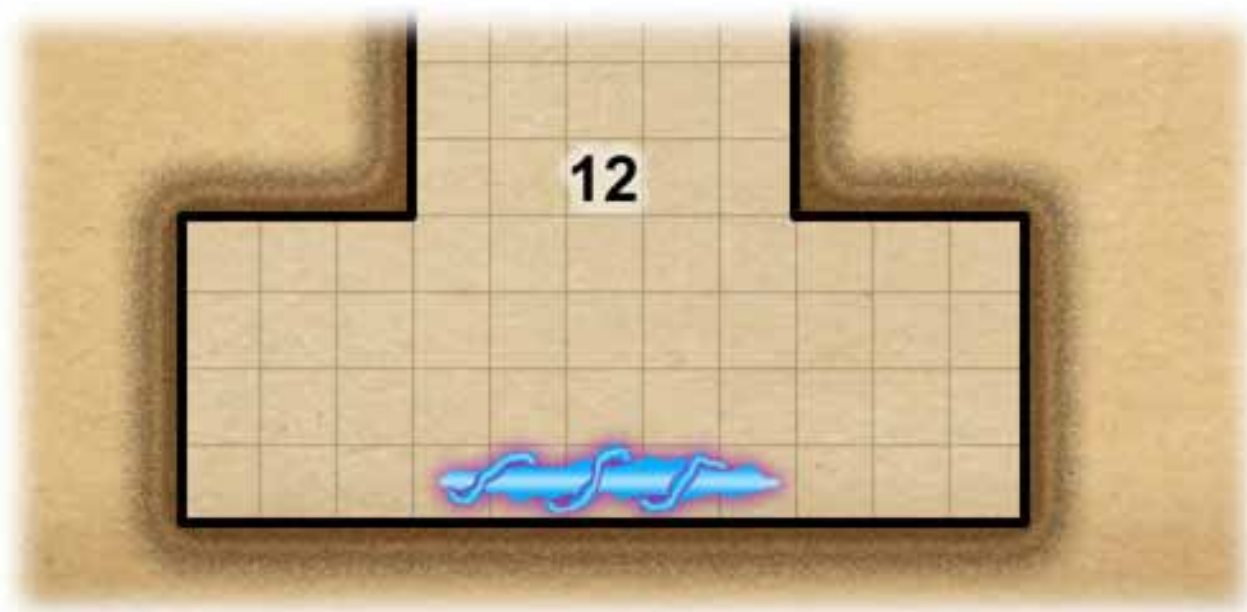
TIME TRAVEL: Obviously, time travel can be difficult in a role-playing game. The GM is encouraged to disallow PCs from traveling to another time in their own lifespan, either forward or back. Time travel to the far distant past or future is vastly more interesting and exotic (and much, much easier to adjudicate, without worrying about the PCs running into themselves or undoing or messing up the events of their own lives). This is an opportunity to have an adventure in a dinosaur-filled past time, or to allow the PCs to explore a now-sunken continent, or study with some fabled scholar they have read about in history books. Alternatively, they could see what the distant future holds, either in a science fiction or science fantasy sort of experience. Or, perhaps they might travel to some Vancian-style time set very near the end of the world (or the universe ... or time) itself.



THE RETURN TRIP: Normally, the portal is a one-way venture. The PCs need to travel back here or to their homes by their own means. Some GMs, however, may wish a trip through the Portal of Allwhen to be a temporary one in which the PCs are dragged back through (or sent to their plane of origin) after a certain time has passed or a certain condition has been met.

Remember, though, that the only place one can enter the Tomb World from outside is area 01.

CONNECTIONS: This area connects to area 11.



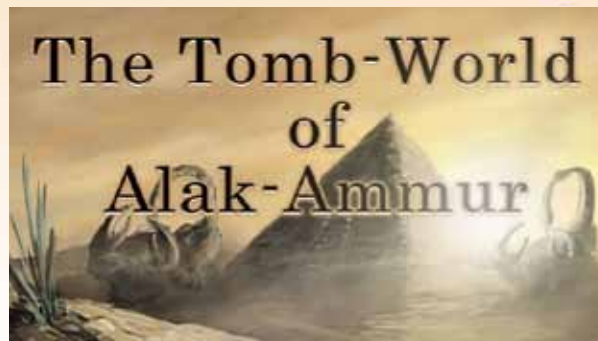
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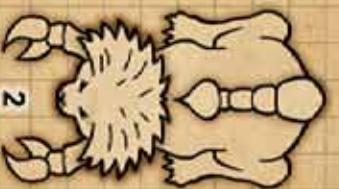
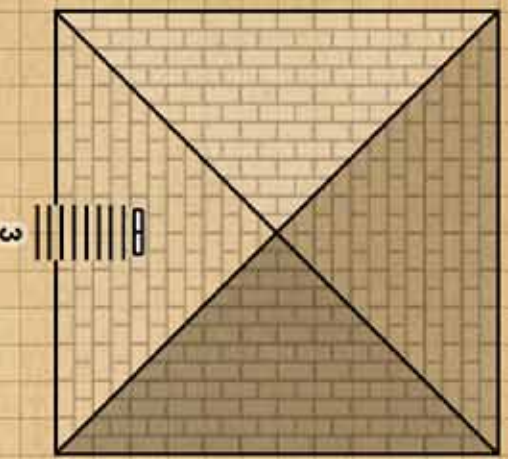
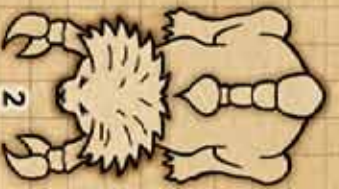
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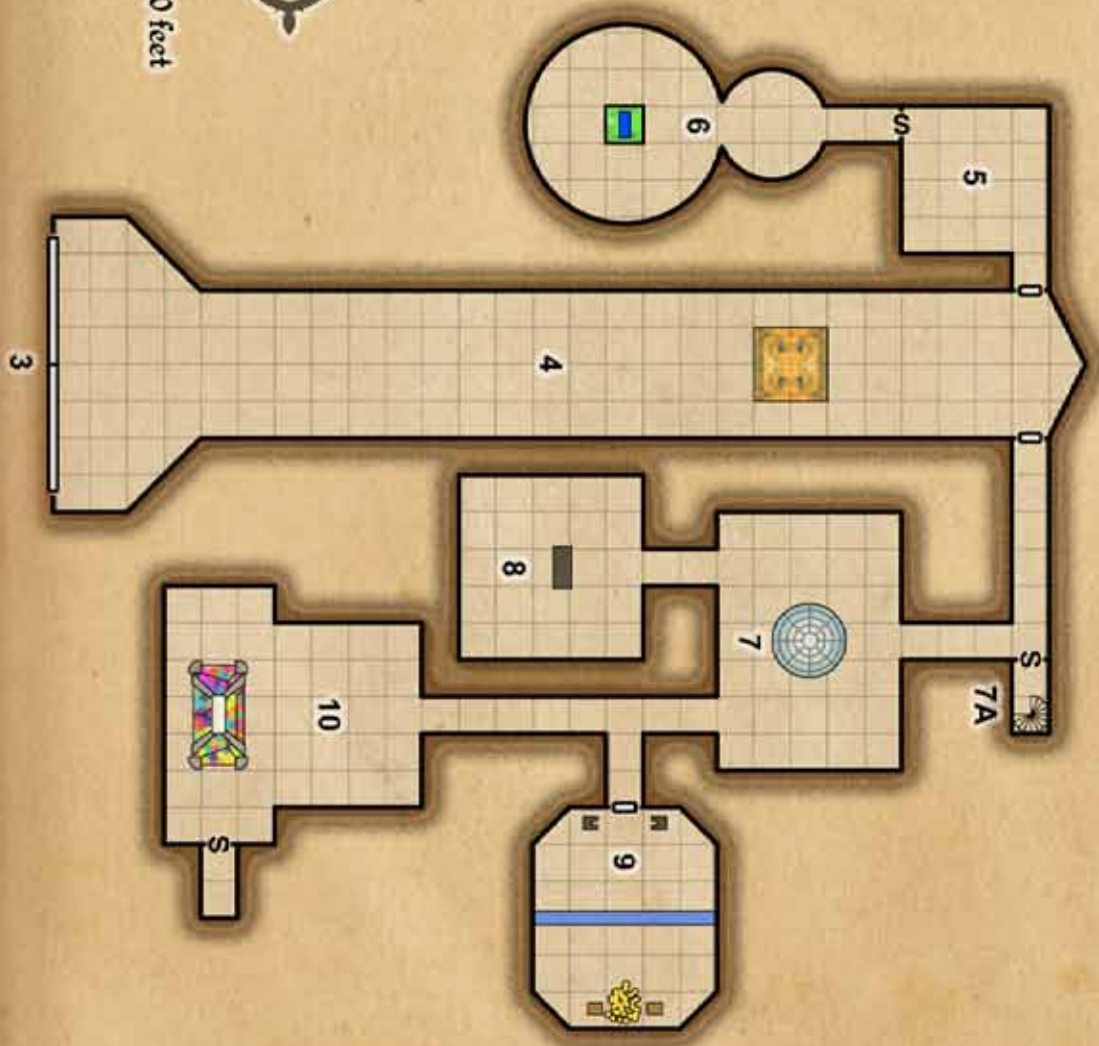
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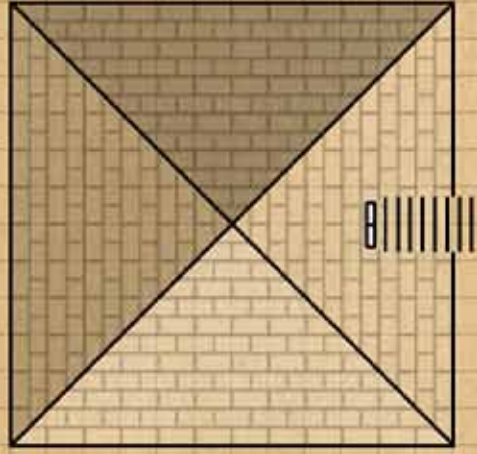


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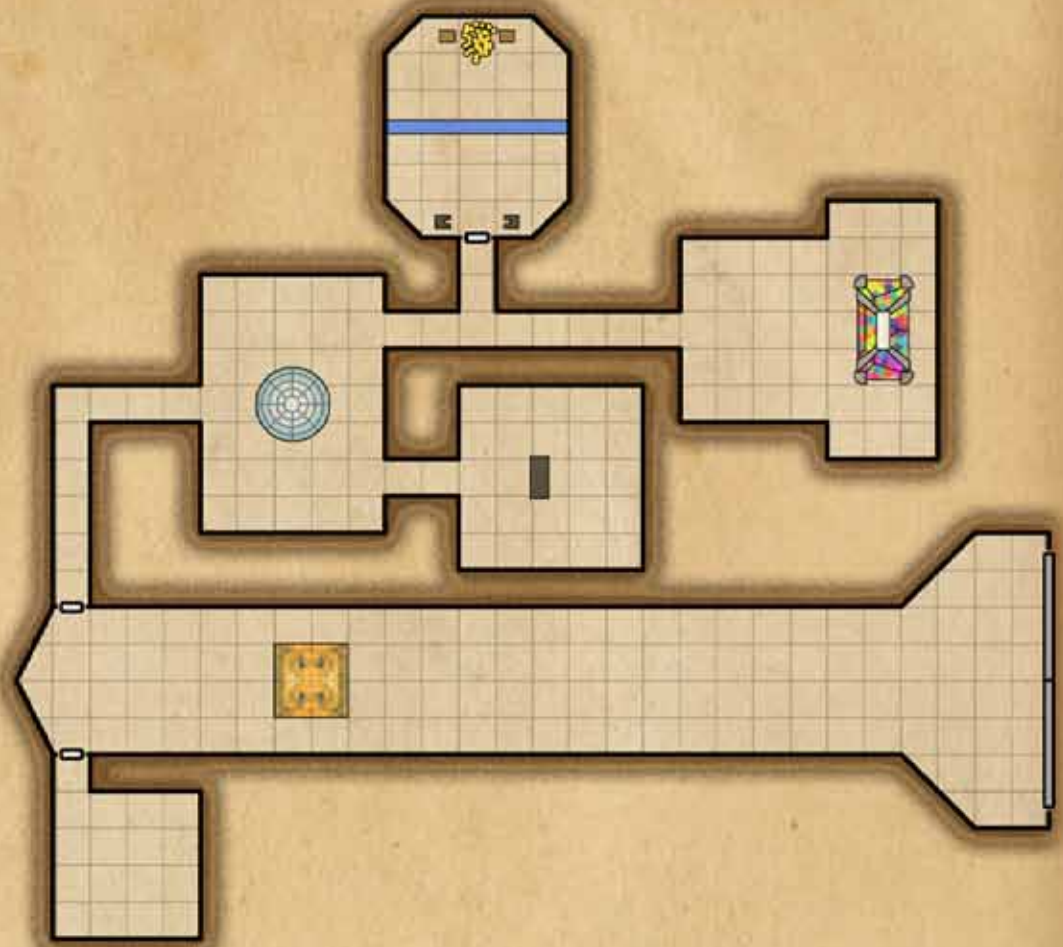
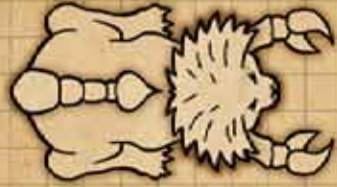
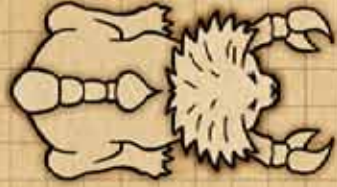


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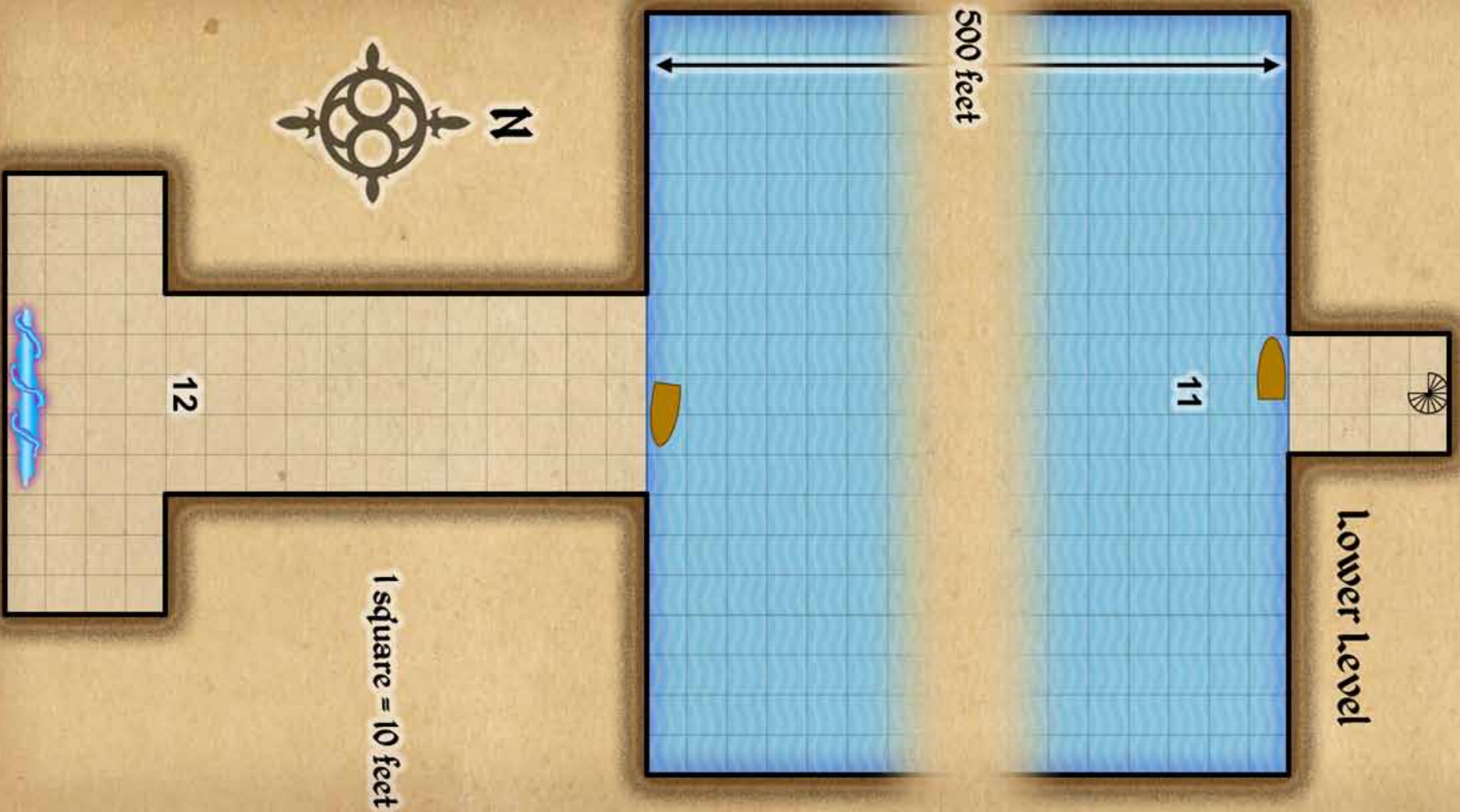
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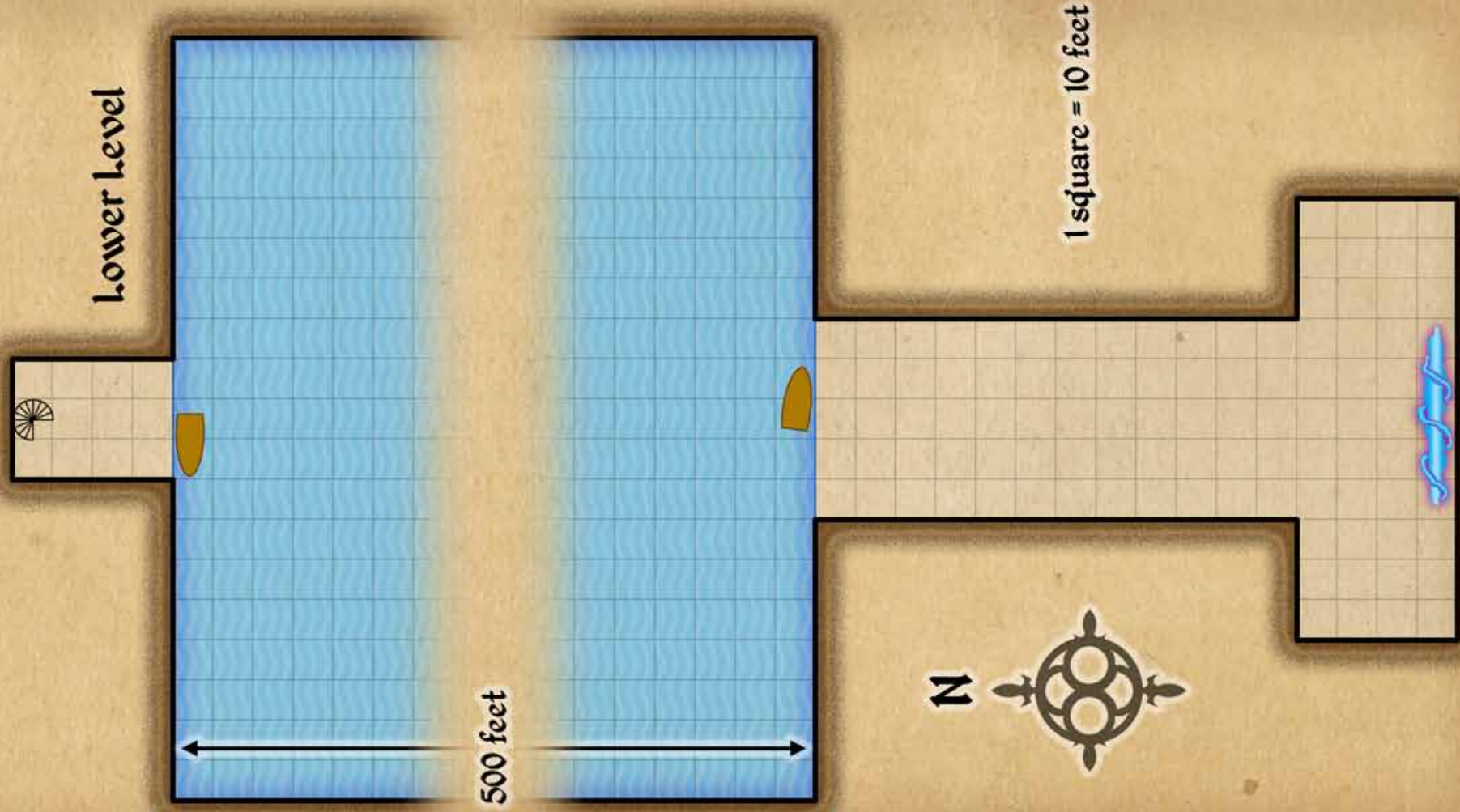
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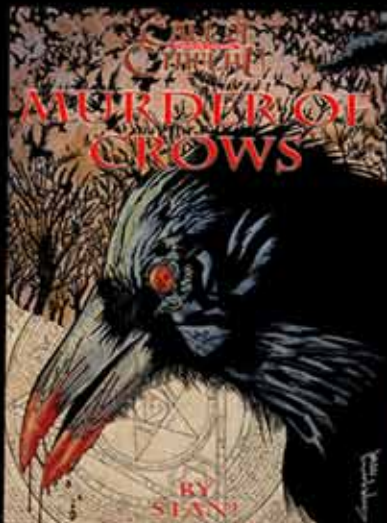
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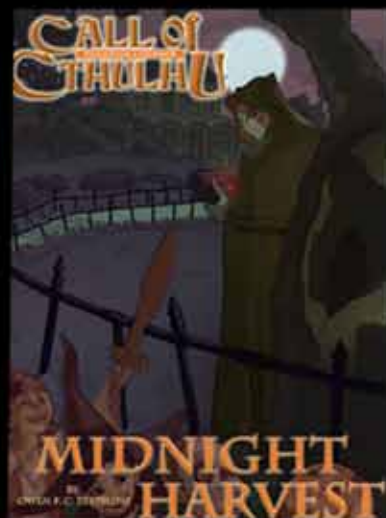
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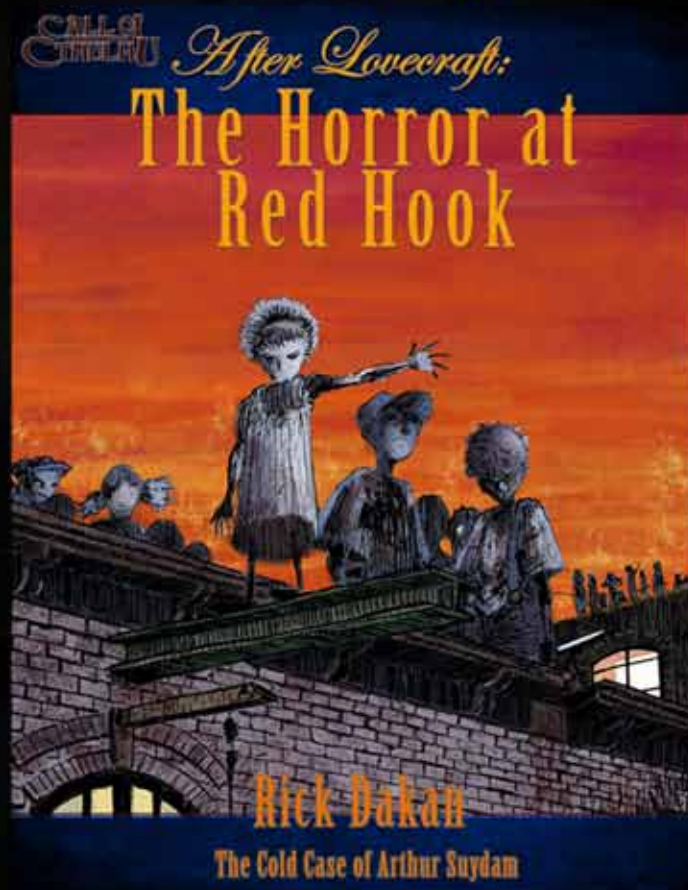
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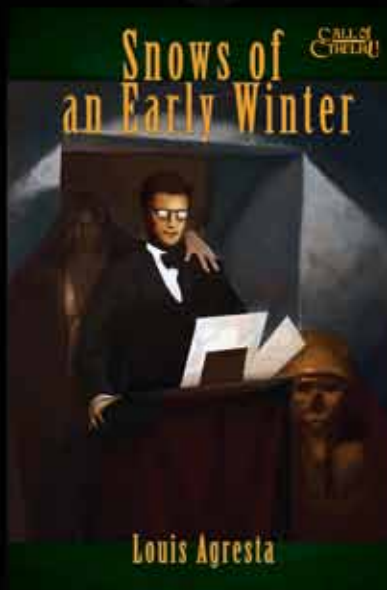
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