

NO MAN'S LAND



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CREDITS



CREDITS

AUTHOR ~ Matthew A. Bogdan

EDITOR ~ Beth Ricks

ARTWORK ~ Rick Hershey, William McAusland, Matthew A. Bogdan, Felipe Gaona, Matthew Richmond, Tan Ho Sim, Jeff Brown, Dean Spencer, Lord Zsezse Works, Bradley K. McDevitt, Zbroja, Justin Hernandez of Headless Hydra Games, David Lewis Johnson, Dave Ross, Daniel Comerci

MAPS & GRAPHIC DESIGN ~ DARKBYDEZIGN

NO MAN'S LAND © 2019 DARK BY DEZIGN

Open Content: Subject to designation as Product Identity (see below), the only portion of this Dark By Dezin game product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the *Pathfinder Reference Document*) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, logos, design and trade dress. Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

This product makes use of the Pathfinder RPG Core Rulebook, Pathfinder RPG Bestiary, Pathfinder RPG Bestiary 2, Pathfinder RPG Bestiary 3, Pathfinder RPG Bestiary 4, and Pathfinder RPG GameMastery Guide. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd/

Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder® Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse the product.



Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

ABOUT THIS ADVENTURE

This is an unconventional introduction to this or any adventure, but I believe that it is not only necessary but vital for the GM and players to enjoy this adventure fully.

When you are dealing with demons and devils that have been fleshed out by authors that have come before you, and you choose to use their role-playing game system, you must follow the rules, laws, and mythos that they have crafted that tens of thousands of fans currently enjoy. To do it any other way might not only be damaging to the familiarity that well-versed fans of the game have enjoyed for years, but it also could attract a great deal of negative criticism, and rightfully so.

That said, despite my personal beliefs, and regarding many of the things that I have initially tried to achieve, I have to make it very clear that every effort was made to adhere to this mythos.

Despite providing details in certain areas, many aspects of this adventure were and are left open for the GM's interpretation, creativity, resourcefulness and the option to add or subtract anything that the GM desires to make this adventure fun, memorable and satisfying for everyone. You will hopefully like some aspects of this adventure, and you will most definitely want to exclude other parts. Please do this, and make this adventure fit your own campaign. It is that simple.

Out of everything I have ever written, this adventure was by far more difficult to write than anything I have ever written. This was incredibly difficult to complete and for multiple reasons. At this point, I believe that the best thing to do next is to simply thank all of you for your patience and understanding. I am profoundly grateful for all of you. Now, without further delay, the show must go on.

Oh, **this was originally supposed to be a 32-page adventure, and here I am finishing this up at 120 pages!**

Thanks for the patience. Have fun!

Sincerely, Matthew A. Bogdan





IGNATIO'S TAVERN & INN

Your last adventure was tough. After tying up all of the loose ends and leaving that region entirely, you decide to take some time to fully heal and recuperate. Your stay at the latest inn that you've visited has been mercifully uneventful. You have been left in peace, and there has not even been so much as a wandering Kobold. On the very last day before heading out, your party has gathered for one final meal. Just as your meal is being served to you, another large group stirs some attention as a very large platter is brought to their table by two serving maidens. The two women place the platter in the center of the table and with a dramatic flourish, the lid is lifted off to reveal something inside that makes the 10 people seated at this nearby table rejoice with joy.

Shortly after you receive your meal and begin to eat, you cannot help but notice the glowing

ADVENTURE INTRODUCTION

praises that come to your attention regarding the meal that has just been delivered to your table. It was as if the meal had been prepared and cooked by the Gods themselves.

Accompanying each of your orders is a plate containing a lump of white meat the size of a large man's fist. The meat is covered with a browned onion petal and mushroom sauce. The smell is delectable. The matron says to your party,

"Do you see what they are gushing about over there? Here. I'm not supposed to do this, and it isn't even on the menu, but try this. It is sweeping the area and people are coming out in droves looking to buy this delicacy. Go ahead and try it. Like nothing you've had before."

You try the meat, they will soon find out that this is, in fact, one of the most delicious meals they have ever had. The meat tastes like a cross between red meat and chicken, yet with a delicate outer crust providing a unique texture while still leaving the meat itself moist and juicy. The mushroom and onion sauce complements the dish perfectly. It is absolutely delicious, and the amazing thing that you notice most is the fact that the small amount of meat that you've tried, is more than enough to satisfy you completely and quite comfortably for the rest of the day. This one fillet is as satisfying as a large meal made up of meat, vegetables and a loaf of bread. Your adventurer's brain begins to turn at the possibility of finding a ration or food source that is one-third the size and weight of the average meal needed to nourish a grown man.

Your server comes back around after you have completed your meal. With a knowing grin, the young lady speaks,

"We are completely out of it now but do you

see that man over there with the funny hat? That is the man that brought this to us. He's been seen traveling about the area and yet only brings a limited supply of the meat. He leads a hunting party to where anyone with any hunting skills can take their own game. I believe it's a huge, flightless bird known as a Yowtch. They actually sing a song about it. It is rather odd, but it seems to get one's attention for sure. Would you like for me to introduce you to him? His name is Mizer Mathewz."

The matron dashes over to the table of men and rushes up to the man seated at the far left end. The man stands up and you notice he is quite tall, perhaps six and a half feet in height, and with a tall and pointed wizard's hat. He has a black beard and a waxed mustache that curls up and around to form two inward spirals. He looks almost comical.

"Greetings, fellow adventurers in culinary creations! My name is Mathewz! Mizer Mathewz! I see that you have expressed some interest in our delicacy. We were just about to leave here to go on a short hunting party to hunt the object of our desires, The Yowtch Bird! Is that something that you think you would be interested in? We are leaving within the hour and I will not be coming back to this area again for quite some time. Our destination is an old battlefield not too far from here. The Murdeura Battlefield."

GM NOTES - A PC making a Knowledge (local) check of DC 12 will recall that The Battle of Murdeura was a month long battle fought upon a single battlefield that garnered a certain amount of attention for a wide variety of things including one of the very first examples of trench warfare, land mines and barbed wire. The battle involved an invading clan of goblins, hobgoblins and Bugbears against the town's humans and gnomes.

A VERY ODD INTRODUCTION

The wizard continues to speak as a rather odd-looking gnome makes his presence known.

“One very famous gnome was instrumental in winning the battle and defeating the invading evil at Murdeura. He constructed an armored war chariot where a human would cart a warrior gnome in the chariot’s open carriage. The gnome would then fire a makeshift, multi-shot cannon followed by arrows being fired from the armored cover of the chariot. His name is MAJOR IVORY HOOKAH MOOKAH BHALLZ, and he’s alive!”

With a long pause accompanied by an exasperated look etched across his face, Mizer extends an open hand as if showing off a dilemma he cannot be rid of and continues,

“And this is sadly not him. This is my assistant that goes by the name of Keeziks.”

The Gnome with the strange appearance extends an eager hand towards you and smiles broadly as he adds,

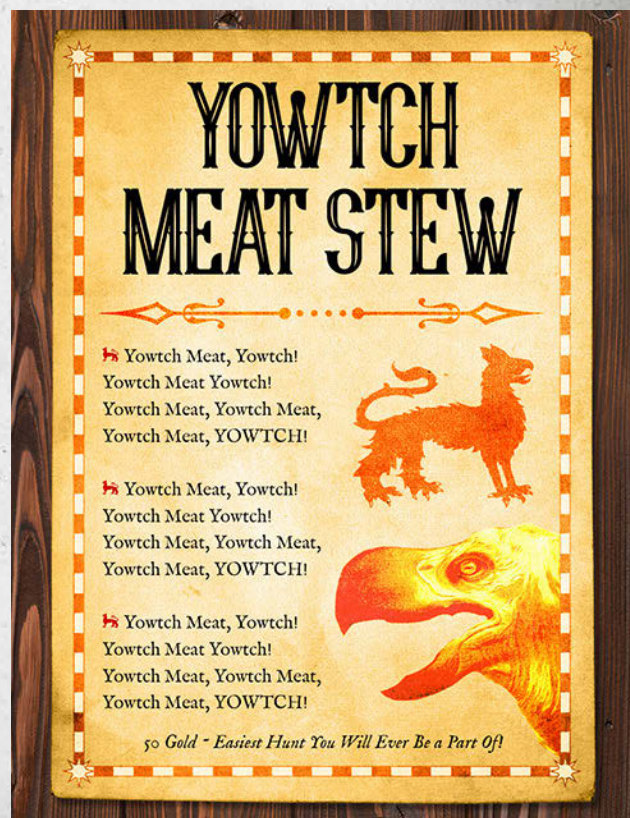
“I may not be the inventive genius and brave commander that Major Ivory is, but I do happen to have my own set of skills that always seem to aid in our hunts. One of my many skills is my singing!”

Before the minute gnome sings a song, Mizer Mathewz pushes him back and continues with your conversation. If you are interested in this little hunt, I am sure that it will be more than worth your while for just a few coins of gold. Just a small amount of this meat goes a *very* long way and enterprising and inventive folks such as yourself could make good use of this rare and wild meat. Would you be accompanying us this rather fine day? We will have enough time to get to the battlefield where they tend to stray and grab our “earnings” all

before night falls. *But we must go soon!”*

The wizard hands you a small book and smiles. The book is bound in an unknown maroon skin and is of excellent craftsmanship. In the center of the book is a metal circle that has been adhered to the front cover. Drawn on a sheet of vellum is a two-legged bird that you have never seen before. Imprinted upon the brass nameplates above and below the image are the words YOWTCH COOKBOOK. The wizard moves forward and opens the book and shows you a recipe known as YOWTCH MEAT STEW. On the opposite page of the open book is another treat. A song that accompanies each recipe. The magician smiles again and strokes his beard. His eyes bulge a bit too widely as if he has struck gold and says,

“Well, what do you think? Just 40 Gold each. You can supply yourselves for weeks as well as trading for this delicious meat!”



YOWTCH



cookbook

THE PATH TO THE BATTLEFIELD

Your party has agreed to venture forth to hunt this legendary Yowtch Bird. Your hunting party heads east and includes your party, eight men from the village and at the very front and leading the group along on the trek is Mizer Mathewz with the rather odd self-appointed “Riddle Gnome” known as Keeziks.

The two leaders of this expedition appear to be carrying no weapons or armor of any kind, save for two identical rods. Both of these rods are about two and a half feet in length and made from dark blue iron and studded with jagged rivets roughly in the shape of lightning bolts. Mathewz also has a rather ostentatious staff sheathed on his back and is made of intricately twisted ebony wood that ends in a complex spiral at the very tip.

Along your travels over and through the land, you take stock on the men accompanying you. The eight men from the village are a rather shabby lot. Not one of them looks like true warrior material. They are either too skinny or too fat, and the way they carry themselves tells you that these are all very inexperienced men. At the front of this lot, the sorcerer Mizer Mathewz follows behind the Riddle Gnome Keeziks. To provide entertainment, Mizer Mathewz repeatedly and without warning zaps the rear end of Keeziks using some unknown spell. Every time Mathewz zaps Keezik’s bum, the ugly gnome says on cue,

“Yowtch, Mizer Mathewz! Yowtch!”

Somehow, somehow, the men of the village laugh at this every single time.

The hike is fairly uneventful and nothing is out of sorts. The weather has been poor and it has drizzled for the duration of the trek. Lightning and thunder rumble deeply in the distance.

You have covered three miles on foot and your party comes to the base of a flat hill. Keeziks and Mathewz lead the way up to a narrow path and leads you to the very top.

What you see from this elevated and flattened ledge leaves no doubt — before you are The Murdeura Battlefields.

After a long pause, Mathewz leads your hunting party down the hill and heading right for the maze of trenches that lie before you. The wizard puts a cautious finger to his lips urging everyone to be still. He retrieves a folded map from his garments and hands it to you as he whispers,

“You wait here, I need to see if it is not over-run by these creatures. I may have forgotten to mention, but they are not only carnivores, but they have a taste for long-dead bodies. I will be back in a minute or so.”

With that, Mizer Mathews disappears into the very first trench you have come to. A startled cry breaks the stillness of the night. It is from Mizer Mathew’s distinguished deep voice. It sounds as if he has been attacked or sprung a trap of some sort.

“My Gods, you have to see this. Come now!”

All eight of the villagers come to Mizer’s location immediately.

You see Mizer Mathewz with his back against the filthy dirt wall of the trench. There are over a dozen sharp wooden stakes that have been thrust into the ground in the trench. The spikes are around head height to an average-sized man. Gruesomely suspended from each of the spikes are over a dozen severed heads. The heads do not look as if they have been cut cleanly from the neck, but look like they’ve

GM's BATTLEFIELD MAP





been ripped off viciously, like from that of a massively strong beast. Suddenly, each of the heads starts to stir. The eyes flicker open and the mouths start to open, trembling with great difficulty. All of the severed heads start to wail in pain. The eyes all bulge at various intervals as if they were still alive and undergoing some great torture. As if by members of some demonic symphony, all of the severed heads belch forth similar groans in perfect unison.

This has happened so very fast and this scene has been one of the very worst you have ever had the displeasure of viewing. And it hits you all at once. Every one of the severed heads here is the exact likenesses of every member of your hunting party. The flies and the stench are just as disturbing. You feel the blood rush from your face involuntarily. Mizer and Keeziks look terrified — even more so than the hunters from the village. You all stare in stunned horror as the heads continue to flay about abysmally. Several of the hunters regurgitate in violent spasms. As the group gets itself together, the entire scene fades before your eyes in a matter of seconds.

One of the hunters drops his bow and rushes to Mathews, grasps the front of Mizer's coat, and yells in a surprisingly strong tone,

“What the hells is going on, Mathews?! Where have you led us and gotten us into?! I see no giant chickens here! Just severed heads!”

Keeziks comes to his master's aid in a flash as his iron and silver studded rod cross over the hunter's throat in a subtle but unmistakably menacing way. The hunter reconsiders his actions and slowly backs off.

GM NOTES - Mizer Mathews has used his **Staff of Illusion** and cast Persistent Image (2 of the staff's 10 charges) to create this terrifying and deviously creative display. This particular tactic has served him extremely well in times past. He is working directly for **MORDREK DREVARDIN**. He provides Mizer Mathews with a steady supply of Staves of Illusion in order for him to perform his favorite ruse. Mizer Mathewz and Keeziks have put on quite a show in order to confuse the party. *They have drawn the party into a trap!*

PLAYER'S HANDOUT MAP



TRENCH WARFARE TACTICS

The GM should determine beforehand when and where Mizer Mathews and Keeziks will surprise attack the party. He may use his fully-charged Staff of Illusion which has the following powers:

- Disguise Self
- Major Image
- Mirror Image
- Persistent Image
- Rainbow Pattern
- Mislead

Mizer may also attempt to use some of his other spells such as:

- Wall of Stone (to divide the party.)
- Summon Monster IV
- Summon Monster V

KEEZIKS, the quasit-possessed gnome, may stick close to Mizer, or he may wander off and appear at a seeming escape route somewhere in the trenches, attempting to trap the party and attack them from both sides. Keeziks may also choose to Blink into view, then cast Inflict Pain and then Flaming Sphere if he feels he is losing.

1. TRENCH ENTRY - You enter the trench and instantly smell the unmistakable stench of death. A diagonal passage leading in the northeast direction is before you. The trench then leads to the northwest direction and the open-air passage leads once again in the northeastern direction. Before you are a closed and rotted wooden door.

2. HORIZONTAL TRENCH - This trench passage runs west to east and is nearly 100 feet in length. From this vantage point, you can see two passages leading south and three passages to the north. Lining the ground throughout the length of this passage are dozens of long

dead warriors. The bodies are skeletonized and the bones have an unmistakable yellow tint to them. The bodies found along this shaft appear to have died in agony, yet there are no visible wounds to be seen inflicted upon the bodies. Several broken bottles can also be seen strewn amongst the corpses. It seems that this trench has been looted by adventurers or morbid grave robbers because there are no weapons to be found amongst the fallen here.

3. NORTH PASSAGE - This trench passage is 5 feet wide and 20 feet long and heads north. At the end of the passage, you notice two dead soldiers lying prone and facing north. The end of this passage rises gradually so that soldiers could view the trenches to the north and engage in missile combat. To the left of you is a crater roughly 10 feet wide and 3 feet deep. Dead trees barely standing creak in the night even further to your left. Gazing across no man's land, you see dead bodies from both sides that have at some point rushed forth from both sides to engage in hand-to-hand combat.

The wind picks up, and for just a moment, it seems like the sound of the wind somehow melds and transforms into a low, long groan. You can't tell if the sound of the groan comes from a human or anything alive, or if it were just an exaggeration of your imagination.

Roped-off posts and a very shallow, yellow-colored stream separates the two trench encampments. Dozens of bodies from both sides litter the battlefield. The wind picks up in the night air, but there is still no sign of what had made that noise just moments ago.

MIZER MATHEWS' STATS

MIZER MATHEWS - Human CR 10

XP 9,600 - CE

Summoner level 11

Init +5; Senses ; Perception +11

DEFENSE

AC 16, Touch 12, flat footed 14

(Chain Shirt, Shield, none)

(+1 Dex, +4 armour, +1 feats)

hp 86 (0d8+11d8+11+11+11);

Fort +4, Ref +4, Will +7

OFFENSE

Speed 35

Melee

Single Attack Quarterstaff +8 (1d6)

Full Attack

Quarterstaff +8/3 (1d6)

(+2/+2) Sickle +4 (1d6+2)

Space 5ft.; Reach 5

Special Attacks

Summon Monster I

Summon Monster II

Summon Monster III

Summon Monster IV

Summon Monster V

Summon Monster VI

Summoner Spells

CL 11 Concentration 12

Level 0 (6) DC 11

Arcane Mark, Light, Message, Open/Close,

Read Magic, Resistance

Level 1 (6) DC 12

Corrosive Touch, Daze Monster, Detect

Thoughts, Icicle Dagger, Mage Armor, Ray of

Sickenening

Level 2 (4) DC 13

Alter Self, Blur, Haste, Magic Mouth

Level 3 (4) DC 14

Fly, Pellet Blast, Summon Monster IV, Tongues

Level 4 (2) DC 15

Summon Monster V x2, Wall of Stone

STATISTICS

Str 11, Dex 12, Con 13, Int 16, Wis 11, Cha 14

Base Attack 8 CMB 8; CMD 20

Feats

Animal Affinity: +2 Handle Animal +2 Ride,

Armour Prof Light,

Brew Potion,

Combat Casting: +4 Concentration

checks for Defensive casting,

Dodge: Add 1 to AC,

Fleet: Base speed + 5 feet,

Improved Initiative: +4 Initiative checks,

Simple Weapon Proficiency,

Toughness: +3 Hit points or +1 per hit dice

Skills Craft 3, Fly -1, Handle Animal 19, Know

Arcana 3, Know Arch & Eng 3, Know Dungeon

3, Know Geography 3, Know History 3, Know

Local 3, Know Nature 3, Know Nobility 3, Know

Psionics 3, Know Religion 3, Know the Planes 3,

Linguistics 17, Perception 11, Profession 13, Ride

13, Spellcraft 16, Use Magic Device 10

Languages Common

SPECIAL ABILITIES

Aspect (Su) Can divert up to 2 points from his
eidolons evolution pool to add evolutions to

himself. Cannot select any evolution that the

eidolon could not possess, and must be able to

meet the requirements as well. Cannot select the
ability increase evolution through this ability.

Bond Senses (Su) As a standard action, share the
senses of his eidolon, hearing, seeing,

smelling, tasting, and touching everything the

eidolon does. He can use this ability a number
of rounds per day equal to his summoner level.

There is no range to this effect, but the eidolon

and the summoner must be on the same plane.

The summoner can end this effect as a free action.

Eidolon Eidolons are treated as summoned crea-
tures, except that they are not sent back to their

MIZER'S STAFF

home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. In addition, due to its tie to its summoner, an eidolon can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures.

Life Link (Su) Whenever the eidolon takes enough damage to send it back to its home plane, the summoner can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane.

Makers Call (Su) As a standard action, a summoner can call his eidolon to his side. This functions as dimension door, using the summoners caster level. When used, the eidolon appears adjacent to the summoner (or as close as possible if all adjacent spaces are occupied). If the eidolon is out of range, the ability is wasted. Per day = 2

Shield Ally (Ex) Whenever a summoner is within his eidolons reach, the summoner receives a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

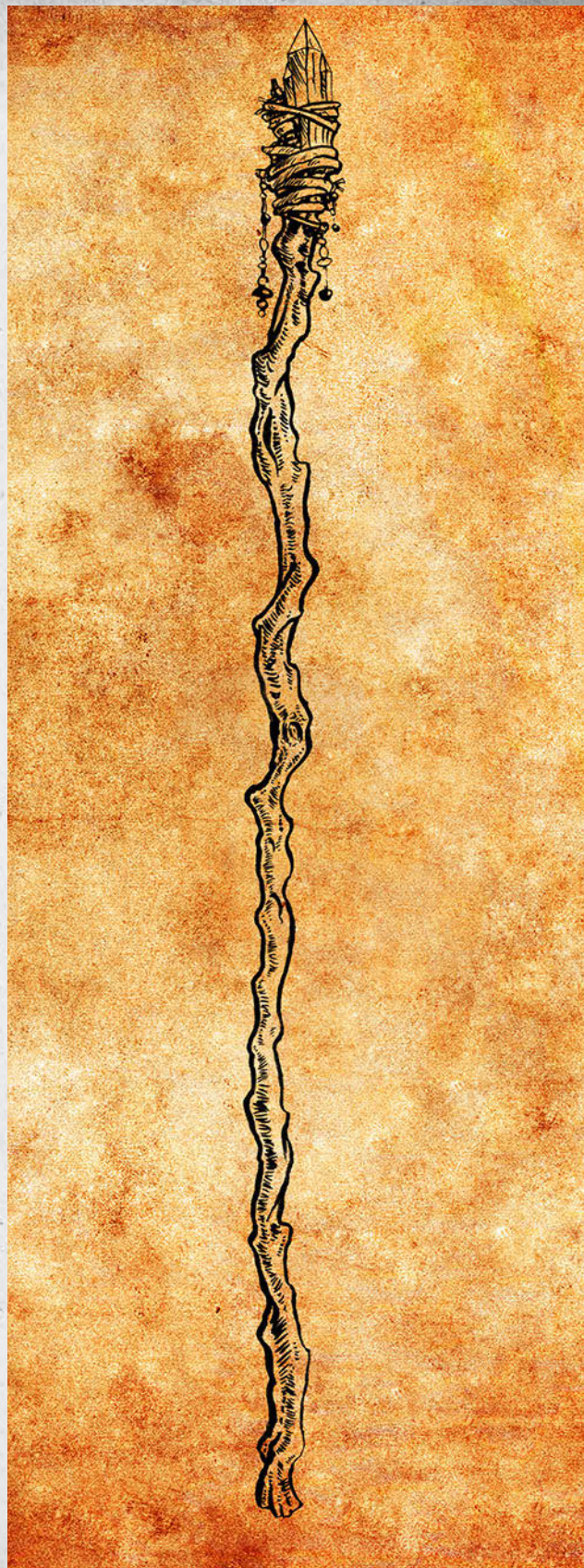
Transposition (Su) Can use his makers call ability to swap locations with his eidolon. If it is larger than him, he can appear in any square occupied by the eidolon. The eidolon must occupy the square that was occupied by the summoner if able, or as close as possible if it is not able.

MAGIC ITEMS

STAFF OF ILLUSION (fully-charged)

Rod of Thunder and Lightning

+2 Silver Sickle



KEEZIKS' STATS

KEEZIKS - Gnome Demon-Possessed Quasit
CR 13 - XP 25,600 - CE

Rogue level 5

Sorcerer level 5

Arcane Trickster level 5

Init +6; Senses Detect good at will Caster level equals quasit-possessed creature's character level., Detect magic at will, Low-light Vision; Perc. +15

DEFENSE

AC 18, Touch 18, flat footed 11

(No Armour, Shield, none)

(+6 Dex, +1 size, +1 feats)

hp 81 (0d8+5d8+5d6+5d6+15+5); Fast healing 2
Fort +4, Ref +12, Will +9 Save Modifier 2
resistance bonus on Fortitude saves against poison.
Damage reduction 10/cold iron, Resistance to Electricity 20, Resistance (Su) +2 racial saving throw bonus against illusion spells or effects.

OFFENSE

Speed 20

Melee

Single Attack(+2/+2) No Melee +10 (+2)

Full Attack

Space 5ft.; Reach 5

Special Attacks

Hatred +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes., Other +1 difficulty DC with illusionary spells
Claws (Ex) Can grow claws (1d4 damage), at 5th considered magic, at 7th 1d6 damage
3/day +CHA bonus

Impromptu Sneak Attack Must be within 30ft per day = 1

Sneak Attack Sneak attack at an extra (D6) 5

Spell level arcane Extra spell levels = 5

Spell-like Abilities

Spell-like Abilities (CHR) 2nd DC(14) 2/day - invisibility

Spell-like Abilities 1/day speak with animals (burrowing only)

Spell-like Abilities (CHR) 0th DC(12) 1/day

dancing lights, ghost sound, prestigation.

Sorcerer Spells

CL 10 Concentration 12

Level 0

Dancing Lights, Light, Message X 3,
Read Magic X 3, Spark

Level 1

Burning Hands, Cause Fear X 2, Detect Metal,
Detect Secret Doors, Ear-Piercing Scream

Level 2

Acid Arrow, Arcane Lock, Bulls Strength, Flaming Sphere, Spider Climb

Level 3

Blink, Inflict Pain, Magic Circle Against Good

Level 4

Animate Dead X 2

Level 5

Polymorph

STATISTICS

Str 11, Dex 22, Con 13, Int 15, Wis 11, Cha 15
Base Attack 7 CMB 6 ; CMD 23

Feats

Fast Stealth: Move at full speed while sneaking,
Rogue Crawl: Can crawl at 1/2 normal speed also can take 5ft step while crawling ,
Armour Prof Light,
Combat Casting: +4 Concentration checks for Defensive casting,
Dodge: Add 1 to AC ,
Empower Spell: Numeric effects are increased by one-half,
Eschew Materials: Cast spells without material components,
Evasion: No damage on reflex save,

KEEZIK'S ROD

Maximize Spell: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spells actual level.,

Point Blank Shot: +1 to hit +1 damage if within 30 ft,

Precise Shot: Can shoot into melee without -4 penalty,

Rapid Shot: Gain extra ranged attack all attacks at -2,

Simple Weapon Proficiency,

Stealthy: +2 Escape Artist +2 Stealth

Skills Acrobatics 19, Appraise 7, Bluff 17, Climb 11, Craft 4, Diplomacy 2, Disable Device 19, Disguise 7, Escape Artist 8, Fly 11, Heal 9, Intimidate 2, Know Arcana 7, Know Dungeon 2, Know Local 7, Linguistics 2, Perception 15, Sense Motive 11, Sleight of Hand 18, Spellcraft 11, Stealth 26, Swim 6, Use Magic Device 7

Languages Common, Gnome

SPECIAL ABILITIES

Possessed Spell Vulnerability (Ex)

protection from good

Possessed (Su)

Defensive Training +4 dodge to

AC against giant type

Bloodline Abyssal When cast a Summoning subschool spell creatures summoned gain DR/good equal 1/2 level

Demon Resistances (Ex) Resist electricity 5, +2 save vs poison, at 9th electricity 10 and +4 poison

Eschew Materials Gives feat

Evasion Reflex save no damage instead of 1/2

Poison Use Never accidentally poison self

Ranged Legerdemain perform Rogue tasks at a distance (DC+5) per day =

Skilled Liar (Ex) Bonus on bluff when deceiving someone equal to 1/2 rogue level

Trap Sense Reflex save and AC when dealing with traps bonus 1

Tricky Spells Can spells as Still Spell and Silent Spell per day = 3

Uncanny Dodge Retains Dex bonus if flat footed
Chaotic Subtype:

Evil Subtype:

Possessed Spell Vulnerability (Ex):

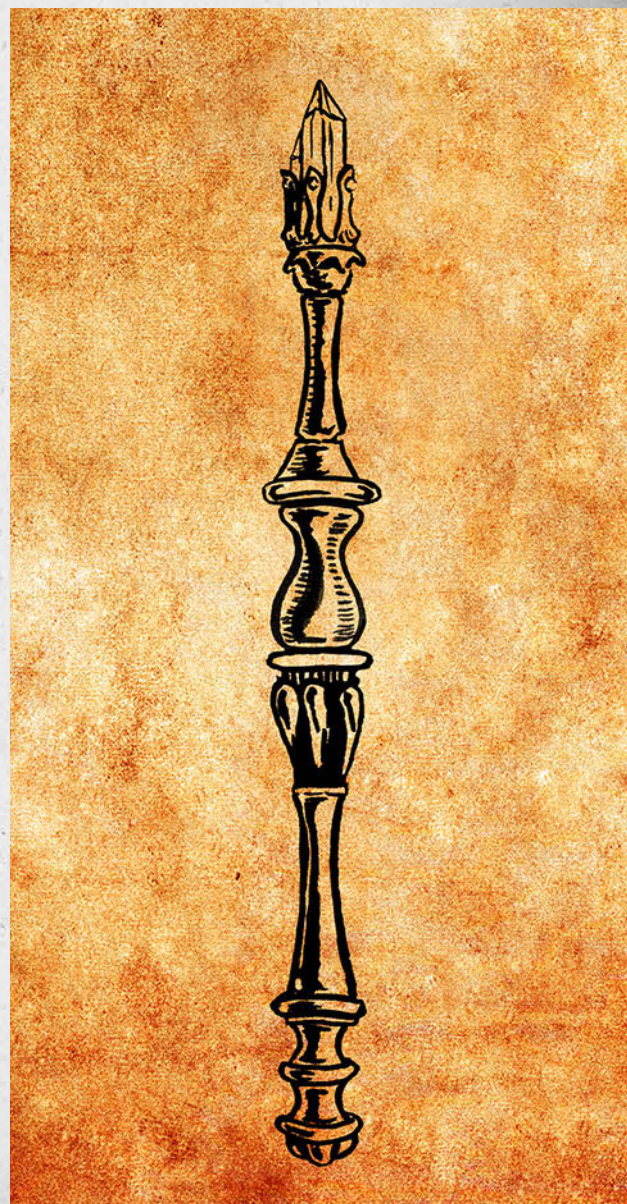
Possessed (Su):

Low-light Vision:

MAGIC ITEMS

Rod of Thunder and Lightning

+2 Light Mace

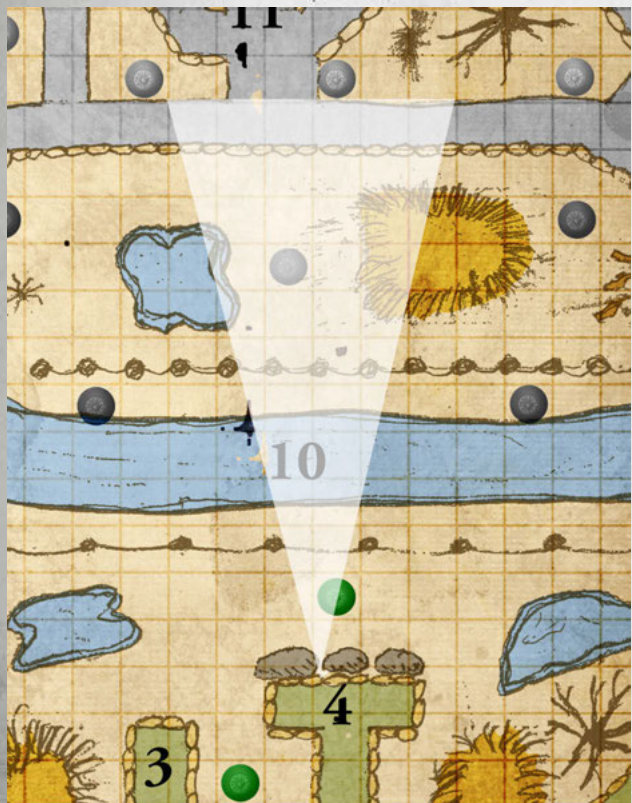


THE WAR CHARIOT

4. THE WAR CHARIOT - A 20-foot long trench leads north and ends in a T-shaped dugout with three large boulders propped at the top of the trench. You see what appears to be a slim war chariot that is much thinner than the wider chariots devised to accommodate two warriors. A pair of corpses flank the chariot.

GM NOTES - This is one of the remaining and fully functional war chariots that can be found on this battlefield. This particular chariot has a cannon securely attached to the front of the chariot. A full load of gunpowder is still behind a load of grapeshot that has never been fired.

The fuse to fire this weapon is still quite possibly serviceable as long as the dirt and grime are wiped away. This cannon has a 95% chance of firing properly, and the payload is 20 lead grapeshot balls. The effective range for this load of grapeshot is 60 feet. Any targets within the cone shown below are susceptible to receiving hits.



A DC 15 **Perception** check successfully made will allow a party member to find an olive drab ammunition box with 20 canvas bags of 20 lead balls each. There are also 30 fuses as well as an extra flint and tinder kit. Each fuse has a 95% chance of successfully lighting the gun powder and an additional 95% chance that the gunpowder fires properly. Failure to fire is due to one of the following possibilities:

- 1. FAULTY FUSE** - Fuse can never be used again.
- 2. MISFIRE** - Gunpowder is poorly mixed. Gunpowder is useless.
- 3. HALF STRENGTH** - Roll normally and divide all data by 2 due to poor gunpowder.
- 4. EXPLOSION** - Shot is poorly-packed and the cannon is destroyed. 8d12 damage 15' radius.

The damage that this cannon deals is as follows to all hit within the area of effect cone. Divide the bullet hits equally to all unfortunate victims.

- 10' - All receive 5d4 bullets for 1d12 damage ea.
- 20' - All receive 4d4 bullets for 1d10 damage ea.
- 30' - All receive 3d4 bullets for 1d8 damage ea.
- 40' - All receive 2d4 bullets for 1d6 damage ea.
- 50' - All receive 1d4 bullets for 1d6 damage ea.
- 60' - All receive 1d4 bullets for 1d4 damage ea.

A separate leather satchel (still in plain sight) holds 5 full plugs of gunpowder. Each plug can fire a single payload of grapeshot.

The corpses at either side of this war chariot are a pair of BODAKS. They will animate and come to life if the party comes within ten feet of the chariot.

BODAK CR 8 - AC 21 - HP 88 - XP 4,800

STR 13, DEX 15, CON —, INT 6, WIS 13, CHA 16



MORE BODAKS

5. DIAGONAL TRENCH - The next trench that you come across is a diagonal one, 20 feet in length and heading in the northeast direction. The trench ends in a 6-foot square foxhole facing the enemy. The sandbags have been peppered with arrows and bolts.

6. COMMANDER'S HEADQUARTERS - This 20-foot by 25-foot trench chamber has a 15-foot long pine table littered with maps and written directives. The vast majority of this ephemera has been scattered by the winds, covering most of the dirty floor. Littering the floor is an impressive amount of debris.

7. SERGEANT'S QUARTERS - This 15-foot square room has an L-shaped table situated in the southeast corner of the open-air chamber. A sudden and very brisk wind whips up and rushes past the entire battlefield, and you are lightly pelted with dirt, debris and tiny rocks that sweep over you completely. Seated "comfortably" behind the L-shaped table is an armored skeleton. Though long-dead, you cannot help but feel that this particular corpse was waiting intently for something. The corpse is hunched forward, both clenched fists resting atop what appears to be a map.

GM NOTES - The "corpse" is another Bodak, lying in wait to usher in the deep hatred they carry deep within their foul beings.

Any PC stating that they examine the map that the Bodak was laying upon will discover the location of **THE HOLY ORDER OF ATHAGAS** to be taken via a hidden trail. Written on the map are the words.

TAKE SURVIVORS TO THIS HOLY ORDER!

8. ABANDONED GUARD POST - You enter into a 10-foot by 15-foot doorless dugout that is littered with half a dozen skeletons. Though long dead, it is obvious that these former soldiers died a very painful death; they are all meshed together and into the center of this antechamber as if they all tried to bar the path of something that ended them all in the most painful way imaginable. All of the dead here are in greatly exaggerated positions of agony. All 6 spears are still clenched tightly within their bony grasps. The chamber continues for 15 feet to the southeast and then heads to the east.

GM NOTES - The half dozen "corpses" here are yet more Bodaks lying in wait to usher in the deep hatred they carry deep within their foul beings.

A successful DC 18 Perception check will reveal some treasure buried beneath a shallow layer of dirt beneath where one of the Bodaks was "resting." This treasure includes the following items in a thin haversack:

1. 8 emeralds worth 125gp apiece.
2. 13 capsules of lethal poison (GM's discretion)
3. Silver **Dagger +2**
4. Book of bad riddles **RIDDLE, OH GNOME!**



BODAK CR 8 ~ AC 21 ~ HP 88 ~ XP 4,800

STR 13, DEX 15, CON —, INT 6, WIS 13, CHA 16

A GRIM WRITING

9. A GRIM WRITING - You enter into this cramped 10-foot square quarters that holds the remnants of a single bed, a small desk and a single chair. All have been heavily damaged and are of no longer of any use.

A skeleton is lying in the dirty southeast corner of this room. A gilded sword has been thrust into his abdomen. Both of the corpse's hands are wrapped firmly around the sword's handle.

Lying next to the man is a sheet of folded parchment that has been unfolded. The dead man clearly shows that he wears the rank of sergeant, yet something has tried to rip these stripes off the uniform as they all hang limply in the dusty night breeze.

GM NOTES - The dead man is indeed a dead man, and not an undead creature waiting to attack. The dead man was once known as Sergeant Jonathan Struthers. He had just read a Dear Jon letter from his wife bearing bad news for the war hero. Anyone that chooses to read the letter will be enlightened to Sgt. Struthers' plight and what led him to take his life without hesitation.

The sword is a **+3 ALCHEMICAL SILVER** blade. The GM may decide which kind of sword this is to fit the needs of the party.

Dear Jon,

I am so very to say this to thee, but as you know, I am a woman of decisiveness and honesty. I greatly respect and admire your courage and belief in your cause, but I have been so lonely, I have decided to leave town with Morgan the merchant from across the street. I'm so sorry. Perhaps in the next life.

Marlabeth

Fire Mine-CR 5

TYPE: Mechanical **TRIGGER:** Location
RESET: No Reset

PERCEPTION: DC 20

DISABLE DEVICE: DC 25

AVOID: DC 22 (Reflex)

EFFECTS: 2d6 fire damage to all within a 15-foot radius +1d6 fire damage for 1d4 rounds. Successful save for half damage.



FIRE MINE - Fire mines are mines that are set off by a force exerting **60** pounds of pressure or more upon its surface, which is almost always completely buried just beneath the soil's surface.

The chance for a fire mine to activate properly is **85%**. This mine spews dangerous chemicals upon all potential victims and to extinguish these flames takes a full round and requires a **Reflex Save**.

Dousing with water has the following chances of extinguishing these flames:

- 1-Gallon = 25%
- 2-Gallons = 50%
- 3-Gallons = 65%
- 4-Gallons = 80%
- 5-Gallons = 95%

NO MAN'S LAND MINES

Mustard Mine-CR 5

TYPE: Mechanical **TRIGGER:** Location
RESET: No Reset

PERCEPTION: DC 20
DISABLE DEVICE: DC 25
AVOID: DC 18 (Fortitude)

EFFECTS: 3d6 acid damage to all within a 15-foot radius. Successful DC 18 save to avoid nausea and blindness for 1d4 rounds.



MUSTARD MINE - Mustard mines are mines that are set off by a force exerting **50** pounds of pressure or more upon its surface, which is almost always completely buried just beneath the soil's surface. These are more reliable than fire mines.

The chance for a mustard gas mine to activate properly is **90%**. This mine spews dangerous gases and toxins in a 15-foot radius. A successful **DC 18 Fortitude Save** allows one to hold his/her breath long enough and in time to avoid severe nausea and temporary blindness for 1d4 rounds.

A strong wind or **Gust Spell** or anything similar has the chance (GM's discretion) of dispersing the lethal gas fumes.

These mines can be used by alchemists for them to use their own lethal mixes and concoctions.

Land Mine-CR 5

TYPE: Mechanical **TRIGGER:** Location
RESET: No Reset

PERCEPTION: DC 20
DISABLE DEVICE: DC 25
AVOID: DC 17 (Reflex)

EFFECTS: 3d6 fire damage to all within a 10-foot radius. Successful DC 17 save for no damage. A 1 in d20 is a dud.



LAND MINE - Land mines are mines that are set off by a force exerting **40** pounds of pressure or more upon its surface, which is almost always completely buried just beneath the soil's surface.

The chance for a land mine to activate properly is **95%**. This mine spews dangerous gases and toxins in a 20-foot radius. A successful **DC 17 Reflex Save** allows the potential victim to avoid all damage by leaping away and to the ground in time with the lethal blast missing the potential victim(2) completely.

These mines can be doctored to spew lethal fragments (**fragmentation**) for an **additional 1d6 points of damage**. This is up to the GM.

THE OTHER SIDE

10. POLLUTED STREAM - *Gazing across the expanse separating the two trench systems, you can't help but notice the number of dead bodies from both sides that were simply left here to rot for some unknown reason. The wind picks up and makes an eerie howl as it surges through the trenches. There is a small copse of leafless trees to your left and there are three small bodies of water and craters nearby. The distance from one trench to the other is about 60 feet and there seems to be plenty of cover between the two trenches.*

GM NOTES - The stream and the three bodies of water have been poisoned long ago, and these waters are not safe to drink from. Treat anyone drinking from these waters as if they have imbibed arsenic.

There are a total of **18 LANDMINES** of three different varieties that are still active and operational. These land mines each have an 85-95% chance of being set off if stepped on by anything weighing 40 pounds or more. Each of the three mine types has different effects on those unfortunate enough to step on these traps.

The GM may use the player's (less detailed and non-numbered) map that Mizer provides. Ask to have each of the PCs draw the exact path that each character takes. By viewing the GM's map, it is easy to see if a character's chosen path would put them in danger. These mines are represented by 18 colored circles. 6 green, 6 grey, and 6 light grey mines are depicted. If any of the PCs choose a path that is occupied by a mine, roll to see if the mine is activated (85-95%) and then use the trap stats preceding this writing to determine the effects of said land mines. There is a chance (DC 20 Perception check) that a PC can notice these buried metal traps as being something that clearly should not be there naturally. The GM may choose to have 4d10 of the corpses littering this

no man's land to actually be up to **40 SKELETAL CHAMPIONS** that have been reanimated by a variety of evil magics. 4d10 roll optional.

SKELETAL CHAMPION CR 2 ~ AC 21 ~ HP 17 ~ XP 600

STR 17, DEX 13, CON —, INT 9, WIS 10, CHA 12

11. THE ENEMY TRENCH - *You peer into the trenches that were once occupied by goblins, hobgoblins and other evil humanoids. You look into a passage that runs west to east for over 100 feet in length. Before you is a dugout passage that heads north to a larger room and a passage to either side leading in the north-west and northeast directions. All of the sandbags here are of a sturdier make than the sandbags from the other trenches, yet these are completely riddled with hundreds of holes that have been punched into these sandbags. Unlike the other trench, there do not seem to be any dead bodies visible in this area. The room directly to the north is difficult to make out and appears to be unnaturally dark. It is also eerily quiet as if something is waiting to hear what your next move will be.*

12. LATRINE - *Even before you decide to open the door here, the smell that is beyond this threshold is unmistakable. This could be nothing other than the latrine that emits a stench that is nothing less than oppressive even years after this battle ended.*

*You peer down the 20-foot long trench and there are two closed doors at the end of the dugout. Before you decide on what your next action will be, a very deep and irritated voice comes from the end of the hall. The voice is muffled and muted but seems to be coming from a very *large* individual.*

"Oy, what's all this, then? I can hear you out there, you know. I am starving in here. When are you going to help a chap out, eh?"

OLAF THE STARVING OTYUGH



OTYUGH CR 4 ~ AC 17 ~ HP 45 ~ XP 1,200

STR 18, DEX 10, CON 13, INT 5, WIS 13, CHA 6

GM NOTES - Dug beneath these trenches is another pit most foul. This is the lair of **OLAF THE OTYUGH**, and he has not had a meal in years. Olaf is weak, but his desperation is strong. If anyone approaches to within 10 feet of the end of this trench, Olaf will issue forth all of his strength and stench and attack and try to drag any beings that he can down into his foul lair.

Olaf's food reserves have run out weeks ago, and he is starving and will fight as if he is a full-strength Otyugh. If the party is dragged to Olaf's pit, they will discover dozens of human and gnome-sized skeletons and bones littered everywhere. A DC Perception check of 25 will award the party by finding the following:

1. +3 Cold Iron Battleaxe
2. +2 Light Mace
3. +3 Chainmail Shirt

13. CHIEFTAIN'S QUARTERS - This 15-foot square trench chamber was furnished with desks, chairs and various battle maps and plans nailed to a wooden slab hung on the west wall. Bloodstains the ground here in many areas, but there are no bodies to be found. There is a door leading east and another door leading south. The walls of this chamber have been fortified with wooden logs on all four sides.

GM NOTES - This was the bugbear chieftain's private quarters that also served as his war room. A DC 22 Perception check will award the party with finding an enormous bone tube filled with a huge scroll with a map drawn upon it and a small pouch can also be found withing the bone tube.

The small pouch contains:

1. Black pearl worth 1,100 gp.
2. White pearl worth 1,100 gp.
3. **RING OF INVISIBILITY.**

The map is a 36" x 24" vellum map of **THE HOLY ORDER OF ATHAGAS**, and is labeled in goblin with the directive:

FOLLOW THE MAP TO THE HOLY ORDER OF ATHAGAS. SACRIFICE SOME OF YOUR GOBLIN SOLDIERS TO CREATE A DIVERSION. AFTER THIS BATTLE. USE THIS RING OF INVISIBILITY TO GAIN ENTRY INTO THE HOLY ORDER OF ATHAGAS AND GET WHAT WE NEED.



THE DARK ROOM

14. THE DARK ROOM - Gazing down the trench, and judging from the map that Mizer gave you earlier, the heart of this trench is completely cloaked in magical darkness. The blackness of the veil over this chamber is darker than the night itself.

GM NOTES - This is a trench chamber that acts as a favorite of Mizer Mathews. He has used his **WAND OF DARKNESS** (40 charges left) followed by one of his three remaining **SCROLLS OF PERMANENCE** to perpetuate this darkness. This may be the best time for Mizer Mathews to spring his surprise attack on the party. He had been hoping that the undead littered upon this battlefield would have done the dirty work, but this is as good a time as any. If the GM decides to use this encounter as the time for Mizer and Keeziks to attack, this is a suggestion as to how it could unfold.

Mizer will pretend to be a brave and hearty soul and sprint headlong towards the dark room, soon to be engulfed by the darkness. He has done this before many times, and can easily traverse the room in pitch darkness. He will pretend to confront a being of darkness. Suddenly, much of the room becomes brighter as Mizer has cast a spell to make (Dispel Magic) this happen. This spell will dispel only one of the two Darkness spells cast here, leaving the second one active and dark. This second Darkness spell takes up the eastern half of the chamber. This is where he is concealing an evil being that he has struck a bargain with. This being lurking in the shadows is a **SHADOW CREATURE** that goes by the name **PHLEGORATHAN**. Mizer leads adventurers passing through his humble town to this specific area to “sacrifice” any adventurers, and in exchange, Mizer gets to keep all of the loot and treasure that the doomed party is carrying. He then unfairly splits the booty with his sidekick Keeziks, and continues to pick his

spots as he sees fit. Phlegorathan gets to grow in strength and power, and “she” intends to give birth to other Shadow Creatures very soon. She intends to grow her enclave in safety and amongst the glorious death and destruction that has happened on this battlefield.

Any PC that has psychic abilities (and chooses to use them) of any sort, ESP, etc., they will undoubtedly know about Mizer’s eager and evil plans. Additionally, any psychics in the party will also be able to divine that all of the larger and more robust dead bodies of the enemies of the humans, have been stolen and sold to necromancers for a tidy profit over time. This is his new meal ticket, and intends to milk it for as long as possible with parties passing through and to never be seen again.

Mizer could act out his favorite routine to the unprepared party as follows:

SHADOW CREATURE CR 13 ~ AC 27 ~ HP 162 ~ XP 25,600

STR 34, DEX 13, CON 29, INT 13, WIS 16, CHA 12

Mizer turns to you, his eyes wide, as an unholy hiss emits from the darkness. Faster than you can react, Mizer bolts down the trench towards the darkness. He casts a spell at the tip of his staff that emits a bright ball of warm light, banishing the darkness. Mizer plunges headlong into the room and around the corner. His voice booms out from the room,

“Begone, foul creature of darkness, for I am true light! BEGONE!”

An angered, raspy hissing that sounds as if something is in great pain can be heard, then the sound dies down to nothing. After a long pause, Mizer makes his voice heard again,

“Come. It is safe now. There is nothing more to fear, but I warn you, what you see of this creature might startle you!”

THE SHADOW CREATURE

The Shadow Creature is still hiding in the east half of the room, amongst the shadows. Mizer is careful not to get too close to involuntarily dispel the darkness in the northeast corner.

Keeziks will attempt to leave the trenches by melting to the very back of the party, climbing up one of the trench walls, intending to leap upon the party when Mizer gives the command phrase **(By the Gods!)** to do so.

Mizer has also used his Staff of Illusion to conjure an illusion of an unknown creature to distract the unsuspecting party.

You rush forth to see what Mizer has vanquished. You enter into the once dark room and you see a squirming, black creature slithering in pain at his feet. Mizer backs slowly with his back pressed against the west wall, he looks at you grimly, and asks,

“Have you ever seen such a creation? What could have possibly imagined such a thing of evil? By the Gods!”

It is at this point that Keeziks will leap into the chamber, behind the party and attempt to cast the spell Inflict Pain. Mizer attempts to cast the spell Icicle Dagger and allows the Shadow Creature to do the rest. If the party destroys the Shadow Creature, Mizer will shamelessly beg for his life and blame Keeziks for being the true mastermind behind this evil ambush. He will also supply lies that the Shadow Creature has forced Mizer to bring victims to him, lest the beast tortures and kills his entire family. In this case,

“Please! PLEASE, have mercy! This thing of evil has my family. She has sworn to kill every one of them if I do not feed her! PLEASE!”



15. LOOTED ARMORY - This 15-foot square room has many pegs nailed into the wood log walls. Only a half dozen or so hopelessly broken weapons litter the dirty ground here.

16. SPOILS CACHE - This is a tiny, 5-foot square room with three empty shelves that have been smashed to pieces. Whatever used to be stored here is now long gone.

17. SNIPER'S PERCH - Looking into this 5-foot by 10-foot room, you see nothing but a large humanoid, long dead, with a death grip wrapped uselessly around a wheellock rifle with a rudimentary scope. The gun is rusted but still cocked. The dead sniper's wispy hair is still flowing in the night wind.

GM NOTES - This used to be the private quarters and sniper's perch for GLEDUK the Bugbear sniper. A DC Perception 15 check will reward the party with finding a spotter's scope in near mint condition hidden in his vestments. His gun, however, is quite useless. This ends part 1.

THE ANGEL ZACHARY

You have searched every inch of the trenches of the Madeura Battlefield, and have survived. You begin to take one last look around and before you decide on your next move, you hear a strong male voice come from a location you cannot immediately pinpoint.

“Exceptional work, I must say. I was a bit worried about that Shadow Creature, but it looks like you performed quite well indeed. Congratulations. I was hoping that you’d be the ones. My name is Zachary, and I am not exactly of this world. I’ve been sent to scour these surrounding lands to find warriors suitable and capable of aiding in a most important mission. I’ve come to offer you sustenance, rest, and healing before you embark on your mission. We think that what we have to show you will be most convincing.”

From the thinning fog, a tall and handsome man of enviable musculature emerges from the darkness. The man is of dark-skinned descent, which is quite rare in these realms. Rarer still is what Zachary has just made obvious to you. Zachary has made himself known as to what he is, as he proudly unfolds and unfurls his massive Angel’s wings.

GM NOTES - Zachary is indeed an Angel of sorts. Zachary is an **ASTRAL DEVA**, and he has been sent by Higher Powers to seek for a party that is brave enough and powerful enough to undertake a most dangerous mission involving a trip to Hell itself. Zachary’s role is only to deliver the party safely to THE HOLY ORDER OF ATHAGAS. His presence will automatically allow all guards to not shoot at the party on sight. If the party chooses to follow Zachary, he fills the party in with what he is allowed to share.

ASTRAL DEVA CR 14 ~ AC 29 ~ HP 172 ~ XP 38,400

STR 26, DEX 19, CON 21, INT 18, WIS 18, CHA 23

You choose to follow the Angelic creature named Zachary. As he continues to walk, he speaks to you without turning to address you. His voice, though low in volume, is somehow easily heard, and his intent is obvious.

“I have been sent to watch you for a while, yet never to intervene. The reason for this is to separate the wheat from the chaff, so to speak. The evils that you have overcome over these many weeks are impressive, even to those of my kind. I am taking you to an order of knights that more or less do what you do, yet without the thirst for the many treasures that you seem to continually seek. The Master of The Holy Order, Master Alderon, is a powerful human being that will explain things in greater detail. My duty is to deliver you quickly and safely.”

GM NOTES - Zachary has been sent to safely escort the party to THE HOLY ORDER OF ATHAGAS without incident. The GM may also opt to allow Zachary to provide two additional functions as well. Zachary has been selected to be bestowed with special powers he may use at will for this particular adventure (GM’s discretion) and along the way to the Holy Order. Zachary may choose to bless the party as he sees fit. The GM may choose which blessing or blessings would best be fitting for his/her particular campaign, or the GM may choose to roll for these blessings, allowing for them to manifest on their walk to The Holy Order. This table can be found two pages following this writing.

The GM may also choose to allow for Zachary to make a dramatic appearance in the Hellpits to help even the odds. Zachary might make an appearance at the very end, just before the party is on the precipice of retrieving the two books that they have been tasked with recovering. The options that the GM may choose from are virtually limitless.



6 OPTIONAL ANGELIC BLESSINGS

ANGELIC BLESSINGS TABLE

#	TITLE	DESCRIPTION OF OPTIONAL BLESSINGS
1 - 1111		- You see the common numerals 1111 carved into a tree. Then you notice the same number 1111 scratched into the dirt. This is a message from the Divine Angelic Realms that are sending the party a blessing of protection. Simply seeing this number acts as a PROTECTION FROM EVIL spell.
2 - CLOUDS		- Seemingly within seconds, dark clouds form over the heads of the PCs. It begins to rain almost immediately, and the rain is unavoidable. This rain is a blessing from the Divine and Angelic realms. This rain acts as a BLESS SPELL .
3 - RAINBOW		- Sometime after seeing the aforementioned CLOUDS, or even seen separately, the party notices a rainbow that seems to have formed instantly right before their eyes. This is another Divine gift from the Gods that are sending each member of the party and any accompanying NPCs a blessing of luck. This blessing acts as the spell known as GOOD FORTUNE .
4 - MUSIC		- Faint music and music very pleasant to the PC's ears is heard somewhere in the background. They have no idea as to where the music is coming from, but the music is not only very uplifting, but it resonates in such a way, that all of the PCs are immediately affected positively. The PCs may now be awarded a +3 morale bonus on saving throws against the negative aspects of any fear effects.
5 - SILVER COINS		- The PCs randomly find small piles of silver coins. Each pile will contain 3d4 sp. This is a mysterious Angelic message of treasure likely to come.
6 - FEATHERS		- The party has found a number of large white feathers equal to the number of party members. These are FEATHERS OF PROTECTION +3 .

APPROACHING THE HOLY ORDER

You walk along a dirt path heading west and tall standing stones come into view. The path ahead extends 100 feet and the path is marked on both sides with these rune-carved standing stones to your left and right. The stones are roughly rectangular, five feet wide and 15 feet in height. The carvings in the smooth grey rocks are deep and resemble designs that convey some form of divine inspiration. The craftsmanship is exceptional and the designs vaguely resemble Angels battling demons in a manner of design hovering between abstract and realistic. Whoever the artists were, they made it very clear to show any viewers that the Angels are winning. As you near the end of the path, the structure ahead becomes more apparent. The structure is about 80 feet in diameter and is surrounded by 11 of the standing stones that encircle the single-story building in a near-perfect circle. There is a stout iron portcullis directly in front of you and of equal distance to the path, a pair of 15-foot tall towers stand. Stairs lead up to open doorways to each tower. As you notice this, you hear a decisive and commanding voice echo from the tower to your right,

“Halt and weapons down!”

As you turn to meet the voice, the sound of men rushing over the stone steps of the other tower makes you realize that you are in the middle of a security detail or crossfire.

There are three knights to your right and three to your left. All six carry loaded arbalest crossbows with bolt heads forged from gleaming silver. A tall man with a bright red beard lowers his crossbow.

“Ah, Zachary! It’s been a long time, old friend. You are, as always, welcome. Your friends that accompany you are also indeed welcome. You may proceed, Zachary.”

GM NOTES - This is the east side security force that hides six knights in each of the two guard towers. While 3 knights leave each tower to meet the party, 3 knights stay behind and continue to watch in silence from the tower.

These 3 tower knights will keep an attentive vigil looking through arrow slits that provide viewpoints in the south, southwest and southeast directions from the south tower, and north, northwest & northeast directions from the north tower. Each of these 12 knights and all of the knights that guard this site should be treated with the following stats.

KNIGHT OF THE HOLY ORDER

Human CR 5

XP 1,600

Paladin level 6

Init +1; Senses ; Perception +3

DEFENSE

AC 20, Touch 11, flat footed 19

(Full-plate, Shield, none)

(+1 Dex, +9 armour)

hp 55 (0d8+6d10+12+6);

Fort +9, Ref +5, Will +8

OFFENSE

Speed 20

Melee

Single Attack (+1/+1) Longsword +10
(1d8+3/19-20)

or (+1/+1) Crossbow, heavy +8
(1d10+1 /19-20 X2)

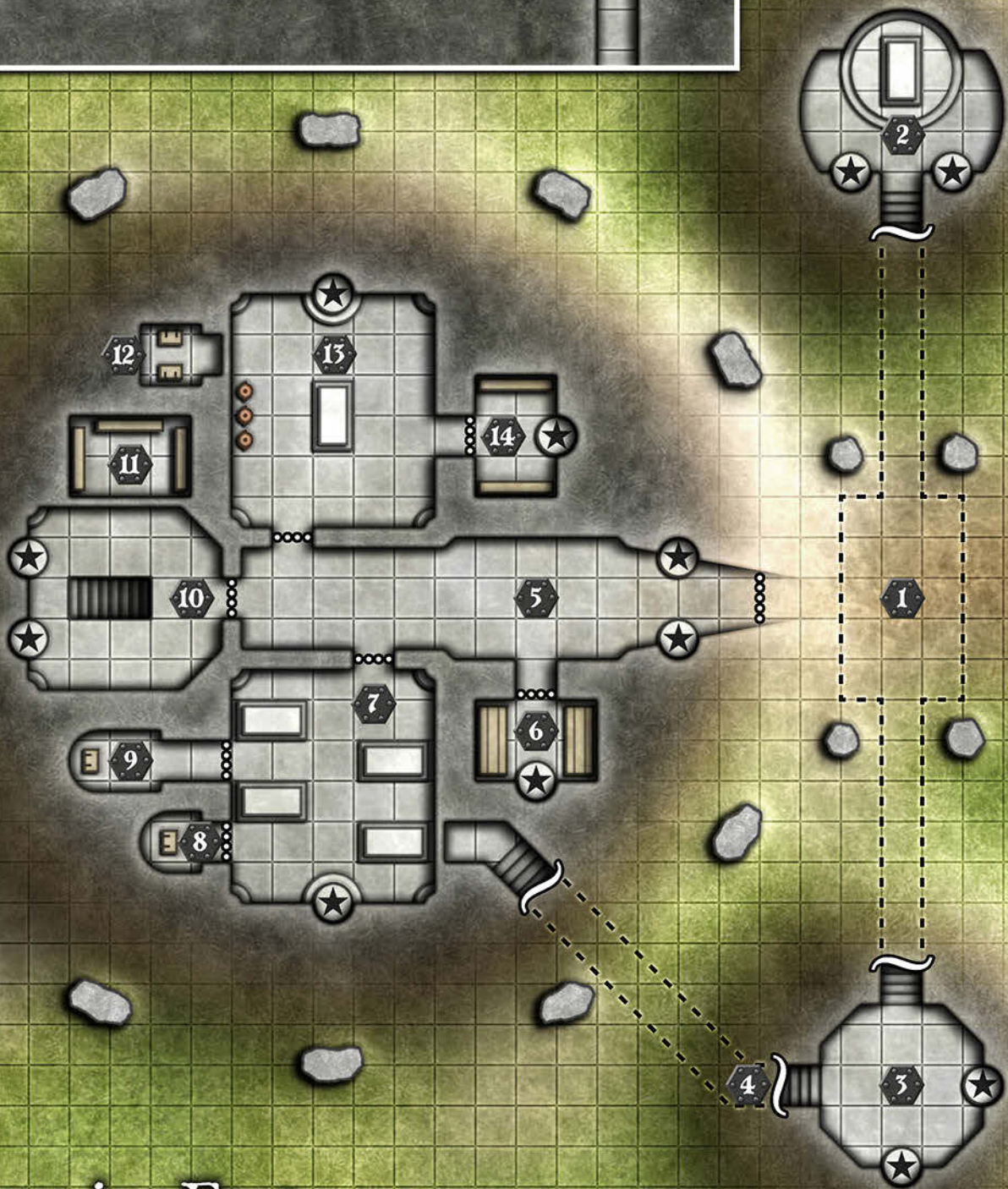
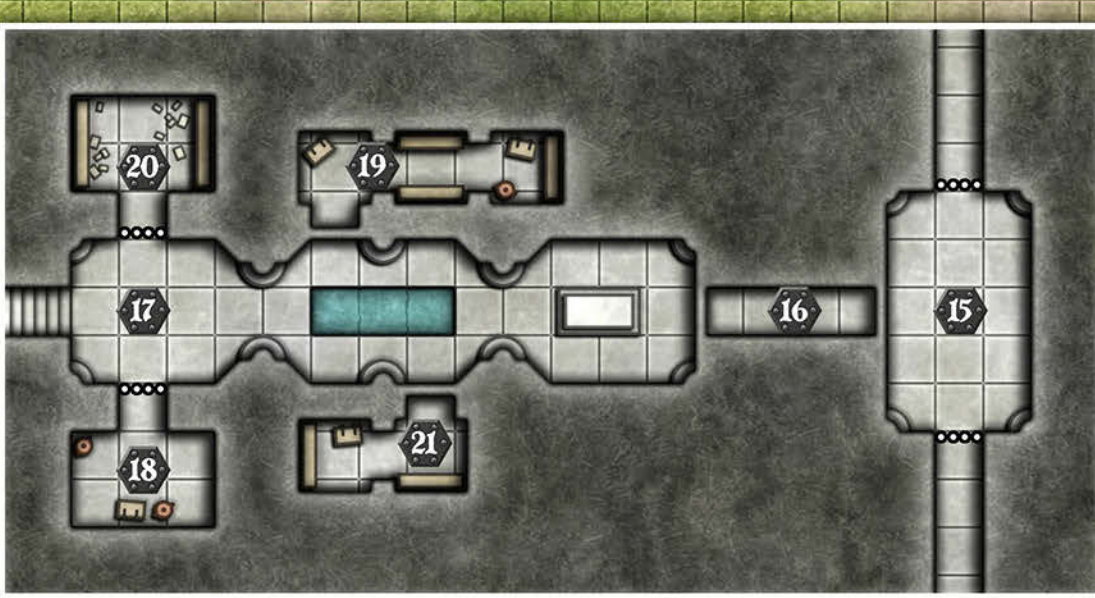
STATISTICS

Str 14, Dex 13, Con 14, Int 13, Wis 13, Cha 15
Base Attack 6 CMB 8 ; CMD 19

MAGIC ITEMS

+1 Longsword, +1 Heavy Mace

+1 Heavy Crossbow



1 Square is 5 Feet



THE HOLY ORDER

GM NOTES - The Holy Order of Athagas is a holy order of knights and warriors dedicated to protecting the world from the forces of evil and darkness. The Holy Order protects the world in a variety of ways. Primarily, The Holy Order seeks and finds ancient knowledge and answers to the mysteries of the universe. This takes the form of ancient scrolls, magical relics and artifacts, and books of great knowledge. **Very recently, two of The Holy Order's most important relics have been stolen** by a pair of twins once entrusted with their safekeeping. Both of these items are **books containing vital information that is necessary to preserve peace and to protect the world from evil** overcoming the realms.

THE ANGELICON is the first book that has been stolen. This book contains all of the secrets that The Holy Order has hoarded over the years to keep the world safe. The evils that now have this book can use this to unlock the many secrets of the forces of The Holy Order and to bring about their downfall.

THE BOOK OF THE DIVINE SPIRIT is the second book that was recently lost. This book is a book whose information is a series of lists of future gifted warriors and wizards to be. These are currently children, and some have not been born yet. The evils that now have this book can use this knowledge to destroy these supremely-gifted warriors to be, as well as their entire bloodline.

The evils that stole this book are twins that were once considered to be the bravest and most noble members of The Holy Order. Their greed, lust for power and a promise to live forever were too tempting for the twins to overcome. Over time, they made deals, pacts, and plans with **DEVILS** to grant them these powers. In return, all the twins would need to do is to steal these vital books of knowledge. With the use of a pair of **RINGS OF INVISIBILITY**, as well as other resources, the twins were indeed successful in their evil task.

Both of these books now reside in an outpost in Hell itself, designed to be a safe location for select infernal beings to study their contents and to make plans to best utilize the information against the forces of good. This outpost is called Helvath Tor, and it is a hell tower that has been erected to protect these books from being stolen back, but as a location that is ground zero for the creation of seven new devils. These seven devils exemplify the seven deadliest of sins that are lurking deep within the hearts and souls of every human being.

These seven devils are being bred, raised and taught exclusive information to come back to The Prime Material Plane to poison weak minds into performing hideous acts of evil to procure more soldiers for Hell's benefit.

The purpose of this phase of the adventure is for Master Alderon to convey to the party what is at stake, which is the destruction of the world as they know it. This Holy Order is also designed to serve as a "last stand" adventure type. Other infernal beings have become aware of this Holy Order, and instead of operating with deceit and disloyalty as did the devils, there is a force of **DEMONS** that intend to lay siege on The Holy Order to kill all remaining knights, The Master, and to thoroughly gut the entire structure and loot it of any other items of value that the demons could use to their advantage.

The GM is encouraged to consider the suggestions presented here, and to form their demonic plan of attack. The Holy Order is to be invaded by a variety of Demons (and other evils) and the entire structure is to be a multi-room "stronghold" for the knights and party to fend off these demons and survive to visit Hell to recapture the two lost holy books, and to return to The Holy Order with their lives and sanity intact. Certain information has been intentionally left out for the GM to creatively construct the best "last stand" adventure possible.

WELCOME TO THE ORDER!

2. **NORTH TOWER** - The stone steps lead up to a 25-foot by 15-foot guard tower. To either side of the entryway are a pair of massive marble statues depicting warrior Angels armed with spears and swords. There is a slightly raised circular dais that is 15 feet in diameter. A 3-foot tall rectangular memorial the size of a large bed is engraved with angelic imagery and an inscription can be seen written in some unknown tongue. There is a triple bunk bed at the west and east sides of the guard tower. Arrow slits are cut into all sides of this tower.

GM NOTES - The pair of statues to either side of the stone staircase are caryatid columns. Every statue found at this site is represented by a star within a circle and there are a total of **12 Caryatid Columns** at this holy site.

CARYATID COLUMN CR 3 - AC 14 - HP 40 - XP 800

STR 18, DEX 9, CON —, INT —, WIS 11, CHA 1

3. **SOUTH TOWER** - The stone staircase leads up to an enclosed guard post with an open doorway. The interior of this guard post is 20 feet in diameter and octagonal in shape. There is an Angel warrior statue peering outward in the south direction and another Angel statue peering outward to the east. A staircase leads down below and in the western direction to a dead end.

4. **SECRET PASSAGE** - The stairwell leading west ends after a 15-foot descent and the granite wall here is a secret door that leads to a diagonal underground passage that extends 30 feet in the northwest direction and leads to a dead end.

GM NOTES - Bypassing this secret door will lead to area 7 and uses **TELEPORTATION SIGILS**.

5. **ORDER ENTRANCE** - You peer past the massive iron portcullis and into a 15-foot wide by 65-foot oblong chamber. The chamber is 15 feet in height and is very brightly-lit by light spheres spaced every 10 feet. Two large Angel warrior statues are at the very opening of the entry chamber, one to either side of you. These statues resemble the spear-wielding, shield carrying statues you noticed at the guard posts outside. A pair of passages heading south can be seen 30 feet and 50 feet down the entryway and another passage heading north can be seen at the very end of the long chamber. Another closed portcullis is directly across from you 65 feet away and each of the four passages are guarded by a pair of knights wielding spears very much like the Angelic statues you noticed earlier.

An elder man dressed entirely in white and gold robes makes his way toward you from the opposite side of the hall. He is accompanied by two armored bodyguards brandishing golden javelins. The man comes to within 15 feet of you and addresses you with a warm and kind smile,

“Welcome and greetings to you. My name is Master Alderon, and I am the master of this order. You have undoubtedly been wondering why I have asked good Zachary to summon you here today? Ah, thank you, Zachary.”

You turn to look at the Angel that has led you to this order, only to see that he is no longer there. The elder man before you continues, as he slowly walks toward you,

“My friends, we have been watching you from afar for some time now. We’ve seen you overcome perilous challenges and escape certain death many times. I have summoned you here today and at this precise moment in time to ask of your help.”

MEETING MASTER ALDERON

“Before I elaborate on my request that I have for you, and to show you I am a man of good faith, I offer you all a chance to fully heal, rest, replenish, and to eat. If after what I share with you is something you haven’t any interest in, you are of course free to leave with many blessings, but I firmly believe that after what I share with you today - you may find that you have no choice but to undertake the quest that I have planned for you. But first, as I am a man of my word, come allow me to heal each of you completely and entirely.”

The wizard raises his staff and extends his hands in peace.

GM NOTES - Master Alderon is a lawful good wizard and cleric of The Holy Order of Athagas. It is at this time that he intends to heal the party to the best of his ability. He will use as many of his Cleric spells, and if needed, he will resort to the many potions he has, as well as the **POOL OF HEALING** located within the walls of The Order.

If the party declines, The Master will escort them back to the main entrance, but offer his final words of caution,

“I had no intention of being anything but subtle, and I do indeed respect your wishes, but as unlikely as it may sound, the entire world will change for the worse over the next few years. It could very well affect your families and loved ones forever.”

If the party continues to leave, the GM may choose to have the **DEMONIC ASSAULT** happen right now.

If the party is intrigued and wishes to hear more, The Master insists on doing so over a hearty meal.

The Master invites them to a feast at this very moment. The GM may also choose to have The Master give a selective tour throughout the entire Holy Order of Athagas. Regardless, at some point that the GM deems fit, The Master takes the time to heal the party of any lingering injuries. He has a total of 12 Cure Serious Wounds potions that he can part with at this time. The GM may choose to use half of these and half after the demonic assault that takes place at this very holy order.

6. FALSE RELIC CHAMBER - Beyond the portcullis you see a 15-foot by 10-foot chamber brightly-lit by light spheres positioned in each of the four corners of this room. To the left is a massive golden treasure vessel nearly 10 feet in length. The vessel is about 5 feet high and rests on four stout iron legs. The treasure vessel appears to be made largely of gold and has engraved and raised Angelic designs inlaid with red enamel paint and studded with dozens of amber gems. Another identical treasure vessel is to your right, and an Angelic statue wielding a golden sword and lifting a severed medusa’s head in a triumphant manner.

GM NOTES - Everything within this chamber is an illusion. This chamber is avoided by all of the Holy Order knights as it serves as a trapped and very much false treasure chamber. The trap is activated by stepping on a pressure plate 6-feet inside the room. This pressure plate activates a **JAVELIN TRAP**. Once the trap is activated, the portcullis closes shut and locks again automatically. It also makes a hideous sound and is designed to alert as many knights as possible.

Javelin Trap - CR 2 - XP 600 - Type Mechanical Perception DC 20; Disable Device DC 20 EFFECTS Trigger location; Reset none Effect Atk +15 ranged (javelin; 1d6+6)

THE 3 SAINTS OF THE HOLY ORDER

7. ROOM OF HEROES - *Gazing past the locked portcullis, you peer into a 25-foot by 30-foot chamber that holds four very large marble sarcophagi. There are two to the left, pushed against the east wall and the other two are flush against the west wall. Each of the sarcophagi is 5 feet wide by 10 feet long and each has a lid that represents a different warrior knight. A pair of closed portcullis gates bar two hallways heading west and a large warrior Angel poised for battle and wielding a barbed spear seems to guard over the 4 sarcophagi. You notice three beautiful paintings depicting three charismatic men. You cannot help but get the impression that they are all very important people.*

GM NOTES - Three of four of some of the Holy Order's warriors rest in peace here. They are magically-preserved and await resurrection for a variety of evil battles to be waged with demons and devils. The three heroes that lay in wait here are three fallen heroes that have served The Holy Order in times past. They await resurrection to perform one final, dramatic assault upon evil. The GM may opt (recommended) to allow the adventurers to choose ONE hero to accompany them to assault the Hell post known as Helvath Tor. The master of the Holy Order will have that warrior privately brought back to life overnight and while the party sleeps for the final battle to come the very next day.

At this point, share the three player handout pieces showing the three hero Saints as well as a brief story revealing a bit about them, their class, name and any other information. These three paintings will be used for the player's to make the decision which of these heroes will be resurrected to join the party for the rest of this adventure. If the GM sees fit, he/she could also opt to have the adventurers choose two, three Saints and/or may even have Master Alderon join them on their

descent to Helvath Tor.

Master Alderon waves his hand over the three paintings of the three heroes, and says,

"My friends, these three brave men, heroes of The Holy Order, have made a holy vow to come back into this world one final time in moments of great need. *Now* is that time, as what we are and will be asking of you is by far the deadliest and most dangerous mission in our history. It is also our most important. We will now allow you to look over the written tributes of each of these heroes, and we will be allowing you to choose (GM insert the number of heroes here) hero to help on your deadliest mission to date. I will give you all a moment of silence for this very reason."

8. CHAMBER OF ARMOR - *You look past the closed and locked portcullis and see a single item of note. A white marble statue of a human warrior is wearing a full suit of black plate mail armor. The suit is made from some dull black metal and offers no gleaming shine or highlights from the light globes above. The armor appears to be of ancient design but is in perfect condition with not a single dent or blemish to be seen anywhere on the armor's surface. There is a black buckler affixed to the left area of the display. A silver-inlaid Phoenix has been etched into the shield's surface, and the tips of the fingers on the armor's left gauntlet have holes in the tips of all five fingers. The helm atop the statue's head is of an old-world design and is laced with hair-thin silver swirls etched into the helm's surface.*

This suit of armor emits an unmistakable aura of very powerful magic.



LORD ARTEMIS CAMERON ~ Paladin and Defender of Athagas ~ Destroyer of The Wicked.

After his retirement from adventuring, LORD ARTEMIS CAMERON'S roles were that of Chief Defender for the other Paladins of The Holy Order of Athagas. Cameron provided support to their causes in rare legal circumstances where his fellow paladins were brought into question. A fierce and feared enemy of evil, Lord Cameron was also as honest as they come. If he found a Paladin of Athagas to be at fault or guilty in any way, he found it his duty to allow that information to be known.

Lord Cameron was not a humorless man, however, and he always had a saying, and that was this, "We all carry sins with us. But if you bring those sins and secrets to bear while serving as a Paladin of Athagas, you are best advised to keep your secrets and sins to yourself!"

Lord Cameron never married, but it is said that he had a way with the ladies. When pressed regarding this situation, his reply was always the same in that he would walk away from the conversation at hand. Artemis sports a large handlebar mustache and long, flowing locks of blonde hair. He is considered to be quite handsome in a rugged sort of way, but his duties have always retained his prime attention.

Lord Artemis Cameron is indeed quite courageous, bordering on being completely fearless, but he is not self-destructive or suicidal. He does not fight with the same fury as Sir Willingham, not with the passion of Brother Benardrin, but he is an exceptional tactician, and will try to fairly end the fight or slay his intended victim as quickly and as efficiently as possible.

Lord Cameron died at the hands of devils at the age of 56, so he knows a bit about their ways and weaknesses and strengths. He has two magical weapons that he intends to make great use of. A Holy Bastard Sword Silversheen weapon, and his **+2 Cold Iron Spear** he has named **BESSEL BOTHE**, which he has skewered many Demons and Devils in his time.



Artherial Elmeron

WIZARD

Considered by many to be one of the greatest combat wizards of all time, **ARTHERIAL ELMERON** was the **Chief Battle Mage of The Order of Athagas**.

In his youth, despite retaining a certain sense of honor and responsibility, Artherial was known primarily for his red-hot temper towards true evil, and his ability to deal with the most dangerous of evil beings as quickly and efficiently as possible.

Artherial served in The Battle of Heavens and Hells, and witnessed many of his greatest friends and allies perish before his eyes. Stricken with grief and disgusted with the nature of evil beings, both man and beasts, Artherial retired and devoted the rest of his life to helping children with magical abilities come to term with their abilities, to realize them and to ultimately harness them and to use them for gentleness, kindness, and in some cases for justice.

Artherial's popularity spread throughout much of the realms and even reached so far as our greatest of enemies, the devils. As a typical cowardly act of terrorism, and to reopen wounds long thought of as healed, the infernal sent half a dozen of their greatest assassins to slay Artherial while weak and in his old age. Artherial battled the foes and dispatched five of the slayers. Sadly, one of them was successful in dealing the final death blow to Artherial, and the greatest mage that The Holy Order of Athagas has ever known was no more... **He was 66 years of age.**



BROTHER BENARDRIN ~ Elder Cleric of Athagas and Vanquisher of Darkness.

The eldest and last of The Great Crusaders of The Order of Athagas.

Brother Benardrin was as fierce a holy warrior as any true cleric could ever hope to be. Pious and fair, Benardrin chose to live a life of celibacy and seclusion after the death of his wife at the hands of a band of devils. Fierce, brave, and deadly, even at his advanced age, Benardrin had one final request that he wished to fulfill. To lead the charge against a retreating platoon of evil beings that were responsible for the death of his wife. **At his advanced age of 69, this was a remarkable feat of courage and true selflessness**, but he merely added to his legend by asking his men to allow him the opportunity to confront the enemy *completely alone* for a time of a half dozen minutes, no more, no less.

When Benardrin's men came over the hill, what they saw was nothing short of a miracle. Before them, strewn all over a blood-soaked and scorched battlefield lay the bodies of 50 of the infernal's men. Benardrin was wounded deeply and dying, but he had *single-handedly* vanquished an entire platoon of 50 demon-possessed men at arms.

Brother Caspar, Benardrin's chief Lieutenant, was the first to come to the aid of Benardrin, but it was too late. The wounds were too deep and horrible to save him by any normal means. Benardrin, it is said, asked for Caspar to do two things. The first request he had was to become a member of the Eternal Three. The second request was for him to be interred next to his beloved and recently departed wife, Evelyn, in the front yard of their former estate.

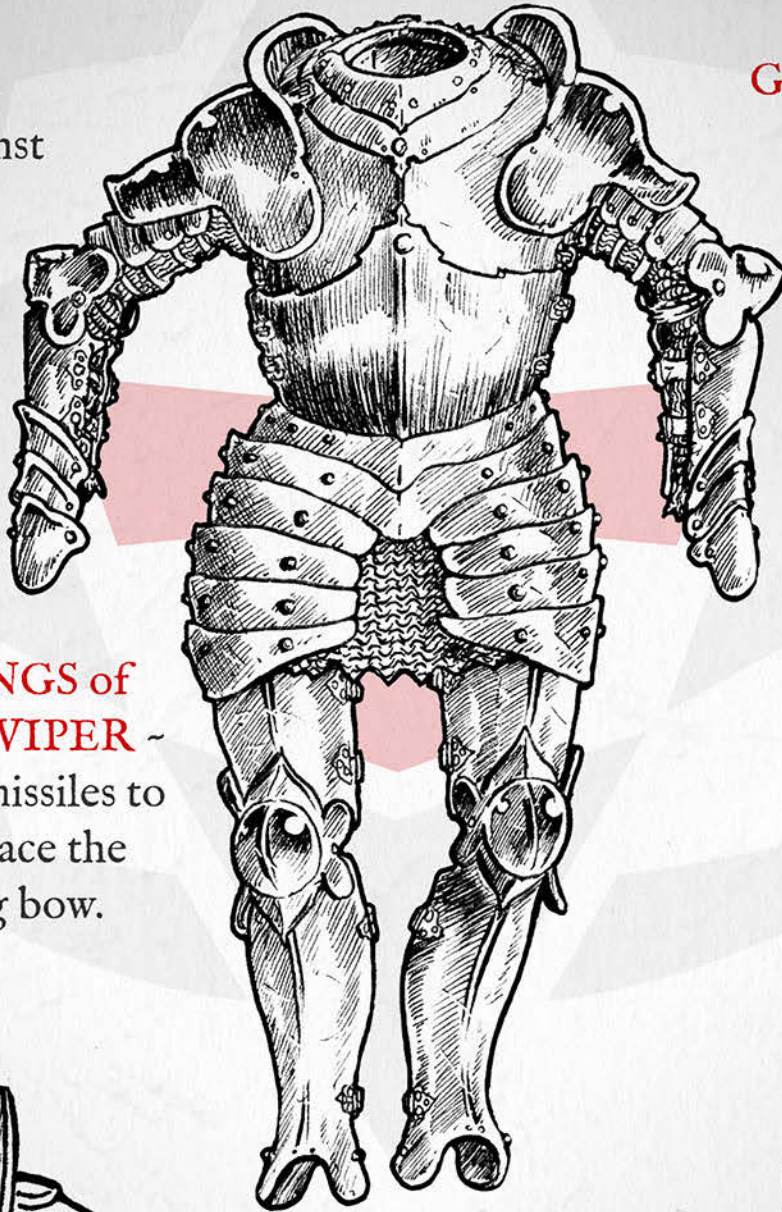
Benardrin's first request was granted, but his second was denied. It is, as it has always been, the way of The Order of The Eternal Three to be buried on the premises of The Holy Order. There is no doubt then if you should choose to resurrect Brother Benardrin, that he would fight as passionately and valiantly as any, if for any other reason than to soon join his beloved wife.



Pantheon Armour

ARMOUR ~

Protects against the deadliest blows, and is resistant to heat and flame.



GAUNTLET ~

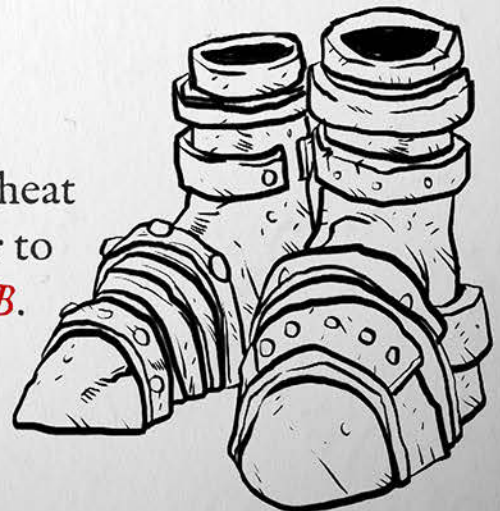
Fires Holy Magic Bolts.



FANGS of the VIPER ~
20 missiles to replace the long bow.



BOOTS ~ Resist heat and allows for user to **SPIDER CLIMB.**



HELM ~ This helm allows the user to **SEE INVISIBLE** beings at will.

THE PANTHEON ARMOUR

GM NOTES - This is one of the few remaining legendary PANTHEON ARMOURS. This is a very powerful magical relic that serves more than just to protect. The diagram on the preceding page describes many of the powers of this artifact. The GM may choose to award one or two very lucky player characters to don armors exactly like this one to give the party a better chance for surviving Helvath Tor.

There are two (optional) sets of this armor that can be found in **area 12**. This particular suit before you belongs to the fiery **SIR DRAKE WILLINGHAM**. Sir Drake is the sole survivor that barely emerged alive with his faction's battle against a horde of devils, Both of his legs were cut off and his left arm was severed at the elbow. He was allowed to live "in shame," and for this Sir Drake Willingham is indeed very angry and cannot wait to get back to the fold and to again engage with these fiends in battle one final time. He has honorably been assured (by the Master of the Holy Order) to be laid to rest here after his death, and to rest in peace only to rise once again in the future to battle evil for the last time.

THE PANTHEON ARMOUR has the following special powers:

- **+5 PLATE MAIL** (full) GM's discretion/size.
- **FIRE RESISTANCE** normal, magical, dragonfire and even the fires of Hell itself.
- **40 MAGIC MISSILE GAUNTLET** - The left gauntlet has been created to allow for knights fortunate enough to don these suits to be able to efficiently and easily utilize missile weapons without having to carry extra weight or extra equipment. Recharges every 24 hours.
- **BOOTS OF SPIDER CLIMBING** - For assailing castle walls effortlessly.

- **HELM OF TRUE SIGHT** - Allows the user to see invisible objects and other hidden beings.

These extremely powerful magical relics are unique to The Holy Order, and is one of the reasons for the demonic assault to come.

The devils got what they wanted without killing anyone, or having anyone being alerted for almost 24 hours. The demons that intend to breach this structure have no such care for such "ultra-clean" methods. They intend to destroy everything living within the order and to bring their prizes to their masters in the hopes of gaining their fickle favor.

9. HALL OF WEAPONS - *Looking past the closed portcullis, the thin chamber that waits beyond is, without doubt, a small armory with an amazing variety of weapons and armor. Attached to the walls are a variety of finely-crafted weapons ranging from daggers to lances. An arrow and crossbow collection encased in glass hold what seems to be every kind of arrow or bolt that could be found. A magnificent suit of gleaming plate mail rests upon a human-sized male statue and shelves that line the north and south walls holds a variety of other interesting pieces of gear.*

GM NOTES - The GM should allow the party to supply themselves as they wish but within reason. The battle to come at Helvath Tor will not be easy and the party will need every advantage that they could get.

The master of the Holy Order will most definitely be accompanied by a pair of bodyguard knights and offer the adventurers the lion's share of these fabulous magical arrows and bolts.

20 ANARCHIC ARROWS (+2 bonus) +2d6 points of damage to all LAWFUL aligned beings.

ARROW AND BOLT ASSORTMENT



20 AXIOMATIC ARROWS (+2 bonus) +2d6 points of damage to CHAOTIC aligned beings.

12 ARROWS OF CUNNING (+1 bonus) +2 Bonus on CRITICAL HIT roll if have 5+ ranks in Knowledge skill related to target creature type.

24 ARROWS OF DISTANCE (+1 bonus) Doubles the range.

40 HOLY ARROWS (+2 bonus) +2d6 points of damage to all EVIL aligned creatures.

12 ARROWS OF SEEKING (+1 bonus) Negates any miss chances that would normally apply, such as Concealment.

30 ARROWS OF SPEED (+3 bonus) When making a full attack action, the shooter may make one extra attack.

12 SPELL STORING ARROWS (+1 bonus)

Store a single spell of levels 1-3 into the arrow.

24 ARROWS OF THUNDERING (+1 bonus) +1d8 SONIC DAMAGE on a critical hit and DC 14 Fort save, or be deaf permanently.

24 ARROWS OF WOUNDING (+2 bonus) +1 point of BLEED DAMAGE. May be stopped by a DC 15 Heal check or any heal spell.

40 HOLY BOLTS (+2 bonus) +2d6 points of damage to all EVIL aligned creatures.

24 BOLTS OF THUNDERING (+1 bonus) +1d8 SONIC DAMAGE on a critical hit and DC 14 Fort save, or be deaf permanently.

24 BOLTS OF WOUNDING (+2 bonus) +1 point of BLEED DAMAGE. May be stopped by a DC 15 Heal check or any heal spell.

BARRACKS ENTRY & LIBRARY

10. BARRACKS ENTRY - This 25-foot square chamber's walls are lined with murals depicting knights and Angels battling devils and demons. The mural depictions show battles on traditional battlefields and in various parts of hell itself. A variety of shields with the Holy Order symbol line the walls as well. The shield shapes and sizes vary greatly, yet the symbol emblazoned upon them remains the same on every shield. A pair of angel warrior statues stand tall directly across from you overlooking a staircase down to the levels below.

The Master leads you down the stone steps. You enter into a cramped barracks with 10 triple bunk beds. At 7 feet long, the bunks are large enough to accommodate almost anyone, and there are footlockers at the base of each bed. There are several knights in casual garb playing cards. The knights look up at you and nod, then tend back to their game. The Master speaks as he points to the north side of the barracks;

"Those two bunks are yours. I know it's not much, but we prefer to live modestly. We will allow you to sleep deeply and as long as you need. You will most definitely need your strength for the next day if you should decide to undertake the quest that lies before you. You will have one final meal before you depart. It is then that you will meet the hero you have selected as well as the rather eager Sir Drake Willingham. You will then receive a series of blessings and then you will go to meet the enemy and to hopefully fulfill your mission. We have provided you with blank scrolls of the finest vellum. We strongly suggest that you take some of your remaining time to write your last will and testament."

GM NOTES - There are 7 chambers that are underground, and the way to reach them is through

area 10. There are 10 triple bunk beds that can accommodate 30 of the order's knights. Two of these triple bunk beds have been reserved for the PC's and their equipment. This information is provided for when the GM chooses to introduce the barracks as The Master conducts his tour of The Holy Order of Athagas.

11. THE LIBRARY - The feeling of weakness and nausea passes almost immediately. You teleport into a room that is obviously a library. Ten-foot long shelves line three of the walls of this 15-foot by 10-foot library. The bookshelves are 15-feet in height and hold a wide variety of books, scrolls and individual parchment pages. The Master gestures to the bookshelf lining the north wall.

"I've set aside some scrolls for your mages and clerics. Just tell me what you would like, and I will see if we can make your desire a reality."

GM NOTES - This is an opportunity for the players to choose a collection of spells to aid in this dangerous quest. This library is vast, despite its modest size, and is a collection of wisdom, knowledge, and magic spanning many decades. The following table may be used for the players to choose their spells. Each spellcaster is allowed a total of **36 spell levels per spellcaster**. The GM should also exercise their right to disallow any of the ultra-powerful spells that may not be useful for this adventure.

SPELL LEVEL - 1 = 95%
SPELL LEVEL - 2 = 90%
SPELL LEVEL - 3 = 85%
SPELL LEVEL - 4 = 80%
SPELL LEVEL - 5 = 75%
SPELL LEVEL - 6 = 70%
SPELL LEVEL - 7 = 65%

THE MAGIC MIRROR

SPELL LEVEL - 8 = 60%

SPELL LEVEL - 9 = 55%

12. THE MASTER'S CHAMBERS - You materialize into a cramped room barely 10 feet square. The Master, completely unphased by the teleportation magic that was just employed, continues to share more secrets of the Holy Order of Athagas.

"This, my friends, is my private meditation chamber and chapel. It is also my private psychomanteum. A place where I view many things from the past, present and the future. The reason I have had you brought here is for the sake of our future. And when I say 'our future', I mean much more than the continued vigilance of this tiny order sworn to battle the infernal. After all, why should you truly even care, eh? I know that you are made of sterner stuff than most - even more so than any of my very best knights. But it is not only my duty as the Master of this order, but it's my duty as a man, as well as a former husband and former father to show you exactly what could happen if what I ask of you is not carried out. I must warn you, this may be somewhat disturbing for all of you."

"What I'm about to show you is very real. Before I show you the reason that we so desperately need your help is that not only are my men not prepared for such a conflict, they simply do not have the collective skills of a rare party such as each and every one of you."

The Master gently glides his open hand over the smooth, black surface of a magnificent mirror that stands before you.

"This artifact is an item of tremendous power. This mirror sees not only the past, present and future possibilities, it also is a map of certain

specialized outposts of hell itself."

As the wizard completes his sentence, he carefully rotates the mirror vertically. The side with the smooth black glass is now replaced with a roiling red, misty atmosphere dotted with numerous black and grey markings that resemble towers marked on a battle map. This side of the mirror sheds a misty, red light and gives off a heat that is not only uncomfortable to your skin but makes your eyes water and you feel mildly ill just by looking at it. And then you realize why the swirling red background is moving. And what you thought were towers are just that, but as you look closer, you notice a group of red specks, barely the size of pinheads, move from one tower and head for another tower. You can't help but look closer and as you get closer to the mirror, you feel the heat even stronger and notice that the tiny red flecks are a flock of tiny demons in flight. Your head spins and dizziness nearly overcomes you as you somehow know that what you are looking at is a living map of a small section of hell itself.

You see the acknowledgment in the old wizard's eyes, and as he nods grimly, he continues as he rotates the mirror back to the black side. With a counter-clockwise waive of his left hand, a battle scene appears upon the surface of the obsidian mirror. It doesn't take long for you to notice that the battle you are seeing is a rather grim one that you've shared with the very comrades that stand by your side at this very moment. The Master interrupts,

"Do you remember this battle from your past?"

GM NOTES - This is an opportune time for the GM to describe a very difficult or costly battle that the PCs have had to face in the past. Perhaps one where one or more PCs might have even died

DISTURBING FUTURE VISIONS

during said battle. The ideal manner to describe this dire battle from the past is to have the GM reintroduce and describe a particularly challenging encounter that the party has faced in the past. Preferably with a significant *death* having taken place. This is to prove the validity of the mirror's powers, and for what The Master is to show next to the adventurers.

**"I'm deeply sorry for your loss...
And now for the future."**

With a clockwise motion of his right hand, a variety of scenes unfold before you. The scenes are many, and you have no idea how many of these scenes unfold, but one thing becomes completely clear is that all of these vignettes and scenes that come into view and then fade are scenes of a wide variety of horrors and unnecessary attacks, murders, mutilations, scenes of rape and torture. Masses of men, women, and children forced into slavery, battles, and betrayals. A whirlwind of emotions rage within you and the two things that make these scenes so horrific are that all of the attackers and victors are coming from demons and devils and those that foolishly serve them. It quickly becomes clear that the infernal are not only winning, but they have indeed won outright and in grand fashion. The second thing that echoes in your mind's eye is that not only are all of you among the eviscerated and obliterated victims *but so are every single one of your loved ones.*

GM NOTES - This is The Master's private psychomanteum, where he views the past, present, and future. The mirror is a very powerful relic and not only allows the master to see almost anything with a 90+% accuracy rate, but it also **acts as a portal to Hell itself.** The only way into or out of this underground chamber is by teleportation.

This room was made for The Master to hide in from every demon or devil that could ever breach this holy order. If an infernal *does* happen to get through the walls, floor, and ceiling of this holy structure, The Master has sworn to protect *this* room above all others.

Flashing forward, if the GM would like to see an unexpected ending where no PC feels safe, he/she may opt to automatically bypass the following table, and for the GM to select a challenging (but not impossible) devil type to come through the mirror and do battle in this tiny 10-foot square room!



3.



1.



2.





THE FIVE SIGILS

GM NOTES - The illustrations on the two prior pages show 1. The numerical order sequence that is to be pressed to activate the teleportation magic needed to gain entry to the several hidden rooms located in The Holy Order of Athagas. 2. A player handout for if the party should ever need to guess the sequence required.

13. MESS HALL - You are led into a large room filled with a dozen knights enjoying their dinner. The smell of roasted chicken is quite appealing to you. The knights look up from their meals unsurprised. Some of them nod and the rest of them continue to enjoy their meal. The Master makes a grand gesture and speaks,

“These are the Knights of the Holy Order. These are the men that have given up their lives to serve and protect these lands. These men are the best of the best, and they get very little in return. They are trained to deal with a variety of attacks, but we are few, are so spread thin, things become more than difficult. That said, we do have some plans, I’m pleased to say.”

GM NOTES - If the GM chooses to have The Master continue to guide the party throughout The Holy Order, you may skip to area 14 and any other areas you choose up until area 18 (The Prisoner) which is the dramatic beginning of the demonic assault on The Holy Order.

If the GM chooses to have the party join him for dinner as he explains matters further, then please continue with the following description.

The Master invites you to sit and enjoy an excellent meal of roast chicken and vegetables. Within moments of being comfortably seated, a half-dozen unarmored knights begin to serve

your meal from gleaming silver platters. After a brief and silent prayer, The Master smiles and urges you to eat your fill.

After a delicious meal of roasted chicken, dumplings, mixed vegetables, and roasted potatoes, The Master stands and begins to pace slowly and nervously, his brow furrows grimly, as he continues,

“As I have said, this order has been watching not just you, but many others from afar. You are the only ones still alive, and your skills far surpass my entire company of knights here at this sacred site.”

After a long pause and a deep breath, Master Alderon continues,

“My friends, I am afraid that both demons and devils have invaded these realms over the past decade. Many humans have succumbed to the promises and temptations that the lords of Hell and the Abyss have promised. Ordinary but capable human beings have been granted rather impressive amounts of riches, power, land, and even control over others. We are deeply disturbed and saddened to see that these promises have indeed become very true. But as you know, when you make an oath, or in this case a pact, you are not just bound to some cause, you are instilled with an ever-increasing *knowing* that you will have to pay for these things and pay dearly. *Dearly indeed.* We haven’t the time for every detail of every innocent man, woman and child’s oaths and what they have done to receive their rewards, but I would like for you now to imagine that perhaps right under your noses, perhaps right in your very home towns, that not just killings, maimings, and sacrifices have been made to appease these lords of Hell and the Abyss, but it is *escalating*. It is as if these lords of evil are in *competition* with each other. Competition to

WHY THE PARTY IS NEEDED

see who and from which of the two sides can cause the most... *hell* onto these very lands. Men, women, and children are eagerly following every whim of the diabolical for gains that scarcely seem worth the pain, anguish and needless deaths these misguided have caused. For the most minor of sleights, men, women, and children are being encouraged and shown the ways to destroy their enemies, whereas before, perhaps the worst that would happen would be a fistfight or a drunken wrestling match. People and their entire families are being tortured, crucified, burned *alive* and eventually slain in the name and exact wishes of the dark lords. All for a few riches, a little power, and to give taste to committing needless acts of torture, destruction, and murder. All for the promise of much more to come, and to be rewarded. Little do these misguided fools know how little these evil lord and masters care for them. They all realize, all too late, that they were nothing but pawns and slaves for eternity. Disgusting.”

Our men have scoured these lands far and wide, disguised as humble common folk and vagrants only to discover that within just a single decade, hidden and secret schools for teaching the ways of devils and demons are springing up at alarming rates. These schools are teaching children from the age of *five* the dark and evil ways of the darkest lords of both Hell and the demons from the Abyss. These children have no choice or have no other alternative than to learn these vile ways. *They simply know no other way.*”

The Mage’s face comforts with anger. After a long pause, he continues,

“Tell me, gentlemen, and tell me true. Does it sit well with you if you know without any doubt, that even *children* are being raised from day one to not only hate but to commit evil

acts and atrocities that are only known to us in our darkest nightmares?”

This sacred order has been irreparably breached, I’m afraid. Traitors of the most powerful sort. A set of twins that had the trust, power, and authority to protect two of our most priceless and powerful artifacts have fallen sway to the dark lure of riches, power, and both men and beasts to control as they see fit. These twins were our bravest and best. One male and one female. They stood for everything we believed in and served as our best negotiators, as well as our greatest and most fearless warriors. Mordrek and Morleth Drevardin are their names, but after what we have scribed regarding their current status and the mutations that were made, there’s no doubt they may be going by names that only the diabolical would know. They stole a pair of these holiest relics. Both are books that hold the knowledge that is *vital* for our survival.

One, THE ANGELICON, is a tried and true compilation of every secret that this order has ever collected regarding every effective method we know. The knowledge there is *priceless*. How to banish the diabolical, the quickest ways to summon the most powerful Angels, special spells of protection, spells to harm and kill these wicked foes, an enchantment that may be made to make any common weapon to be feared by these evil devils and demons. We have even compiled a list of *true names* of many of the most powerful of this filthy spawn. If this tome is forever lost, we will be losing perhaps our greatest weapon that this Holy Order has ever known.

The Second Book, THE BOOK OF THE DIVINE SPIRIT is a list that began a decade ago to grow in strength and is designed to surpass the evil teachings of the newly indoctrinated children forced into evil. We have

WHAT IS AT STAKE

compiled a list of our own and most gifted, brave and noble future warrior knights and mages to be raised from very early on in order to train to fight and to completely destroy this evil uprising when these evil ones grow to adulthood. We have seen both near and far into the future and perhaps our greatest hope lies within the hearts, minds, souls, and skills of these supremely-gifted children. The lords of darkness have come to realize the undeniable fact that all of these gifted ones must be slain - as well as their entire families and bloodlines. *We cannot let this happen!* The future of all of humanity depends on the protection, upbringing and intense training of these gifted warriors for good. If we fail at this, we may have no chance against those that are born to hate and destroy from their earliest memory. Gentlemen, (and ladies, if there are any in the party) I say this again. We **MUST** get that book back at all costs, *even if it means our own lives or our souls.*"

"And, speaking of which, there is something of the highest importance I must show you. If you'll please excuse us. Gentlemen, follow me."

The Master nods reverently to his men and proceeds to walk down a short corridor barred by yet another portcullis. The Master begins to gesture and mutter a spell. The Master speaks a second spell on the portcullis, after a brief moment. The mage then inserts a gold key into the lock and the portcullis is then raised.

"This is our humble chapel. All of the knights that live here, as well as myself, pay our daily and nightly respects here."

14. LARDER AND KITCHEN - This 15-foot by 10-foot room appears to be a larder and kitchen area. The north side of the room has a massive shelf system that takes up the entire

wall. It holds a variety of cooking pots, pans, utensils, spices, and herbs. There are pens with live chickens and a few open cookbooks. The south side of the room has an oven and countertop and the welcome smell of roasted meats fills your nostrils. An Angel's statue is situated at the east side of the room and its hands are spread broadly. The statue is smiling wide and quite warmly.

The Master looks at you with eyebrows raised and with a broad smile as he continues,

"Yes, our knight's chapel also serves as our larder. The statue is of our God Athagas. He is the God that symbolizes peace and love, but he is not exactly a waif or a cherubic being by any means. Athagas was one of the greatest warriors of all time before ascending to his lofty position he carries now. We are aware that your personal beliefs might not at all be along with our own, but one thing is sure. I'm *quite* sure that you want to live in a world *not* entirely taken over by evil and wickedness. Come, there is more to see."

Master Alderon leads you out of this odd room and through the mess hall to the barracks and down the steps.

GM NOTES - The Master does not show every room to the party, but when the inevitable demonic assault takes place, the party may be lead into these various areas to engage with the demons that choose to teleport into these hidden and secret rooms. **The areas that The Master chooses *not* to share are areas 15, 16, 19, 20 and 21.**

After the battle with the demons assaulting The Holy Order, he very well may continue with sharing the rooms that the GM sees fit, in order to further educate and equip the party. At this time, **skip ahead to area 17, the healing pool.**

THE SECRET ENTRY

15. SECRET ENTRY CHAMBER - This 15-foot by 25-foot chamber has a locked portcullis at both the north and south sides of the chamber. On the bare west wall are a series of five sigils aligned in a column that runs between four and a half to six feet from the ground. Aside from a shelf in each of the four corners of the room, the chamber is featureless.

GM NOTES - This is one of two ways that the Knights can enter these underground levels. Due to the importance and secrets contained within the walls of the order, teleportation has become something that every member of the order has grown used to. The five sigils are of a unique and divine nature. The way they work is by choosing the three current “programmed” sigils in the correct sequence. Failure to do so (as a result of a very rare mistake) does nothing, but a second failed attempt sounds a magical alarm that the order is being breached. This was made to deter forced entries. Pressing each sigil lights each sigil, and it stays lit. Upon pressing the third sigil, anyone within a 10-foot radius is teleported to the next chamber. These sigils will teleport (100% accuracy) all within 10 feet to area 16.

This table shows which areas are connected.

AREA 4 to AREA 7
AREA 10 to AREA 11
AREA 13 to AREA 12
AREA 15 to AREA 16
AREA 16 to AREA 17
AREA 17 to AREA 19
AREA 17 to AREA 21

The two sigil graphics from area 12 are the exact same sigils used throughout The Holy Order.

16. TELEPORTATION HALLWAY - Using the teleportation sigils, your body trembles and

begins to vibrate beyond your control. A second later, you materialize into a 20-foot long, nondescript hallway. Besides the usual light globes affixed to the ceiling, the only other object of note is another set of 5 sigils etched onto the west wall.

GM NOTES - The sequence to teleport into area 17 is the same as all of the teleportation areas that use teleportation sigils.

17. HEALING CHAMBER - You materialize into a three-tiered chamber with prominent stone shelves on the north and south walls. The shelves hold suits of gleaming and polished armorial trophies throughout the length of this 65-foot long and 15-foot wide chamber. A staircase at the end of the chamber leads up and a 5-foot by 15-foot pool is in the center of the chamber. Something almost hypnotic is happening with the ceiling-mounted light globes reflecting upon the water's surface. The golden ripples are very beautiful, tranquil and calming. A 5-foot by 10-foot dais of marble is directly in front of you. The Holy Order's Symbol is accompanied by a phrase carved - deep into the marble's surface.

PEACE. PROTECTION. VIGILANCE.

The Master leads you across the chamber and past the pool and to a closed and locked portcullis. With a dramatic wave of his hand, the gate unlocks and slides slowly open. The mage turns to you and with a smile that appears to be more like a frown, he gestures you to enter the 15-foot by 10-foot chamber.

GM NOTES - Before the party departs to the outpost in Hell, The Master will allow each of the party members to bathe in the special healing

THE HEALING POOL

waters of this pool. The pool has the amazing power of acting as a **HEAL spell** if each character immerses themselves for one full hour.

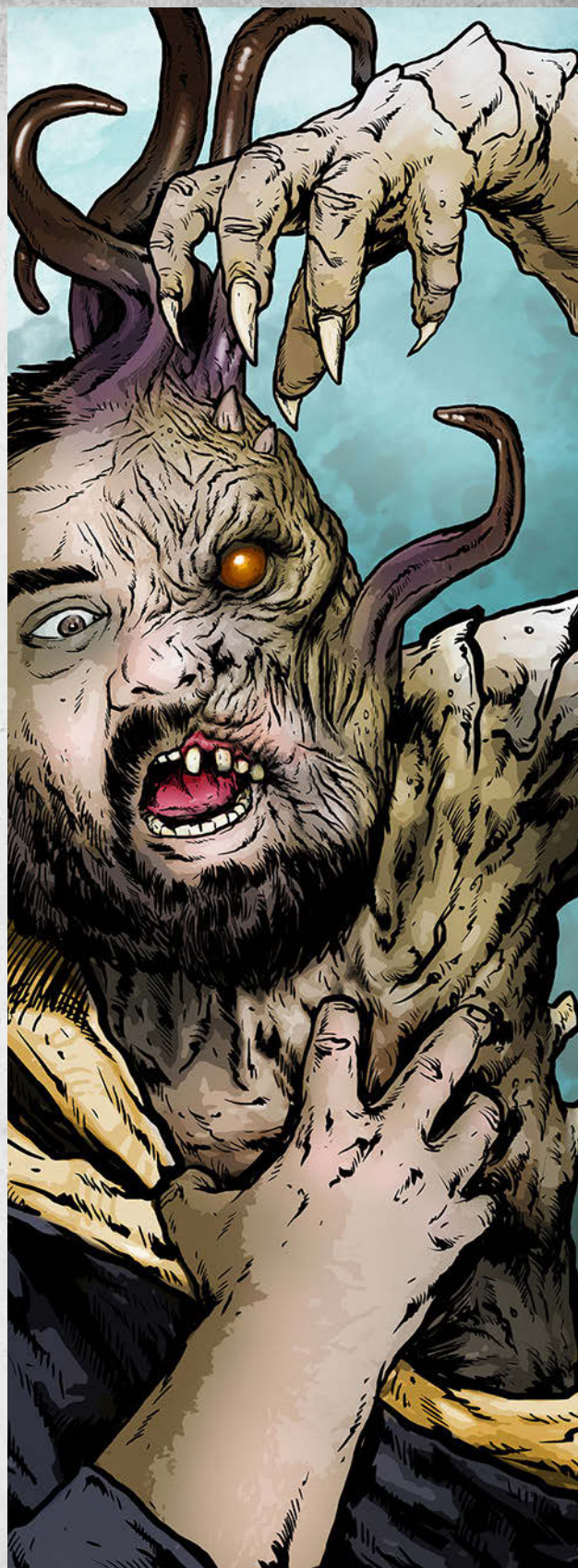
18. THE PRISONER - Directly across from you is a prisoner clad in black with very long, black hair, and a double-pointed black beard with a vertical white stripe separating the pair of tapered points. The prisoner lifts his head and glares at you with obvious hatred. The man is chained to a wooden rack providing the prisoner with very little allowance for movement. The Master politely introduces you to the chained man.

“His name - his *new name* - is *Torturo*. He says that the demons that he worships were kind enough to show their favor by awarding him this new moniker of his. It takes very little imagination to realize that the reason for this new name is to enact his lifelong dreams. To torture those that have wronged him so. I must add that Turtoro is not entirely *human*.”

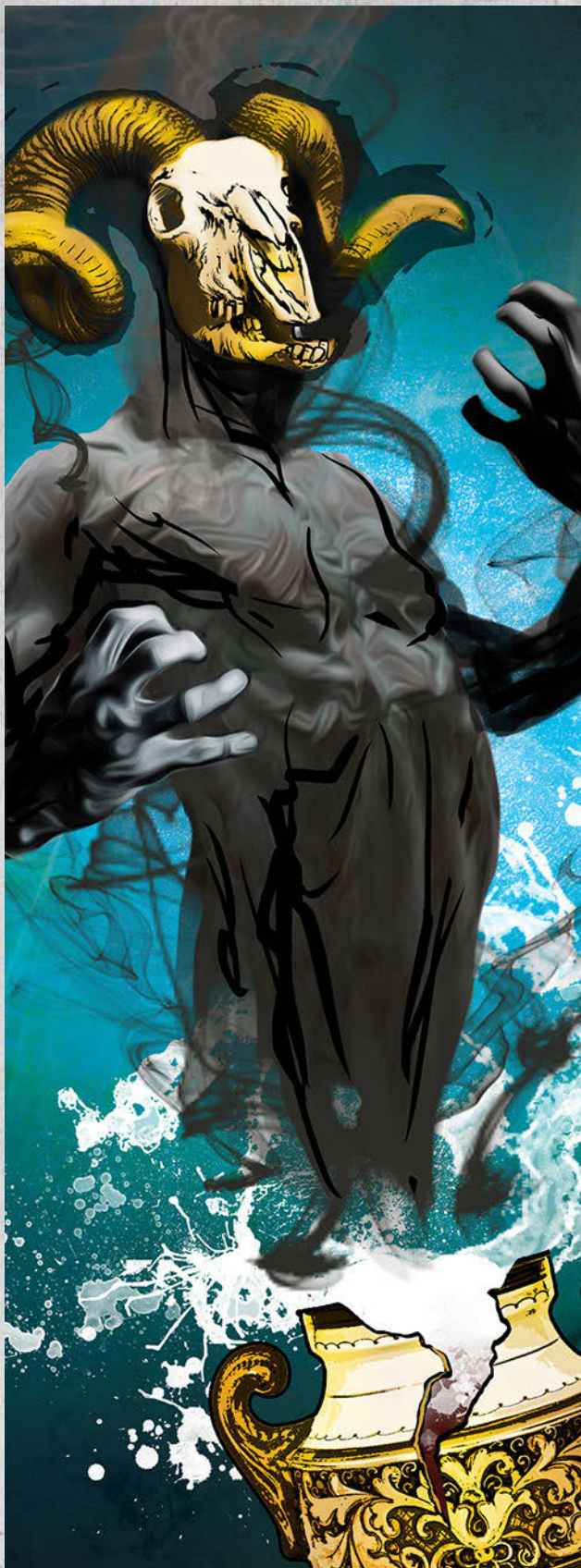
“Naturally curious, I took the liberty to scry the horrors that he has imparted. I must say that Mister Torturo is quite adept with a dagger, as well as other unholy implements. As long as his unfortunate victims are both gagged and bound, that is. Three of the five that this brave and noble warrior for chaos has maimed were for righting wrongs such as that one poor tavern goer that had the unmitigated *gall* to return slanderous insults directly back at poor Mister Torturo. And for such an atrocity, this defenseless tavern barfly was hacked slowly to pieces. There are *other* victims, but I will spare you those details.”

The old wizard looks intently at the prisoner and asks with disdain in his voice,

“There were others, weren’t there, Mister



THE PRISONER



Torturo? What you have done is evil and wrong on every level!"

The black-haired prisoner rears his head up slowly and with a snarl upon his face, he replies to the wizard,

"No such thing in my domain. No such thing as '*wrong*.' The only *wrong* there is are the wrongs that others have done onto me and to my oppressed brethren. You'll see, you self-righteous son of a bastard. You will indeed see - *and soon*. They will come for me."

The prisoner pauses for a moment, then a broad grin takes up most of his face as he adds,

"As a matter of fact, I think I can hear them right now, *can't you?*"

The madman begins to laugh, and it is clearly not an ordinary laugh that you would hear at a tavern coming from a merchant enjoying a hearty brew and a welcome joke. The laugh that this man emits does not seem to be natural by any means. Within seconds, the man's facial features begin to distort and twist, he begins to sneer but his mouth grows impossibly too large for his face. His nose begins to enlarge and becomes hooked in shape and he begins to turn a deep shade of red.

"*They're already heeeeeere!*"

A deafening explosion followed by the walls and floor around you shaking puts an immediate end to the discussion! You can hear chunks of debris strike the walls around you accompanied by the frantic yells and haphazard orders of obviously panicked Knights of the Order. The unmistakable sounds of steel on steel, as well as brave and fearful war cries, are immediately followed by human men howling in agonizing pain!

DEMONIC ASSAULT

Instantly, it occurs to you, throughout all of your years of experience, it is crystal clear that this particular structure is heavily under siege.

The wizard known as Master Alderon rises tall and orders you to join the battle!

“Men, The Order is under attack! Follow me now!”

The wizard moves quicker than you'd expect. He reaches for a silver wand from his belt and urges you to follow him.

Before you act on your decision, the prisoner that was once bound and at your mercy has transformed into something else entirely. Disdainfully tearing remnants of clothing from his red hide, the beast before you is no longer a man. Standing before you is a suddenly free Incubus. The creature launches himself at you and viciously attacks.

GM NOTES - Mr. Torturo is in reality an **INCUBUS** that has shape changed and has used telepathy to know of the coming of his brethren demons. He will, of course, fight to the very death no matter what he is confronted with. You may use any one or more of the descriptions that follow or are free to add your own. The following are suggestions that are for the GM to choose from depending on how you wish to challenge the party. The GM may plan the demons' attack to be a “last stand” siege of sorts. Feel free to have the various demons swarm and teleport through various areas of this holy order in their attempt to locate and retrieve any and all of the remaining holy relics that they so hungrily seek. You may use any combination of demons.

INCUBUS CR 6 ~ AC 18 ~ HP 76 ~ XP 2,400

STR 20, DEX 15, CON 18, INT 16, WIS 15, CHA 21

DEMONIC ATTACK!

This sacred site not only serves as a locale for the party to rest, replenish and be gifted with very powerful magical items, but it also serves as a “last stand” type of battle where the PC's, The Master and The Knights of The Holy Order have to defend every inch of this holy site. The demonic force assaulting the site intends to utilize a surprise attack in order to raid, kill and steal all of the remaining valuables that The Holy Order is still in possession of. They also intend to drag Master Alderon back to the Abyss for their own dark and eternal tortures and torments.

The following are “**a la carte**” suggestions that the GM may alter or adjust to provide the greatest but most fair challenge for the PC's.

1. WOLVES IN SHEEP'S CLOTHING - A **GLABREZU** has set in place a plan to take The Holy Order by surprise and by force. This Glabrezu known as **VAULDEGHOR**, has been spying on the comings and goings of members and visitors to The Holy Order. In time, the demon discerned that there was a brother with ties to The Holy Order that would visit the structure



SUCCUBI SEDUCTIONS

every week accompanied by his two very lovely daughters. This holy man and his daughters would bring freshly baked bread for the knights, and the pair of lovely young ladies would also provide a certain sense of much-needed morale for the knights that have chosen to sacrifice so much for their holy cause.

The Glabrezu Vauldeghor surprised this holy man and his daughters and killed all three of them viciously. Vauldeghor then commanded his **pair of SUCCUBI, BRAZZIA and BRETZIA**, who then took the place of the two daughters by using their **CHANGE SHAPE** powers, along with **DOMINATE PERSON** powers to influence the minds of the knights, they have now breached The Holy Order and have slain several (2d4) knights in a very short time. This breach has allowed for other optional demonic forces to join the fray and provides for a “last stand” adventure setting.

By the time the Master leads the party back to the main hall, the demonic threesome has effortlessly slain 1d4 more knights. Six more knights have proceeded to attack the demons with as many volleys of blessed +3 arrows as possible before engaging in melee combat. The adventurers may very well have the advantage of getting off their own missiles and spells, while The Master will immediately cast the spell **Magic Circle against Chaos**, and then use his next spell, **MAGIC MISSILE**, cast from his **STAFF OF POWER**. The Glabrezu intends on targeting Master Alderon first and foremost. If the demonic attack is too strong (GM’s discretion) The Master may use his teleport abilities to escape to other areas of The Holy Order, only to have Vauldeghor chase him everywhere he tries to flee.

GLABREZU CR 13 ~ AC 28 ~ HP 186 ~ XP 25,600

STR 31, DEX 11, CON 31, INT 16, WIS 16, CHA 20

SUCCUBUS CR 7 ~ AC 20 ~ HP 84 ~ XP 3,200

STR 13, DEX 17, CON 20, INT 18, WIS 14, CHA 27



OTHER OPTIONAL ATTACKS



Here are some additional demonic threats that the GM may choose to utilize.

1-4 VROCK are seen circling overhead. 1d6 knights are dispatched to investigate.

1-4 HEZROU attack on the ground.

1-8 BABAU attack on the ground.

4d8 DRETCH MOB attacks the front gate.

Again, the GM should gauge the fairest but most challenging attack appropriate. The attacks could take place in almost every area of The Holy Order, as many of these demons, have the power to teleport and chase Master Alderon and any party members that can follow him.

This should be a very tumultuous and violent assault that is designed to disturb and shake the players up and to cause as much CHAOS as possible. After the battle, and if the party survives, there is an inevitable sense of loss, followed by a regrouping and Master Alderon healing as many of his remaining knights and the adventurers as possible. The **HEALING POOL** located in **area 17**, would probably be the best decision.

This could also be the perfect segue for The Master to stress the grave importance of their most deadly mission of invading Hell.

VROCK CR 9 ~ AC 22 ~ HP 112 ~ XP 6,400

STR 21, DEX 15, CON 25, INT 14, WIS 16, CHA 16

HEZROU CR 11 ~ AC 25 ~ HP 145 ~ XP 12,800

STR 27, DEX 11, CON 29, INT 14, WIS 14, CHA 18

BABAU CR 6 ~ AC 19 ~ HP 73 ~ XP 2,400

STR 21, DEX 13, CON 20, INT 14, WIS 13, CHA 16

DRETCH CR 2 ~ AC 14 ~ HP 18 ~ XP 600

STR 12, DEX 10, CON 14, INT 5, WIS 11, CHA 11

THE ZADAZ STONE

19. DOCUMENTS CHAMBER - This 25-foot by 5-foot room is furnished with a pair of comfortable chairs and three very large bookshelves filled with a wide variety of books, tomes, grimoires, and scrolls. These three shelves appear to be labeled in alphabetical order as all 26 letters of the Common language are labeled on all three shelves.

GM NOTES - This is the area where the pair of holy books were stolen by the traitor twins Mordrek and Morleth Drevardin. If the GM feels it appropriate, he/she may choose to have The Master offer select party members another spell scroll choice like that used in area 11.

20. SUPPLIES ROOM - This 15-foot by 10-foot chamber holds a wide variety of supplies that any fortification would need for its continued upkeep and maintenance. There are two shelves littered with small crates and boxes of various supplies as well as over a dozen small crates scattered on the floor that has already been opened.

GM NOTES - The Holy Order, though extremely small, is very well-equipped. You may have this act as a store for the adventurers to equip themselves with just about anything that the party members have depleted, lost, or have been lacking. GM's discretion applies here.

21. ARTIFACTS & RELICS CHAMBER -

The following is to be read if the GM chooses to have had The Master show this room to them on his guided tour of The Holy Order of Athagas. The only way to gain access to this room is by teleportation and/or using The Holy Order's *teleportation sigils* that can be found in area 15 and any other place where the only way to enter

is by teleportation. This is the greatest form of defense, as no one but certain Holy Order members know the exact location of these hidden rooms and how the teleportation sigils work.

You enter into this tiny, 6-foot by 15-foot chamber the only way possible, via teleportation. As soon as you materialize into the room, you notice two tables that have what appears to be a single item on each of these tables. Each of these items is covered by a black velvet cloth. There is an eerie and pulsating red glow that shines through the black velvet sheet directly in front of you, while whatever is beneath the other unseen object on the table to your right does not show any activity at all.

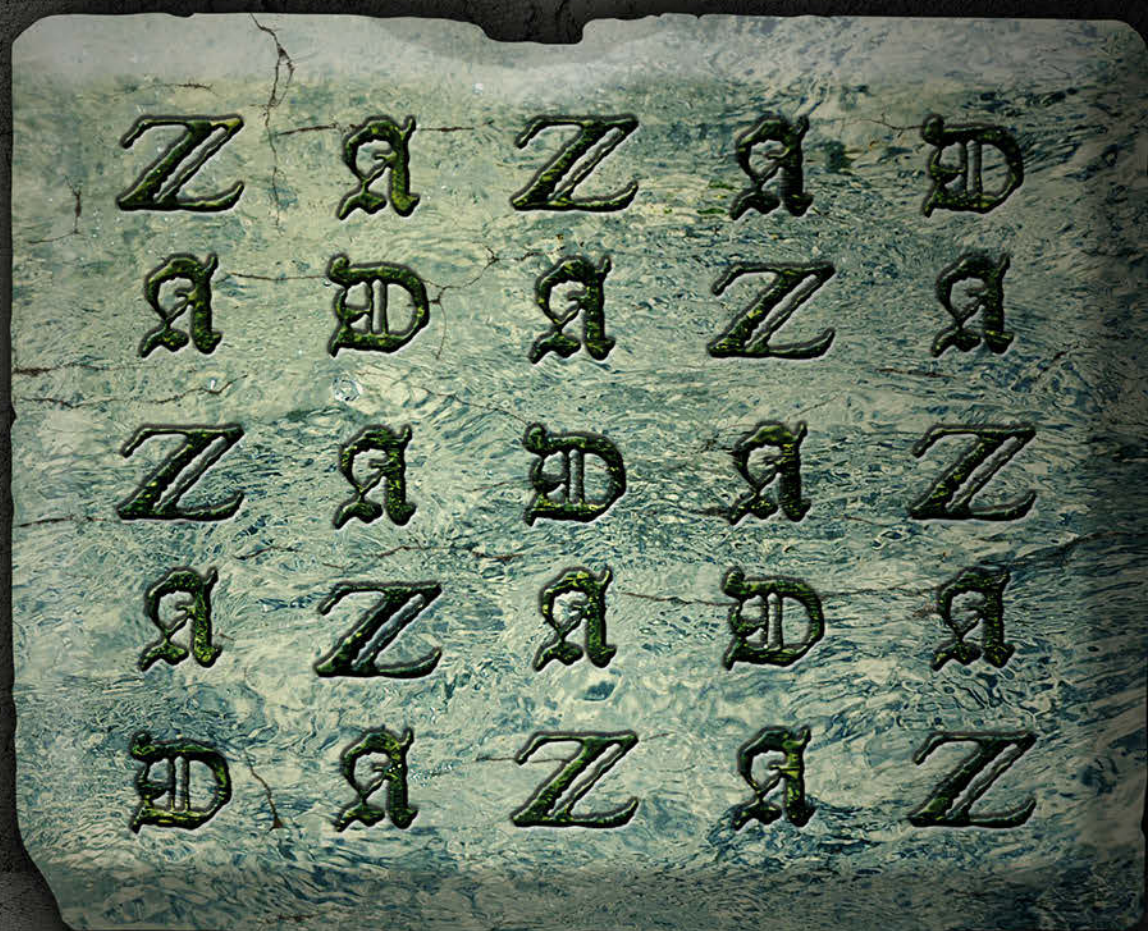
GM NOTES - This chamber holds two very powerful magical artifacts that are needed for the party's adventure into the Hell outpost known as Helvath Tor. These two artifacts are:

1. THE ZADAZ STONE - This artifact's powers are as follows:

- Protection From Evil (1 charge)
- Protection From Chaos (1 charge)
- Magic Circle Against Chaos (2 charges)
- Magic Circle Against Evil (2 charges)
- See All Invisible beings to a range of 120 feet. (unlimited charges)

GM's discretion: One Wish or Resurrection (1 charge)

This artifact has a total of 44 charges left.



Z	A	Z	A	D
A	D	A	Z	A
Z	A	D	A	Z
A	Z	A	D	A
D	A	Z	A	Z

THE HELL PIT CUBE

2. THE HELL PIT CUBE - This artifact has the following powers.

It has the powers of **TELEPORTATION** to each of the six towers of the hell pit of Helvath Tor by simply pressing the symbol that corresponds to the specific tower symbol that the adventurers seek to enter. **This has only 11 charges.**

It also has the power to shield the party from hellfire, dragon fire or *any* fire with an effective diameter of thirty feet to all within this protective field. This power allows all within 30 feet to be **IMPERVIOUS TO FIRE. 11 charges.**

Both of these artifacts are presented to the adventurers by The Master just before their teleportation into Helvath Tor.

THE AFTERMATH

If the party has survived this vicious demonic assault, time will be dedicated to recovering.

You've survived a vicious and bloody battle with powerful demons attacking The Holy Order of Athagas. Your party assesses the damages alongside Master Alderon and several knights have died at the hands of the infernal. You sift through the wreckage and locate all of the dead and account for any that are still living. This battle has been unexpected and amplifies what The Master has been saying all along. No one is truly safe from these hideous creatures of darkness.

The Master has supplied a pair of senior knights with healing potions for his holy knights and insists on your party following him to the Healing Pool below. For an hour you soak in the warm and rejuvenating waters of the pool. Your weariness, your pain and your

wounds become miraculously healed.

The Master that has stayed with you while you heal seems to answer your inaudible questions,

"This is just one of the secrets of our order. You can see why both devils and demons wish to take it over. You can also see how we almost became taken over by such a small force of these infernal beasts. This is why we need to do what we need to do. I have shown you the inevitable things to come if we do not undertake this quest. You have seen what this world will become in a very short period of time. You can see how and why we desperately need your help. I have struggled with the words how to say this, but we are asking you to invade Hell itself to save the world as we now know it. The two books that were stolen from this order are of such importance if we were to be without them, and for them to remain in the hands of devils, this world will most surely be gone from us within a very short period of time. As healed as I know you are, and much of your vigor has been returned to you, I know you are still weary. I suggest we all get the best and deepest sleep possible, and I will go over things in more detail tomorrow. Now, come: I have reserved beds for all of you. You will be guarded over well tonight. I have much to share with you tomorrow."

The mage allows you to emerge from the pool that has healed you and escorts you back to the barracks. Along the way, you notice that several of the guards are still alive and their nods of approval upon seeing you is very welcoming.

GM NOTES - If the adventurers have not chosen their "Saint" or Saints to be resurrected to accompany them to Helvath Tor, The Master leads them to **area 7** once again to make their final selection(s.)



SIR DRAKE WILLINGHAM STEALS THE SHOW

Satisfied with the choice you have made regarding the Saint(s) of your choice, The Master stays behind and calls for a pair of knights to accompany you to your sleeping quarters for the night. You settle in to the clean and warm beds and within moments, drift off into a deep but fitful sleep.

You wake in the early afternoon with The Master waiting patiently seated on a chair in the corner - watching over you. He greets you with a smile that seems out of place given last night's attack. He stands and says,

"Come, I have someone I would like to introduce you to. Someone very special that will be aiding in your quest!"

You are soon led back upstairs and into the mess hall. It seems that all of the surviving guards are positioned along the way to greet you. You are led to the mess hall door and led in. Sitting alone is the living breathing hero that you have selected to be resurrected the night before. You have been through many things, but this seems to stand out as one of the most surreal. Being led to having a meal with a man that was dead just hours ago. The Master speaks proudly with regards to your new guest,

"My friends, it is a very deep pleasure for me to introduce one of the greatest heroes this order has ever known. He has been sufficiently filled-in on the mission at hand and is anxious to meet you as well. Please meet, (GM, provide the chosen Saint's name here.)

With that very last word spoken, a louder than normal sound of doors slamming disturbs you. You turn to the double doors of the mess hall and see a lone figure clad in ancient but beautiful black armor stride proudly, almost defiantly toward you. He walks to within ten feet of you and withdraws his helmet.

The man has an extremely intense look upon his face. He dramatically takes two more steps towards you and asks,

"Do you know who I am?"

Before giving you a sufficient chance to answer, the man in black armor adds,

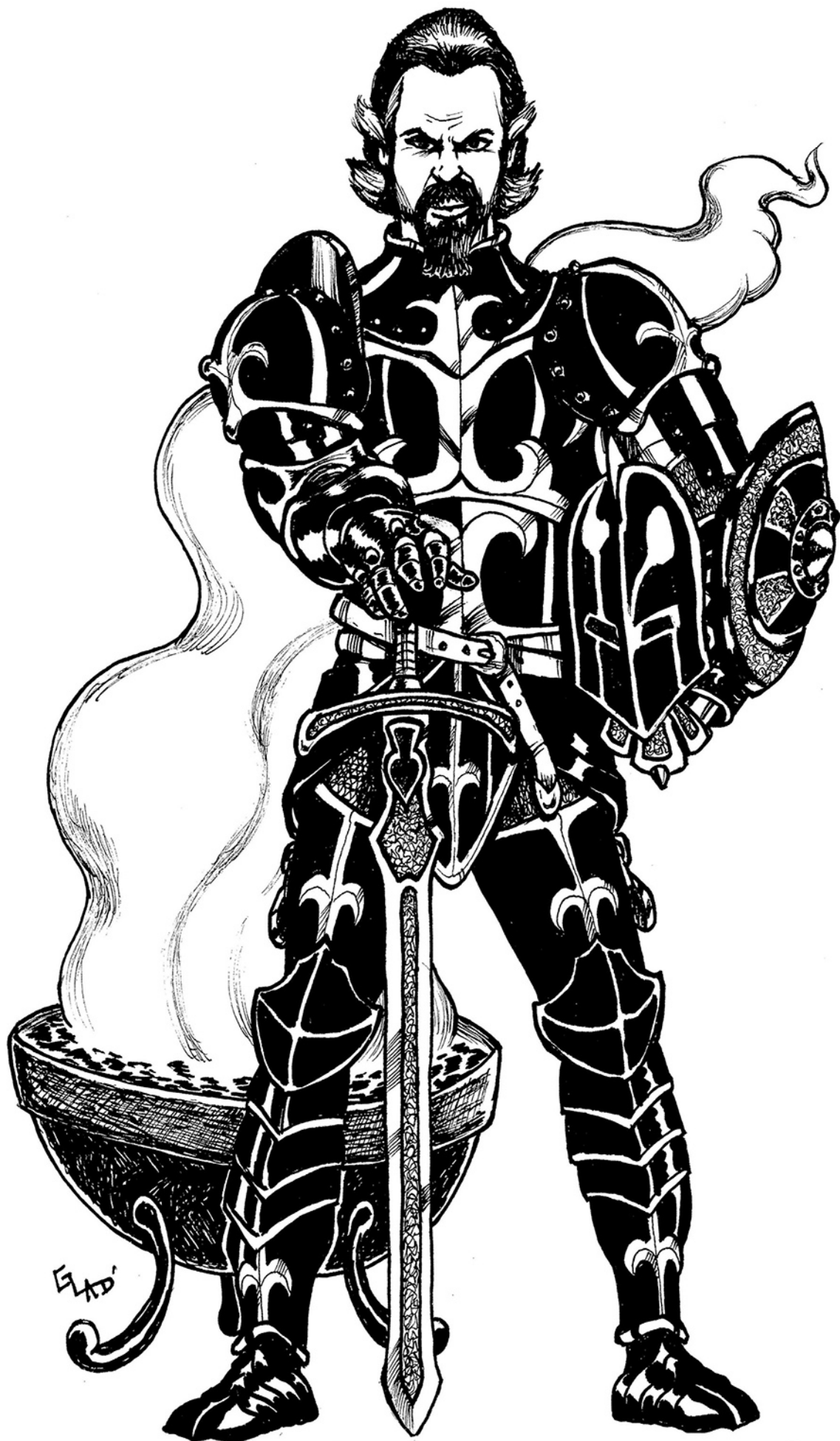
"My name is SIR DRAKE WILLINGHAM. Black Paladin of The Holy Order! I have decided to help you lads with what I do best. Hacking and slashing devils to pieces."

The black knight turns to a knight behind him, and the fledgling knight rushes to the black knight's aid. The black knight smirks, and his eyes seem to alight as his temporary squire continues to make a series of adjustments to the black knight's left pauldron. Within seconds, the fledgling knight has taken the black knight's left arm off completely.

The black knight is known as Sir Drake Willingham proudly walks even closer to you. His face beaming with pride.

"I'm the one that's going to get you lot in and out of this ****ing hellhole alive and in one piece. I lost my arm, as you can see, but also both of my Godsdamned legs to these evil bastards. I think it would be safe to say that I have a bit of a DEBT to pay back to these sons of bastards, eh?"

Sir Drake smirks as if he has shared the greatest secret mankind has ever held private and walks to the dining table. He instantly makes himself comfortable, effortlessly and easily, and begins to feast upon a rather large turkey leg with his one good arm. With a mere shift of his head, he beckons you to join him in this feast. You cannot help but notice something unmistakably *ferocious* in this dark knight...



THE MAGICAL WEAPONS & RELICS

The meal that you have just completed was one of the most satisfying that you've ever had. The roasted meats and vegetables were cooked to perfection and the portions you were served were just right.

After the meal, The Master waives and three knights come forth. Each of the knights is carrying a box. The first knight opens a silver-plated box and tilts it in such a fashion for your party to see an oversized silver shuriken with sigils etched onto the sides. The center appears to be made of pure gold and is shaped into the form of the Holy Order symbol. The shuriken gleams brilliantly in the light and may be one of the largest shuriken you've ever seen - at twice the normal size. The Master explains fondly,

"The Holy Order Shuriken. Magical shuriken made from solid alchemical silver honed to *razor* sharpness and designed to be twice as effective as the average throwing star. What makes these weapons special is their effectiveness against devils and demons. We've taken great delights in testing these in battle and they have the powers to perpetually wound both devils *and* demons. We are providing your party with *three dozen* of these unique items. Once they taste the flesh of the infernal, they *won't* come out. Their design prevents it. Use these wisely, as they are finite."

The man beckons the next knight to carry forth the next box. The second knight opens a square-shaped box that appears to be made out of lead. The knight is wearing fine mithril chainmail gloves. He carefully lifts a black cube with glowing red sigils as the Master begins to describe the artifact that the knight holds,

"This relic is known as the Hell Pit Cube. This cube's powers work in areas of Hell and the Abyss. Trevor here wisely wears gloves as this

item has been forged from a small part of Hell itself. It has the powers of teleportation to each of the six towers of the Hell pit of Helvath Tor. The doors of Hell are not made with the convenience of mere mortals in mind. You simply press the symbol that corresponds to the specific tower that you seek to enter. It also has the power to shield your party from *ANY* fire with an effective diameter of thirty feet. We are, however, not aware of all of its powers, but we suspect it may have more."

"This last relic that the infernal have become aware of is the ZADAZ STONE."

A third knight steps forward and opens a gold box that holds another ornate cube. This object has an arrangement and organized collection of sigils that are formed from the letters Z, A and D. There are 25 letters for each of the six sides. Five across and five down. The stone is a greenish-grey in color, and the letters are a dark grey in color. The knight lifts this relic and it emits an undeniable aura of power. The Master describes the relic with a sense of awe,

"This relic will protect you from virtually anything of an evil nature. It also protects against chaos. Anyone within its 15-foot radius can see all invisible beings to a range of 120 feet. It is an ancient relic and is truly one-of-a-kind. We must have this item back, as it has even more powers than we are willing to share at this time."

"*Guard well*, and know this. This item has the ability to grant a single miracle. *A wish*. If you feel that your mission may fail, you must *not* hesitate to make this wish. This may be the most important quest that The Holy Order has ever experienced."

"*We must not fail!*"





.444 CAVALIER ANTI-DEMON PISTOLS

.444 CAVALIER PISTOL

FIREARM	COST	DAMAGE	CRITICAL	RANGE	CAPACITY
.444 CAVALIER	44k gp ea.	2d12	x3	220 feet	2

The .444 CAVALIER PISTOLS are a pair of magical pistols that were crafted to give the wielder of these weapons a reliable, accurate and deadly weapon that is particularly effective against all demons and devils. Each pistol weighs exactly 4 pounds apiece, and **deals double damage to any beings of the infernal**. GM's discretion is urged to apply the appropriate pluses for these powerful weapons.

These weapons never jam or misfire, and are of the finest quality. These pistols come with the following three blessed bullet types. The GM may choose to add feats to these.

44 GOLD BULLETS ~ The GM may choose to add feats to these.

44 SILVER BULLETS ~ The GM may choose to add feats to these.

44 COLD IRON BULLETS ~ The GM may choose to add feats to these.

"I have one last gift to give you. You may never have seen anything quite like this, and it saddens me to know that there is not sufficient time to train you in the proper use of these, but I'm sure that a resourceful group such as yourselves will take to things rather quickly."

The Master turns to one of the bodyguard knights and the knight hands the mage a beautiful mahogany box decorated with intricate carvings on the side and top of the box. The old mage opens the box and you see a pair of superbly-crafted silver-plated pistols resting within a perfectly form-fitted, velvet interior. The ivory handles depict exceptional carvings of cherub angels, and the name of these weapons are engraved on the sides of each gun. The Old Mage smiles and adds,

"These Holy weapons were made for the

specific purpose of slaying devils and demons alike. They *never* jam or misfire. I wish I could say that they never miss..."

"My friends, this will undoubtedly be the most dangerous mission you have ever undertaken. This is also the most important. We have no idea if these two books will be there for long, so we must act quickly and decisively. Failure could mean the devils will be alerted to our plans and we may never get a second chance, no matter how great my scrying is. Now come, it is time to venture to Hell.

GM NOTES - The Master takes the PCs back to **area 12** to be transported to Helvath Tor through the MAGIC MIRROR located there.

MASTER ALDERON

THE MASTER ALDERON ~ Human CR 17

XP 102,400

Wizard level 14

Cleric level 8

Init +2; Senses ; Perception +16

DEFENSE

AC 13, Touch 13, flat footed 10

(No Armour, Shield, none)

(+2 Dex, +1 feats)

hp 145 (0d8+14d6+8d8+44+14);

Fort +12, Ref +8, Will +18

OFFENSE

Speed 30

Melee

Single Attack Quarterstaff +13 (1d6)

or (+2/+2) Dart +17 (1d4+2) Seeking

Full Attack

Quarterstaff +13/8/3 (1d6)

(+2/+2) Dagger +9 (1d4+2/19-20)

or (+2/+2) Dart +17/12/7 (1d4+2)

range 20 Seeking

Space 5ft.; Reach 5

Special Attacks

Channel Energy 3+ CHA mod / day in 30ft burst.

DC 10 + 1/2 level + CHA mod, number of d6 = 4

Holy Lance (Su) Give weapon holy ability for 1/2 level rounds. Per day = 1

Wizard Spells

CL 14 Concentration 20

Level 0 (4) DC 16

Arcane Mark, Ghost Sound, Read Magic, Resistance, Touch of Fatigue

Level 1 (7) DC 17

Detect Secret Doors, Detect Undead, Erase, Feather Fall, Hold Portal, Icicle Dagger, Shield

Level 2 (7) DC 18

Arcane Lock X 3, Detect Thoughts, Invisibility, Protection from Chaos, Communal, Protection from Evil, Communal

Level 3 (6) DC 19

Blink, Detect Desires, Dispel Magic, Magic Circle against Chaos, Magic Circle against Evil, Tongues

Level 4 (6) DC 20

Animate Dead, Arcane Eye, Darkvision, Greater, Illusory Wall X 2, Phantasmal Killer

Level 5 (5) DC 21

Contact Other Plane, Mages Private Sanctum, Teleport X 3

Level 6 (5) DC 22

Acid Fog, Analyze Dweomer, Globe of Invulnerability, Guards and Wards, True Seeing

Level 7 (3) DC 23

Banishment X 2, Scrying, Greater

Cleric Spells

CL 8 Concentration 11

Level 0 (4) DC 13

Create Water, Inflict Minor Wounds, Purify Food and Drink, Vigor

Level 1 (6) DC 14

Command, Comprehend Languages, Detect Chaos, Detect Evil, Detect Good, Prot. from Evil

Level 2 (5) DC 15

Augury, Bears Endurance, Consecrate, Cure Moderate Wounds, Find Traps

Level 3 (5) DC 16

Cure Serious Wounds X 5

Level 4 (3) DC 17

Cure Critical Wounds X 3

STATISTICS

Str 11, Dex 15, Con 14, Int 22, Wis 17, Cha 15

Base Attack 13 CMB 13 ; CMD 26

Feats

Brew Potion, Widen Spell: Double spell area,

MASTER OF THE HOLY ORDER

Armour Prof Light,
Armour Prof Medium,
Channel Smite: Channel energy through an attack as a swift action,
Combat Casting: +4 Concentration checks for Defensive casting,
Dodge: Add 1 to AC ,
Extra Channel: Channel energy 2 additional times a day,
Greater Spell Focus: +1 DC against spells of one class,
Greater Spell Penetration: +2 caster level checks to defeat spell resistance,
Maximize Spell: All variable, numeric effects of a spell modified by this feat are maximized.
Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spells actual level.,
Quicken Spell,
Scribe Scroll,
Selective Channeling: Can choose number of targets = CHA mod who are not effected,
Shield Proficiency: Can use shields,
Simple Weapon Proficiency,
Spell Focus: +1 to DC for save against 1 school of magic,
Spell Penetration: +2 caster level checks to defeat spell resistance,
Turn Undead: Channel Energy to panic undead within 30ft Will save DC 10 + 1/2 level + CHA
Skills Appraise 22, Diplomacy 18, Fly 2, Heal 19, Know Arcana 21, Know Arch & Eng 12, Know Dungeon 6, Know Geography 12, Know History 31, Know Local 31, Know Nature 6, Know Nobility 31, Know Religion 21, Know the Planes 12, Linguistics 22, Perception 16, Sense Motive 18, Spellcraft 31

Languages Common

SPECIAL ABILITIES

Arcane Bond (Ex or Sp) Wizards form a powerful bond with an object or a creature.

This bond can take one of two forms: a familiar or a bonded object.

Aura of deity

Diviners Fortune (Sp) Standard action, gives insight bonus to person touched of 1/2 level to all rolls for 1 round 3+INT mod/day

Forewarned (Su) Can act in a surprise round but still considered flat footed. Initiative + 1/2 level

Rebuke Death (Sp) Standard action heal 1d4 + 1/2 level to creature below 0 hps. Per day = 3+WIS mod

Remote Viewing (Sp) Clairvoyance/clairaudience for level rounds per day

Scribe Scroll

Scrying Adept -1(Su) Become aware when being observed via magic as if detect scrying

Scrying Adept -2(Su) When scrying treat subject as one step more familiar to you

Touch of Good (Sp) Standard action, bonus to attack, skill, ability, save for 1 round. Per day = 3+WIS mod. Bonus = + 4

MAGIC ITEMS

Staff of Power (10 charges)

2, +2 Alchemical Silver Daggers

5, +2 Alchemical Silver Darts of Seeking

MASTER ALDERON is the master and leader of THE HOLY ORDER OF ATHAGAS. He is an accomplished wizard and cleric whose purpose in this lifetime is to protect all that is seen as good or innocent. He is a formidable ally and is the epitome of true goodness. He will not leave a man or woman behind if the GM should so choose for him to accompany them to Hell.

Alderon has a respectful love for womenfolk, but he truly believes that his total dedication to his true calling is far more important. He could serve as a lifelong friend and ally in the future, and may even be used to supply the party with future adventures and missions.

LORD ARTEMIS CAMERON STATS

LORD ARTEMIS CAMERON

Human CR 13

XP 25,600

Paladin level 14

Init +1; Senses ; Perception +7

DEFENSE

AC 22, Touch 11, flat footed 21

(Full-plate, Shield, heavy steel)

(+1 Dex, +9 armour, +2 shield)

hp 137 (0d8+14d10+42+14);

Fort +15, Ref +8, Will +14

OFFENSE

Speed 20

Melee

Single Attack(+2/+2) Sword,

bastard +20 (1d10+5/19-20) Holy

or Crossbow, heavy +15 (1d10 /19-20 X2)

Full Attack

(+2/+2) Sword, bastard +20/15/10

(1d10+5/19-20) Holy

(+2/+2) Spear +13 (1d8+3 X3) Icy Burst

or Crossbow, heavy +15 (1d10 /19-20 X2)

range 120

Space 5ft.; Reach 5

Special Attacks

Aura of Justice at cost of 2 smites allow all allies within 10ft to gain smite evil with paladins bonus for 1 minute.

Divine Bond Summon a steed, or a bond with weapon - can stack bonus to existing weapon per day = 2

Divine Bond Weap (Standard action 1 minute/level) Weapon bonus for divine bond = + 4

Smite Evil Add CHA bonus to hit, + 1/level to damage. Per day= 5

Smite Evil (Su) Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil.

Paladin Spells

CL 14 Concentration 17

Level 1 (4) DC 14

Abadars Truthtelling, Detect The Faithful,
Guardian Armor, Longshot

Level 2 (3) DC 15

Aura of Greater Courage, Blessing of Courage and Life, Strength

Level 3 (2) DC 16

Discern Lies, Holy Whisper

Level 4 (1) DC 17

Neutralize Poison

STATISTICS

Str 16, Dex 13, Con 16, Int 13, Wis 15, Cha 17

Base Attack 14 CMB 17; CMD 28

Feats

Mercy - Dazed: The target is no longer dazed,

Mercy - Paralyzed: The target is no longer paralyzed,

Mercy - Poisoned: Acts as a neutralize poison spell at Paladins level,

Mercy - Shaken: The target is no longer shaken,

Armour Prof Heavy,

Armour Prof Light,

Armour Prof Medium,

Combat Expertise: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your AC. Every +4 base attack penalty increase by -1 and dodge by +1,

Leadership: Attract cohort and followers,
Martial Weap Prof,

Mounted Combat: Negate hit on mount with ride check DC opponents attack roll,

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2,

Ride-by Attack: When charging can carry on after the attack,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

LORD ARTEMIS CAMERON STATS

Spirited Charge: Deal double damage on a charge,
Trample: When overrunning opponent cannot avoid you,

Weapon Focus: +1 to attack rolls

Skills Diplomacy 14, Handle Animal 3, Heal 11, Know Nobility 12, Know Religion 12, Perception 7, Ride 18, Sense Motive 12, Spellcraft 1

Languages Common

SPECIAL ABILITIES

Aura of Courage Immune to fear +4 morale to any within 10ft

Aura of Faith Paladin is treated as a Good aligned for overcoming DR

Aura of Good Radiated good

Aura of Resolve Immune to charm spells and spell like abilities, Each Ally within 10ft gains +4

Channel Positive Energy Uses 2 lay on hands. As a cleric of paladins level

Detect Evil At will

Divine Grace All saves gain CHA bonus

Divine Health Immunity to natural Diseases

Lay on Hands (su) 1/2 level + CHA mod per day.

Heals 1d6 / 2 levels as stand action to others or swift to Paladin

MAGIC ITEMS

+2 Holy Bastard Sword

Silversheen Weapon: Blades made of this special metal **count as alchemical silver weapons** and are immune to rust, including that of rust monsters, the rusting grasp spell, and so on.

+2d6 damage against evil alignment.

+2 Spear Cold iron Weapon: Icy Burst: +1d6 frost damage +1d10 on a critical hit (+2 bonus)

After his retirement from adventuring, **LORD ARTEMIS CAMERON'S** roles were that of Chief Defender for the other Paladins of The Holy Order of Athagas. Cameron provided support to their causes in rare legal circumstances where his fellow paladins were brought into question.

Although a fierce and feared enemy of evil, Lord Cameron was also as honest as they come. If he found a Paladin of Athagas to be at fault or guilty in any way, he found it his holy duty to allow that information to be known.

Lord Cameron was not a humorless man, and he always had a saying, and that was this,

“We all carry sins with us. But if you bring those sins and secrets to bear while serving as a Paladin of Athagas, you are best advised to keep your secrets and sins to yourself.”

Lord Cameron never married, but it is said that he had a way with the ladies. Whenever pressed regarding the situation, his reply was always the same in that he would walk away from the conversation at hand. Artemis sports a large handlebar mustache and long, flowing locks of blonde hair. He is considered to be quite handsome in a rugged way, but his duties have always retained prime attention.

Lord Artemis Cameron is indeed quite courageous, bordering on being completely fearless, but he is not self-destructive or suicidal. He does not fight with the same fury as Sir Willingham, not with the passion of Brother Benardrin, but he is an exceptional tactician, and will try to fairly end the fight or slay his intended victim as quickly and as efficiently as humanly possible.

Lord Cameron died at the hands of devils at the age of 56, so he knows a bit about their ways and weaknesses and strengths. He has two magical weapons that he intends to make great use of. A Holy Bastard Sword Silversheen weapon and his +2 Cold Iron spear he has named **BESSEL BOTHE**, which he has skewered *many* demons and devils in his time.

ARTHERIAL ELMERON STATS

ARTHERIAL ELMERON - Human CR 17

XP 102,400

Wizard level 18

Init +3; Senses ; Perception +18

DEFENSE

AC 23, Touch 18, flat footed 20

(+2 No Armour, Shield, none)

(+3 Dex, +7 armour, +3 deflection)

hp 119 (0d8+18d6+36+18);

Fort +10, Ref +11, Will +15

OFFENSE

Speed 30

Melee

Single Attack (+4/+4) Quarterstaff +14

(1d6+5) Brilliant Energy

or Bomb +12 (1d6)

Full Attack

(+4/+4) Quarterstaff +14/9

(1d6+5) Brilliant Energy

(+1/+1) Bayonet +5 (1d6+1) Wounding

or Bomb +12 (1d6) range 20

Space 5ft.; Reach 5

Special Attacks

Elemental Wall (Sp) Energy wall like wall of fire, rounds per day = wizard level

Force Missile (Sp) Standard action magic missile

1d4 + 1/2 level damage. 3+INT mod/day

Intense Spells (Su) When cast evocation spells that damage add 1/2 wizard level to damage

Wizard Spells

CL 18 Concentration 24

Level 0 (4) DC 16

Arcane Mark, Disrupt Undead, Light,

Message, Spark

Level 1 (7) DC 17

Burning Hands, Celestial Healing, Mage Armor x 3, Magic Missile, Protection from Evil

Level 2 (7) DC 18

Assumed Likeness, Create Pit, Darkvision, Fiery

Shuriken, Ice Slick, Invisibility, Protection from Evil, Communal

Level 3 (6) DC 19

Dispel Magic, Fireball, Ice Spears x 2,

Lightning Bolt x 2

Level 4 (6) DC 20

Ball Lightning x 2, Creeping Ice,

Dimension Door, Ice Storm, Solid Fog

Level 5 (6) DC 21

Cloudkill, Cone of Cold x 2, Icy Prison,

Polymorph, Wall of Force

Level 6 (6) DC 22

Chain Lightning, Cold Ice Strike, Dispel Magic,

Greater x 2, Explode Head, Freezing Sphere

Level 7 (4) DC 23

Banishment, Invisibility, Mass, Limited Wish,

Mages Grasping Hand

Level 8 (4) DC 24

Clenched Fist, Polymorph Any Object,

Rain Of Arrows, Sunburst

Level 9 (3) DC 25

Astral Projection, Crushing Hand, Icy Prison,

Mass

STATISTICS

Str 13, Dex 16, Con 14, Int 22, Wis 15, Cha 14

Base Attack 9 CMB 10 ; CMD 26

Feats

Brew Potion,

Empower Spell: Numeric effects are increased by one-half,

Widen Spell: Double spell area,

Allied Spellcaster (Team): +2 bonus on level checks to overcome spell resistance.,

Combat Casting: +4 Concentration checks for Defensive casting,

Craft Wondrous Item,

ARTHERIAL ELMERON STATS

Greater Spell Focus: +1 DC against spells of one class,
Greater Spell Penetration: +2 caster level checks to defeat spell resistance,
Heighten Spell: You can cast spells as if they were a higher level.,
Maximize Spell: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spells actual level.,
Quicken Spell,
Scribe Scroll,
Simple Weapon Proficiency,
Spell Focus: +1 to DC for save against 1 school of magic,
Spell Penetration: +2 caster level checks to defeat spell resistance
Skills Appraise 25, Fly 3, Know Arcana 24, Know Arch & Eng 24, Know Dungeon 6, Know Geography 23, Know History 27, Know Local 27, Know Nature 6, Know Nobility 27, Know Religion 6, Know the Planes 23, Perception 18, Spellcraft 27

Languages Common

SPECIAL ABILITIES

Arcane Bond (Ex or Sp)

MAGIC ITEMS

Bracers of Armour +5 AC
Potion of Cure Light Wounds
Potion of Cure Moderate Wounds
Potion of Cure Serious Wounds
Potion of Cure Serious Wounds
Ring of Protection (+3) +3 AC
Ring of Shooting stars
Wand of Cure serious wounds
Wand of Lightning Bolts (10th)
Staff of Power
+1 Bayonet of Wounding: +1 point of bleed dam. can be stopped by a DC 15 Heal check or

any healing spell.

ARTHERIAL ELMERON is Considered by many to be one of the greatest combat wizards of all time. Artherial Elmeron was the **Chief Battle Mage of The Order of Athagas**.

In his youth, despite retaining a certain sense of honor and responsibility, Artherial was known primarily for his red-hot temper towards true evil, and his ability to deal with the most dangerous of beings as quickly and efficiently as possible.

Artherial served in The Battle of Heavens and Hells, and witnessed many of his greatest friends and allies perish before his eyes. Stricken with grief and disgusted with the nature of evil beings, both man and beasts, Artherial retired and devoted the rest of his life to helping children with magical abilities come to term with their abilities, to realize them and to ultimately harness them and to use them for gentleness, kindness, and in some cases for justice.

Artherial's popularity spread throughout much of the realms and even reached so far as our greatest of enemies, the devils. As a typical cowardly act of terrorism and to reopen wounds long thought of as healed, the infernal sent half a dozen of their greatest assassins to slay Artherial while weak and in his old age. Artherial battled the foes and dispatched five of the slayers. Sadly, one of them was successful in dealing the final death blow to Artherial, and the greatest mage that The Holy Order of Athagas has ever known was no more...

He was 66 years of age.

BROTHER BENARDRIN STATS

BROTHER BENARDRIN

Human CR 14

XP 38,400

Cleric level 15

Init +1; Senses ; Perception +9

DEFENSE

AC 21, Touch 12, flat footed 19

(Field Plate, Shield, heavy steel)

(+1 Dex, +7 armour, +2 shield, +1 feats)

hp 116 (0d8+15d8+30+15);

Fort +15, Ref +10, Will +17

OFFENSE

Speed 20

Melee

Single Attack(+2/+2) Mace, Heavy +16

(1d8+4) Disruption

or (+1/+1) Crossbow, heavy +13

(1d10+1 /19-20 X2) Distance

Full Attack

(+2/+2) Mace, Heavy +16/11/6

(1d8+4) Disruption

(+1/+1) Spear +8 (1d8+2 X3) Defending

or (+1/+1) Crossbow, heavy +13

(1d10+1 /19-20 X2) range 240 Distance

Space 5ft.; Reach 5

Special Attacks

Channel Energy 3+ CHA mod / day in 30ft burst.

DC 10 + 1/2 level + CHA mod, number of d6 = 8

Holy Lance (Su) Give weapon holy ability for 1/2

level rounds. Per day = 2

Cleric Spells

CL 15 Concentration 19

Level 0 (4) DC 14

Detect Fiendish Presence, Detect Poison,

Purify Food and Drink, Read Magic

Level 1 (6) DC 15

Abadars Truthtelling, Bless, Cure Light Wounds,

Detect Evil, Hide from Undead, Prot. from Evil

Level 2 (6) DC 16

Blessing of Courage and Life, Cure Moderate

Wounds x 2, Protection from Evil, Communal,

Shield Other, Silence

Level 3 (6) DC 17

Cure Serious Wounds x5,

Magic Circle against Evil

Level 4 (6) DC 18

Cure Critical Wounds x3, Divination,

Holy Smite, Neutralize Poison

Level 5 (5) DC 19

Breath of Life, Cure Light Wounds, Mass x2,

Dispel Evil x 2

Level 6 (4) DC 20

Antimagic Field, Cure Moderate Wounds,

Mass x 3

Level 7 (3) DC 21

Cure Serious Wounds, Mass x 2, Holy Word

Level 8 (2) DC 22

Cure Critical Wounds, Mass, Holy Aura

STATISTICS

Str 14, Dex 13, Con 14, Int 14, Wis 18, Cha 14

Base Attack 11 CMB 13 ; CMD 25

Feats

Armour Prof Light,

Armour Prof Medium,

Brew Potion,

Channel Smite: Channel energy through an attack as a swift action,

Combat Casting: +4 Concentration checks for Defensive casting,

Dodge: Add 1 to AC ,

Extra Channel: Channel energy 2 additional times a day,

Maximize Spell: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are

BROTHER BENARDRIN STATS

spells without random variables. A maximized spell uses up a spell slot three levels higher than the spells actual level.,

Selective Channeling: Can choose number of targets = CHA mod who are not effected,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Turn Undead: Channel Energy to panic undead with 30ft Will save DC 10 + 1/2 level + CHA mod,

Weapon Focus: +1 to attack rolls

Skills Appraise 2, Diplomacy 17, Heal 19, Know Arcana 17, Know History 2, Know Local 2, Know Nobility 2, Know Religion 17, Know the Planes 2, Linguistics 10, Perception 9, Sense Motive 19, Spellcraft 10

Languages Common

SPECIAL ABILITIES

Aura of deity

Aura of Protection -1 (Su) 30ft aura rnds per day = level. Allies gain Deflection Bonus to AC = 2

Aura of Protection -2 (Su) and resistance against all elements of 10

Resistant Touch (Sp) Standard action, touch ally grants your Resistance bonus for 1 minute. Per day 3+WIS mod

Save Bonus (Ex) Gain resistance bonus on all saves of 4

Touch of Good (Sp) Standard action, bonus to attack, skill, ability, save for 1 round. Per day = 3+WIS mod. Bonus = + 7

MAGIC ITEMS

+2 (+2 special ability) Mace, Heavy

Adamantine Weapon : Bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20.

Disruption : Undead struck must succeed on a DC 14 Will save or be destroyed. (+2 bonus)

+1 (+1 special ability) Spear

Defending : allows the wielder to transfer some or all of the weapons enhancement bonus to his AC.

(+1 bonus)

+1 (+1 special ability) Crossbow, heavy
Distance : Doubles the range increment.

(+1 bonus)

BROTHER BENARDRIN chose to live a life of celibacy after losing his wife to a fatal demon attack while he was away before serving The Holy Order of Athagas.

Benardrin fights very much like a spirited warrior and is equally adept at melee as he is with his casting of healing spells. He is famous for slaying an entire platoon of evil henchmen while dying, and just after the murder of his beloved wife, Evelyn. Since that time, he has devoted nearly every waking moment to destroying evil, and will never surrender or quit, no matter how the odds may be stacked against him.

Benardrin is an exceptional healer, and his spells have been carefully selected to help the party if their healing powers have fallen short, or any Clerics in their original party have been slain.

If Benardrin sees one of his brethren wounded severely, that is when one can see his eyes bulge from his head, and the battle cry issues, "BY THE HOLY ORDER, YOU BASTARDS!"

The GM may opt to have Benardrin choose one of the surviving adventurers to be bequeathed his +2 Heavy Mace of Disruption with a fond and caring note that would read,

My fellow warrior against the darkness. I see great things in thee. Please accept this mace that has served me well over the decades, and has slain many beings of great darkness.

Your friend,

Brother Benardrin.

SIR DRAKE WILLINGHAM STATS

SIR DRAKE WILLINGHAM - Human CR 13

XP 25,600

Paladin level 14

Init +2; Senses ; Perception +6

DEFENSE

AC 25, Touch 11, flat footed 24

(+5 Full-plate, Shield, none)

(+1 Dex, +14 armour)

hp 151 (0d8+14d10+56+14)

Fort +16, Ref +9, Will +13

OFFENSE

Speed 20

Melee

Single Attack(+5/+5) Longsword +22

(1d8+7/19-20) Holy

Full Attack

(+5/+5) Longsword +22/17/12

(1d8+7/19-20) Holy

(+1/+1) Cestus +11 (1d4+2/19-20)

Space 5ft.; Reach 5

Special Attacks

Aura of Justice at cost of 2 smites allow all allies within 10ft to gain smite evil with paladins bonus for 1 min

Divine Bond Summon a steed, or a bond with weapon - can stack bonus to existing weapon per day = 2

Divine Bond Weap (Standard action 1 minute/level) Weapon bonus for divine bond = + 4

Smite Evil Add CHA bonus to hit, + 1/level to damage. Per day= 5

Smite Evil (Su) Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Cha bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage

per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

Paladin Spells

CL 14 Concentration 17

Level 1 (4) DC 14

Bless, Bless Weapon, Cure Light Wounds, Detect Poison

Level 2 (3) DC 15

Detect Thoughts, Remove Paralysis, Soothing Word

Level 3 (2) DC 16

Daylight, Remove Curse

Level 4 (1) DC 17

Cure Serious Wounds

STATISTICS

Str 15, Dex 14, Con 18, Int 13, Wis 13, Cha 17

Base Attack 14 CMB 16 ; CMD 28

Feats

Mercy - Dazed: The target is no longer dazed,

Mercy - Paralyzed: The target is no longer paralyzed,

Mercy - Poisoned: Acts as a neutralize poison spell at Paladins level,

SIR DRAKE WILLINGHAM STATS

Mercy - Shaken: The target is no longer shaken,
Armour Prof Heavy,
Armour Prof Light,
Armour Prof Medium,
Combat Expertise: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your AC. Every +4 base attack penalty increase by -1 and dodge by +1,
Leadership: Attract cohort and followers,
Martial Weap Prof,
Mounted Combat: Negate hit on mount with ride check DC opponents attack roll,
Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2,
Ride-by Attack: When charging can carry on after the attack,
Shield Proficiency: Can use shields,
Simple Weapon Proficiency,
Spirited Charge: Deal double damage on a charge,
Trample: When overrunning opponent cannot avoid you,
Weapon Focus: +1 to attack rolls
Skills Diplomacy 14, Handle Animal 3, Heal 10, Know Nobility 12, Know Religion 12, Perception 6, Ride 19, Sense Motive 11, Spellcraft 1

Languages Common

SPECIAL ABILITIES

Aura of Courage Immune to fear +4 morale to any within 10ft
Aura of Faith Paladin is treated as a Good aligned for overcoming DR
Aura of Good Radiated good
Aura of Resolve Immune to charm spells and spell like abilities, Each Ally within 10ft gains +4
Channel Positive Energy Uses 2 lay on hands.
As a cleric of paladins level
Detect Evil At will
Divine Grace All saves gain CHA bonus

Divine Health Immunity to natural Diseases
Lay on Hands (su) 1/2 level + CHA mod per day.
Heals 1d6 / 2 levels as stand action to others or swift to Paladin

MAGIC ITEMS

+5 ARMOUR OF THE PANTHEON
Resistance 20 From FIRE/FLAME

+5 HOLY AVENGER Longsword
+2d6 damage against evil alignment.

+3 Alchemical Silver Cestus (part of his armor)

SIR DRAKE WILLINGHAM has been through a lot. He had both of his legs and his left arm chopped off by a Demon that has even now escaped justice. When asked which specific demon was responsible for him losing three of his limbs, Sir Drake's eyes grow dark with rage, yet he keeps this secret to himself. All he says, each time is,

"Don't you worry about that, old son. That bastard is indeed *mine*. I know where he dwells, and I know HOW to summon him. After this mission, there truly *will be* Hell to pay, I can assure you of that!"

Sir Drake understandably has severe anger issues that he battles with every day. The only things that give him true hope are the promises of his fellow knights for (revenge) justice and the unanimous decision of the entire Holy Order of Athagas to allow Sir Drake to be permitted to wear **THE ARMOUR OF THE PANTHEON**. A legendary suit of armor that holds many powers, and is only granted to the bravest, fiercest and most wounded Knights of The Holy Order.

An outside observer may view Drake as clearly suicidal, but he is not. He can just tap into the highest level of his skill through *true savagery*.

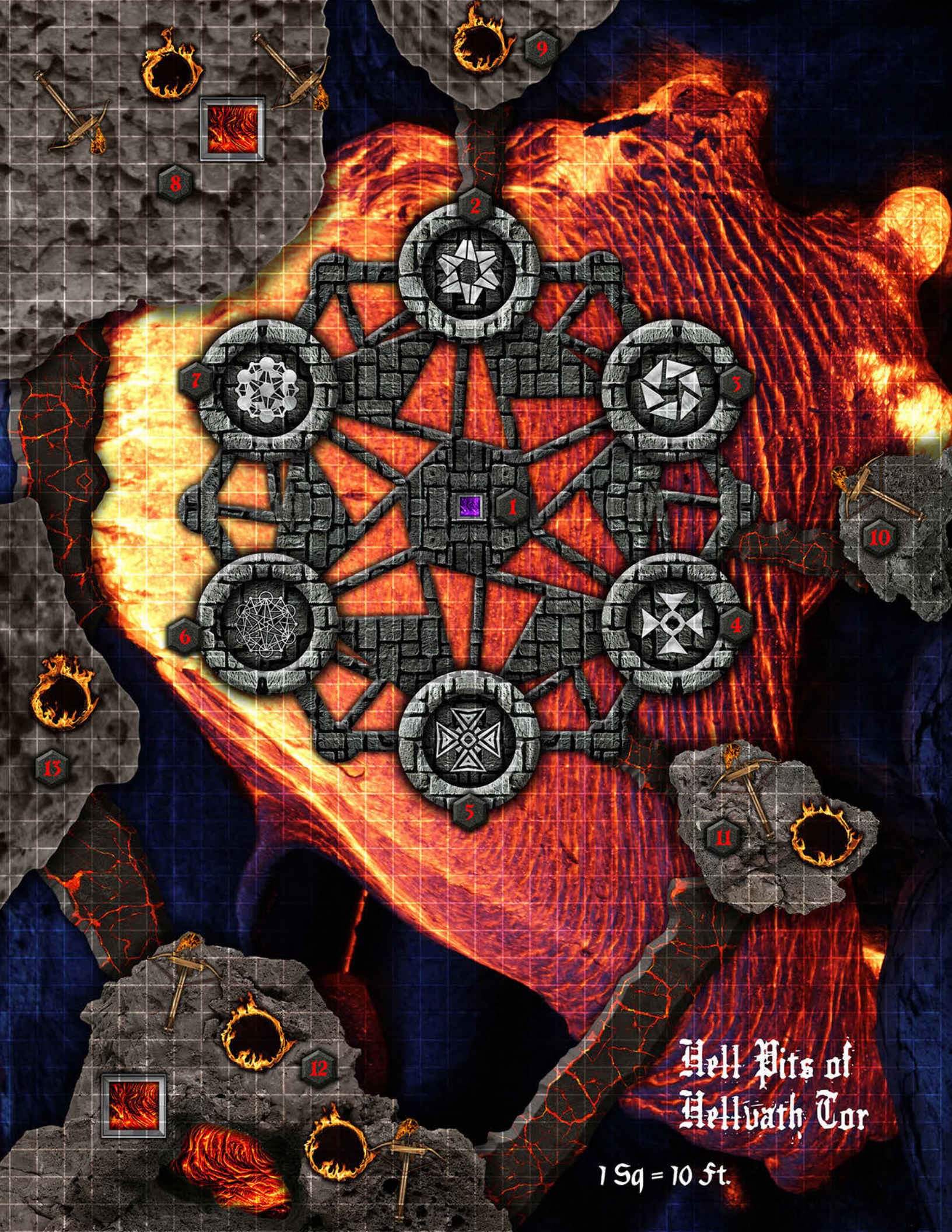




WELCOME TO HELL!

There is absolutely no denying the fact that you have indeed arrived at your dreaded destination. After going through intense paralytic pain-wracked feelings throughout your entire body during this time of your jump through portals, you experience an equal amount of pain throughout your mind, emotion and your very soul. Accompanying this helpless physical burning pain, your mind seems to have largely been wiped of any and all positive outlook or knowledge of skills or any sense of past victories. You simply know who you are, what you've done, but regardless, you just know that it just seems meaningless. You somehow realize that you have made your greatest mistake, and on that, you must pay dearly for. Despite even meeting your foes, you know that you are terribly overmatched and completely without hope. You know that you have chosen to commit to this suicide mission that will accomplish absolutely nothing but will also make things much worse. You somehow know that that you are now responsible for yet even more pain and destruction to not only yourself and other innocents but for anything or anyone that you have ever loved. No matter how hard you fight it, you now feel the greatest sense of futility, hopelessness, loneliness, pain, and your newly-defined sense of self as being absolutely inconsequential.

In a bright and searing flash of light and a fiery, electric jolt to your entire being, you smell the overwhelming stench of sulfur and burning and decaying flesh of beings known and unknown. You feel sick to your stomach, and as you wipe the tears from your eyes, you know you have made it. You feel the stifling heat and your entire body sweats constantly. You hear cries and howls



Hell Pits of Hellvath Cor

1 Sq = 10 ft.

WELCOME TO HELL!

of pain intermingled with a perverse sense of repressed pleasure. You hear wings flapping and a dust-filled wind that seems to pelt your frame from every direction, and you see the Hell scape before you. Red and black dominate the vista. You see mists and fog that roil with a mind of its own, you see mountains and volcanoes erupting. And you see in the distance pairs of devils flying with screaming, naked victims in their unforgiving clutches. Yes, there is absolutely no denying the fact that you have indeed arrived. A telepathic voice reverberates not only in your eardrums but throughout your entire body, mind, and soul. These three words echo throughout your entire being.

WELCOME TO HELL!

GM NOTES - The tables on the next two pages are optional and are here to add a creepy and disturbing feel whenever the GM may deem fit. This is an unknown outpost of Hell, and the entire party should feel completely off balance and uncertain as often as possible. The following stat blocks may be used at the GM's discretion.

LEMURE CR 1 ~ AC 14 ~ HP 13 ~ XP 400

STR 11, DEX 10, CON 12, INT —, WIS 11, CHA 5

BEARDED DEVIL CR 5 ~ AC 19 ~ HP 57 ~ XP 1,600

STR 19, DEX 15, CON 19, INT 6, WIS 12, CHA 10

BONE DEVIL CR 9 ~ AC 25 ~ HP 105 ~ XP 6,400

STR 21, DEX 21, CON 20, INT 16, WIS 15, CHA 18

ERINYES CR 8 ~ AC 23 ~ HP 94 ~ XP 4,800

STR 20, DEX 23, CON 21, INT 14, WIS 18, CHA 21

BARBED DEVIL CR 11 ~ AC 26 ~ HP 138 ~ XP 12,800

STR 23, DEX 23, CON 22, INT 12, WIS 15, CHA 18

HORNED DEVIL CR 16 ~ AC 35 ~ HP 217 ~ XP 76,800

STR 31, DEX 27, CON 28, INT 14, WIS 22, CHA 23

20 WHISPERS

20 DEVILISH WHISPERS

01. You are not welcome here, *fools!*
02. Have you come to take me home?
03. Leave me be, I like it here! Hsssss!
04. We are watching your every move.
05. We can't wait 'til you see what's next!
06. One of you is a betrayer. *Or is it two?*
07. Fate has shown us, *you will join us!*
08. Do you wish to harm us? *Very bad!*
09. If you fall here, you will join us!
10. Your ancestors are here with us!
11. *You know you don't have a chance!*
12. Wait 'til you hear the prayers *we say!*
13. Ah, Sir Willingham *rejoins us!*
14. Willingham has lead you into a trap!
15. A thousand eyes watch you now.
16. We can feeeel your fear... mmm...
17. Do you wish to meet our master?
18. The *things* we are doing to you now.
19. One of you will slay the other!
20. You have no idea *the things* we are doing to your family while you are here!

20 MADNESSES

20 MADNESSES

#	AILMENT TYPE	AILMENT DESCRIPTION
01.	PARANOIA	- PC believes he/she is being led to a certain nightmarish slaughter.
02.	SECRETS	- A party member is keeping plans from a PC member.
03.	BLOODY	- PC sees all of his friends slain in the form of an Illusion of GM's choice.
04.	SCRATCHES	- Scratches appear upon a PC that appears to be 3 claw marks.
05.	PARALYZING FEAR	- Treat as 6th level wizard Fear spell.
06.	OPPOSITE WAY	- PC wants to go in the opposite direction of the party.
07.	WEAKNESS	- PC feels unnaturally weak. Treat as (lvl 6) Ray of Enfeeblement.
08.	BREATHLESS	- PC cannot breathe. Treat as drowning without the water.
09.	VISION	- PC gets a clear view of probable next encounter but all die in the vision.
10.	WHISPERS	- Vaguely human whispers are faintly heard. Roll on Whisper Table.
11.	COMMAND-DROP	- Treat as Wizard 9th level spell. PC drops main weapon.
12.	COMMAND-FALL	- Treat as Wizard 9th level spell. PC falls prone to the ground.
13.	COMMAND-FLEE	- Treat as Wizard 9th level spell. PC begins to flee.
14.	COMMAND-HALT	- Treat as Wizard 9th level spell. PC stands firmly in place.
15.	EARTHQUAKE	- Minor earthquake manifests.
16.	DEAF	- A PC becomes deafened. Treat as the Deafened Condition.
17.	FRIGHTENED	- A PC becomes frightened. Treat as the Frightened Condition.
18.	NAUSEA	- A PC becomes nauseated. Treat as the Nauseated Condition.
19.	PARALYZED	- A PC becomes fatigued. Treat as the Helpless Condition.
20.	FATIGUE	- A PC becomes fatigued. Treat as the Fatigue Condition.

THE PRIDE GATEWAY

1. THE PRIDE GATEWAY - After seconds of feeling these deeply disturbing feelings and sensations, you snap back into reality, albeit a hellish one. You find yourselves standing upon a 10-foot square portal that seems to be made of thick glass with swirling purple lights and gases. They seem to move with a mind of their own and vaguely resemble some half-formed aquatic beast of unknown origin. You now notice you are standing upon a 50-foot wide hexagonal platform made from something that seems to be a cross between lava rock and wrought iron. You can feel the heat start to sear through your boots in seconds, and your body is covered in a slick, almost slimy sweat. It feels unnatural and much heavier than normal. You feel like doing nothing more than to bathe and scrub this film off of your bodies.

You see that this platform that you have teleported onto is attached to a much greater whole. Several very narrow walkways span out from this entry platform and extend to six surrounding towers 50 feet in diameter and 30 feet in height. There are no visible doorways or openings in any of these half dozen towers, and while contemplating these things, you notice that the merely 3 feet wide walkways are not only 3 feet in width, but have no rails or supporting frameworks for protecting into what seems like a fall several thousand feet into a gigantic lava bed that dwarfs anything you have seen on the Prime Material Plane. As far away as you are from the surface of this ever-flowing lava pool, you can still hear occasional hissing sounds from up here on this precarious black tower floating in thin, choking red air.

The smells that nearly overwhelm you are a mixture of burning metal, rust, blood and roasting flesh that you have never smelled before. Sparks seem to manifest out of midair and pelt your face and skin, you feel an

ever-tightening pain in your chest that somehow seems accompanied by the eternal sorrow and hopelessness that you feel. You simply cannot escape the feeling of abandoning your quest. Suddenly, and against your will, the boiling lava pool somehow looks appealing and offers a much better death than lingering on this platform much longer. You feel a coming and going of a variety of negative emotions. As soon as one feeling leaves, a worse feeling takes its place. Sadness, despair, hopelessness, desperation, anguish, disgust, jealousy of those alive and back home, and *ferocious anger for everyone and everything*. You struggle to overcome these involuntary feelings and reactions. And just when you think you are going to lose the final remnants of your sanity, you settle down and slowly, second by second become somewhat accustomed to the oppression you are feeling.

There are gaps between each of the half dozen towers that are just over 30 feet wide. You can see that just over 100 feet higher than the platform are several floating rocks that have ballistae peering over each of the rock's edges. Each of the mammoth ballistae is loaded with ballista bolts that are twice the size of normal bolts, and even from this distance, you can see the wicked barbs at each tip.

Your heavy breathing and heart that was trying to beat its way out of your chest just moments ago have subsided to where you feel you can function and move forward and make your next set of decisions. Just as you look at each other with a still lingering sense of dread, you suddenly notice that about 40 feet away from you in a direction that you are guessing is in the northeastern direction, you see a large, Centaur-like creature with its back to you. It lifts an enormous war hammer made of black stone and he swings it down upon something and makes a gruesome sound as it makes full

THE PRIDE DEVIL PRIZZIPARRO

contact upon what you are guessing is a human being now screaming in agony. The sound you heard is one you have heard many times before. That of a heavy weapon crushing and breaking bones with a single blow. The horse-man lifts his weapon again as he emits a laugh that seems to make your skin tighten around your body. This centaur is joyful at this poor man that is being pulverized by this massive war hammer. As the hammer reaches the apex of its next blow, you manage to glimpse that the victim just beyond the centaur is a naked bearded man that is strapped to a wheel that seems to have been crafted for a giant of some sort. The hammer falls upon defenseless flesh again. The man screams again. *This time it is much louder.*

GM NOTES - If the PCs decide to sneak past and avoid this creature, they may attempt to do so at GM's discretion. If the PCs make any sounds, talk, or threaten this devil, it hears the commotion without fail. You may read the description below as this devil prepares for combat.

The white-skinned Centaur-creature stops on a dime and lifts his head and turns it slightly to the right. You can see the creature's rippling muscles between the gaps in its black armor. As if in an act of total spite, the creature rapidly rises his hammer and smashes it down once again upon the man suffering on the wheel. As the man continues to groan, the creature slowly turns around and makes eye contact with each of you. The thing is too large for it to be a Centaur. It is mutated and very angry. The beast appears to be more half-giant wolf than half horse. The thing sneers and tilts his head to the side, almost as if in some continuous discomfort, his eyes blazing with madness and in a deep and rumbling voice, the beast man speaks,

"And just how in the hell did you band of soon-to-be bursting poppets get into my Godsdamned realm?"

The devil pauses only for a moment, and with a deep growl that grows in volume, the beast grasps tightly on his warhammer and charges across the platform of Helvath Tor!

GM NOTES - If the PCs defeat this creature and return to where it was torturing the man on the wheel, you will see that the outside of the two towers he was performing his grisly work on is covered completely with scores of broken mirrors, all of varying size. Each mirror seems to have once been made of fine craftsmanship as some are gilded in gold and some in platinum. All of the mirrors' glass, however, has been broken. A closer look at each and every one of the mirrors reveals another unexplainable oddity. Each of the 60 or so mirrors have somehow captured the static likeness of a very handsome man with strong and chiseled features. The man is ruggedly handsome and truly charismatic by anyone's standards, and he is smiling warmly. Seconds later after viewing several of these mirrors, something becomes quite clear to you: All of the 60 or more broken mirrors that capture these likenesses are portraying just *one* man. All 60 of these broken and once beautiful mirrors all look exactly like the slain man-horse creature that lays at your feet. There is no treasure here.

This potential encounter places a "new" form of demon between areas 2 and 3. This and all 7 of the new demons in this adventure are the ideal candidates or pupils that have shown the uncommon intensity and unwavering obsession that has overtaken them while they were alive. In short, the 7 new devils here are fixated on one thing, and each of the aforementioned 7 devils exemplifies "The 7 Deadly Sins" of Pride, Lust, Gluttony, Greed, Sloth, Wrath and Envy.

PRIDE DEVIL PRIZZIPARRO'S STATS

PRIZZIPARRO - THE PRIDE DEVIL

Bone Devil, Dire Wolf Hybrid CR 10

XP 9,600

LE Large Outsider

Init +8; Senses Darkvision 60, See in Darkness, Telepathy 100, Empathy Wolf, Low-light Vision, Scent; Perception +20

DEFENSE

AC 26, Touch 13, flat footed 22

(No Armour, Shield, none)

(+4 Dex, +13 Natural, -1 size)

hp 115 (10d10+60);

Fort +13, Ref +11, Will +8

Damage reduction 10/good, Immunity to fire and poison, Resistance to acid 10, cold 10, Spell Resistance 20, Damage reduction 10/silver

OFFENSE

Speed 40, fly 60 ft.

Melee

Single Attack(+3/+3) Warhammer +18 (2d6+9 X3)

Full Attack

(+3/+3) Warhammer +18/13 (2d6+9 X3)

Bite +10 (1d8+6)

Claw +10 (1d6+6)

Sting +10 (1d6+6)

Space 10ft.; Reach 10

Special Attacks

Poison DC(21) Sting 1/round for 6 rounds 1d3 str; cure 2 consecutive saves.,

Summon 1/day Bone devil 35%,

Spell-like Abilities

Spell-like Abilities 3/day quickened invisibility (self only)

Spell-like Abilities At will greater teleport, dimensional anchor, invisibility

Spell-like Abilities CL 12

Spell-like Abilities (CHR) 3rd DC(16)

at will Major Image

Spell-like Abilities (CHR) 4th DC(17)

at will Wall of Ice

STATISTICS

Str 23, Dex 19, Con 22, Int 16, Wis 17, Cha 16

Base Attack 10 CMB 17 CMD 31

Feats

Alertness: +2 Perception +2 Sense motive,

Combat Reflexes: DEX mod additional attacks of opportunity,

Improved Initiative: +4 Initiative checks,

Iron Will: +2 on will saves,

Quicken Spell Like Ability:

One ability to be quickened

Skills Bluff 16, Diplomacy 13, Fly 20, Intimidate 13, Know the Planes 16, Perception 20, Sense Motive 20, Spellcraft 13, Stealth 13, Survival 3

Languages Celestial, Common, Draconic, Infernal, Telepathy

SQ Change Shape (alter self, small or medium humanoid)

SPECIAL ABILITIES

Alternate form Dire wolf, Wolf-devil hybrid

Summon:

Trip:

Extraplanar Subtype: This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have it when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, or the Plane of Shadow.

Lawful Subtype:

See in Darkness:

Low-light Vision:

PRIDE DEVIL PRIZZIPARRO'S STATS

Scent: This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

MAGIC ITEMS

+3 Warhammer

PRIZZIPARRO might be a challenge to **GOLIABATH** the Wrath Devil in terms of savagery and brutality. He feels that he is the very best among the 7 Devils stationed at Helvath Tor, and he seems to try to prove it with every vicious

blow of his warhammer.

Prizziparro appears as a hybrid between a Bone Devil and a black Dire Wolf. This is a form of torment that Prizziparro must endure until he and his six fellow Devils are ready to go back to The Material Plane in order to spread their unique evils onto the world.

Prizziparro believes himself to be the very best of the seven devils stationed at Helvath Tor, but he finds that any satisfaction that he enjoys as torturer to be quite fleeting. Within seconds of rending and smashing the limbs and bodies of the fallen, he finds himself yearning for more, over and over, *never feeling satisfied*.



MORE ABOUT THE 7 DEADLY DEVILS

These 7 “DEADLY DEVILS” have been chosen to become a potential new breed of devil whose only goal and mission are to one day return to The Prime Material Plane, all 7 at once, but in locations considerably spread out from each other. These 7 devils have the ability to shape change at will up to 7 times a day each, and they can take any form. Their directives are to return to Prime appearing as men (or women) of love and peace and order, but in reality, they are being sent back to damn as many souls as possible for many years. While being quite short to devil kind, will still be sufficient time to see how their “tests” will work and which bear the most fruit. Each of these 7 devils is being lorded over by the master of Hellvath Tor, **PULSIPHUR VERODDEN**, a particularly loathsome **HORNED DEVIL** whose responsibilities are to continue to groom these 7 deadly devils, and to teach them to learn and MEMORIZE these two holy books that were stolen from The Holy Order of Athagas. Once their memorizations and indoctrinations are complete, they will each be delivered back to The Prime Material Plane and will be provided with enough “currency” of every wicked kind. This is to provide each devilish agent with enough to provide each of them with very convincing places of operation, and in very well-known cities throughout the realms.

The adventurer’s mission is to retrieve these two powerful and ultra-valuable books in one deft stroke and to return through THE MIRROR OF ALDERON with the books intact. Slaying each and every devil is not necessary, although adventurers being what they are, they will undoubtedly attempt searching through every square inch of this hellish outpost.

A wide variety of OPTIONS have been provided for the GM. As each campaign is drastically different, so should each set of options be with an adventure as wide and broad as dealing with demons or devils. If something does not sit right

with you or the beliefs of the PCs, simply change it, omit these ideas, or add onto them. A variety of tables have been provided in order to attempt to convey a sense of deep dread in this outpost of Hell. Use what you like, and omit what you do not. If you feel that a certain table is too much, omit it entirely.

As far as the structure of Hellvath Tor itself, the floating tower itself is made from some unknown very hard and very dense material that is a cross between lava rock and iron. There are no doors to these towers because each of the 7 is “in training” and not allowed to leave until they are ready. Patrolling demons flying overhead occasionally fly over and peer down into the 6 towers, spitting and hurling petty insults. Still, if a wandering devil flies over and witnesses combat between any of THE 7 DEADLY DEVILS and the PCs, a variety of things could happen, which could determine how the adventure plays out.

The GM may choose to roll for a wandering (flying) devil that makes a sortie every now and then. This will be the GM’s discretion, but the GM should make these checks consistently as devils are much more organized and regimented than demons. The percentage chance that a small devil patrol is flying over an area occupied by the PCs is 25% for an ERINYES patrol of 2-3) to fly by.

Pulsiphur Verodden has risen in ranks very quickly in terms of rank and status and has no intention of allowing these two captured holy books fall into the wrong hands. None of the devils knows that a party of PCs will be arriving through area 1, but every devil stationed here will fight ferociously and to the death, as they realize how very important these two books are. This is why **Sir Drake Willingham and/or the Saint that the party has chosen should make it very clear that once the books are obtained, they should leave *immediately*.**

MORE ABOUT HELVATH TOR

Vérodden enters into each of the 6 towers through the open top simply by flying into the opening. He then takes great delight in tormenting each of the 7 deadly sinners, taunting them for how they died and if he had his way, he would do very disturbing things with each of them. This should also be optional as the GM knows the strength of the party better than anyone else and a TPK is not the goal to this adventure, nor is it to be easy by any means, however.

The GM should make use of the HELL CUBE Player handout and have them choose one of the 6 sides to gain entry to each of the 6 towers. There are two ways to enter into the invisible Hex Towers that hold and guards the pair of holy books. These two areas are located in **areas 8 and 12**. The three guardians of the books are at areas 4-6 of The Hex Towers, and three floating platforms are surrounding The Hex Towers. These are **teleportation pads** that any devil of suitable rank can use to teleport from the upper and visible layer of Helvath Tor, down to the invisible layer of The Hex Towers. The GM may determine how often these pads will be frequented by these (Erinyes) devils.

There are 6 “Lava Walkways” that connect certain areas of Helvath Tor. These have been made to entertain certain devils by allowing random and newly captured humans to “escape” and run naked and barefoot across these walkways scorching surfaces. Any PCs wearing boots will not be hindered by the heat in any extreme way unless they decide to stand in place for too long. If the PCs are upon one of these walkways, inform them that while they are making decisions, the heat is starting to become quite painful to their feet. If they hesitate any longer, you may opt to initiate a 1d6 damage roll for 1d4 rounds.

Halflings will be affected the most. Devils love thieves, but not Halflings of good or non-hellish nature. The GM must determine fair penalties for

climbing walls and even for merely walking upon these walkways. Walking on the surface of the rest of the tower is barely tolerable at best.

PCs traveling on and around the outermost walking path on the platform might be noticed by a devil or devils manning the giant ballistae on the huge floating rock formations hovering around the towers. A 1-2 on a 1d6 roll means that a devil has peered over the edge of the rock to make a cursory visual assessment of anything going on at the towers 120 feet below. If this is the case, then the devils will first take a single shot with their ballista and their wickedly barbed bolts. Damage for these ballistae is 6d6. After firing this first shot, the next round, a devil will load the next ballista bolt while another devil will fly down to the tower below to investigate. This devil will then do battle and will most likely sound their HORNS OF ALARM. Each Devil carries one of these horns, and each horn will alert 1d4 more (GM's discretion) devils. A second horn blast will summon another 2d4 devils and a third horn blast will summon half of all available and still living devils to investigate en masse.

Each devil carries a pouch containing a variety of baubles. Roll 2d4 for each devil slain and searched to determine the number of baubles, then roll on the table below for specific items they are carrying.

01-Finger bone collection complete with a few useless iron rings.

02-PINT HORN OF UNHOLY WATER - 2d4 damage for each pint to good PCs.

03-UNHOLY SPRINKLER to sprinkle unholy water at a distance of 10 feet. 1d4 doses.

04-Shrunken, blackened human head collection. Doll-sized heads.

05-HELL DICE - Dice made from some ultra-

DEVIL POUCH CONTENTS

heavy dark grey metal.

06-VIAL OF TEARS - Tears from suffering humans that are used to enjoy and trade.

07-VIAL OF BLOOD - Tears from suffering humans that are used to enjoy and trade.

08-REQUEST LIST - Written in common by a suffering human begging for release.

2. LUST - You enter the next tower and immediately notice a glowing blue ghostly representation of a fleshy, sinewy tree with serpents wrapped around it. The serpents seem to be alive or at least sentient. A tall and slender woman with blue skin and a devilish face is wielding a barbed whip in one hand and a studded club in the other. This creature stands proudly behind two men wearing royal robes and crowned as kings. The two are bound in chains around their necks, and these two "kings" are either experiencing intense pleasure or pain - or both.

The woman sees you immediately and grunts as if you have interrupted something of the highest importance. The lady throws aside the chains binding the two kings and they disappear before your eyes. The creature lets out a defiant scream and walks forward towards you with quick and confident steps. She rears back with her barbed whip and club and commences her ambidextrous attack.

GM NOTES - If the PCs defeat the **LUST DEVIL**, it will become more clear that the walls are lined with items that somehow seem to be a cross between weapons and bizarre implements designed for pleasure. A mammoth bronze cylindrical object rises hideously to the top of the 30-foot tall tower.

The Lust Devil **MAMMARYTH** wields a **+3 WHIP OF WOUNDING** and a **+2 CLUB**.

MAMMARYTH - THE LUST DEVIL

Devil, Erinyes with Succubi-like Traits CR 9

Erinyes Fallen Angel

XP 6,400

LE Medium Outsider

Init +6; Senses Detect magic at will caster level 12th, Darkvision 60, See in Darkness, Telepathy 100, True seeing; Perception +16

DEFENSE

AC 23, Touch 17, flat footed 16

(No Armour, Shield, none)

(+6 Dex, +6 Natural, +1 feats)

hp 94 (9d10+45);

Fort +11, Ref +12, Will +7 Save Modifier 2

resistance bonus on Fortitude saves against poison.

Damage reduction 10/cold iron, Resistance to

Electricity 20, Damage reduction 5/good,

Immunity to fire and poison, Resistance to acid

10, cold 10, Spell Resistance 20

OFFENSE

Speed 30, fly 50ft.

Melee

Single Attack(+3/+3) Whip +17 (1d3+8)

Wounding

Full Attack

(+3/+3) Whip +17/12 (1d3+8) Wounding

(+2/+2) Club +10 (1d6+4)

Space 5ft.; Reach 5

Special Attacks

Entangle DC(20) 50 ft long rope can hurl 30ft

acts as animate rope spell CL16,

Other +1 flaming composite long bow,

Summon 1/day either 2d10 lemures 50% or 1d4 bearded devils 50%

Spell-like Abilities (CHR) 2nd DC(20) 1/day

THE LUST DEVIL MAMMARYTH STATS

detect thoughts

Spell-like Abilities (CHR) 3rd DC(21)

1/day - suggestion

Spell-like Abilities (CHR) 4th DC(22)

1/day charm monster

Spell-like Abilities (CHR) 2nd DC(20)

At will Minor Image

Spell-like Abilities (CHR) 4th DC(22)

At will Charm Monster, Unholy Blight

Spell-like Abilities (CHR) 7th DC(25)

At will greater teleport

STATISTICS

Str 20, Dex 23, Con 21, Int 16, Wis 18, Cha 27

Base Attack 9 CMB 14 CMD 31

Feats

Combat Reflexes: DEX mod additional attacks of opportunity,

Dodge: Add 1 to AC,

Martial Weap Prof,

Mobility: +4 AC to attacks of opportunity,

Point Blank Shot: +1 to hit +1 damage if within 30 ft,

Precise Shot: Can shoot into melee without -4 penalty,

Rapid Shot: Gain extra ranged attack all attacks at -2,

Shot on the Run: Can split move action

Skills Acrobatics 18, Bluff 20, Diplomacy 17, Disguise 16, Escape Artist 13, Fly 19, Intimidate 20, Know Religion 10, Know the Planes 10, Perception 16, Sense Motive 11, Stealth 15

Languages Celestial, Common, Draconic, Infernal, Telepathy

SQ Change Shape (alter self) small or medium humanoid

SPECIAL ABILITIES

Remove Curse:

Tongues:

Entangle:

Summon:

Evil Subtype:

Possessed Spell Vulnerability:

Tongues:

Evil Subtype:

Extraplanar Subtype:

Lawful Subtype:

See in Darkness:

True Seeing:

MAGIC ITEMS

+3 Whip of Wounding: +1 point of bleed damage. can be stopped by a DC 15 Heal check or any healing spell.

+2 Club

MAMMARYTH is a whore as much as anyone has ever been. Looking at every potential “mark” possible as a personal challenge and conquest, Mammaryth’s deepest reasons for what she has always done is out of pure lust fueled by hate. Love has never been a part of this bitter, spiteful devil’s repertoire, and she openly mocks such weaknesses at every opportunity.

What makes her particularly sickening is that nearly anyone alive is “fair game” to her.



THE GLUTTON DEVIL

3. GLUTTONY - Upon entering the next tower, you notice seated comfortably at a table fit to serve seven, you see an enormously fat WERE BOAR hungrily devouring greasy foods of every kind. The other six settings are filled with six emaciated corpse-like humanoids vaguely resembling humans. The were-boar is feasting upon a haunch of meat that looks to be an entire human's leg. A crunch follows and you notice that this beast has just eaten into the bone. Swarming up through an irregular hole chopped into the center of the dining table, a host of vermin pours forth and swarms over the foods set aside for the fat pig-beast. Roaches, centipedes, worms, and rats randomly come to the surface to share in the foul feast. The fat were-boar does not even seem to notice them as he continues to feast as if his life depends upon it. As the boar-like creature reaches for another haunch, it is clear that it notices you and it pauses for a moment. The creature looks up disappointed and continues eating as he eyes you warily.

GM NOTES - This is the **GLUTTON DEVIL** known as **TARGARIS**. He has had quite a bit to eat today and is in no mood to be stopped. If the PCs leave the chamber without further disturbing Targaris' meal, the fat were-boar devil will completely forget he has even seen them and continue eating. If, however, the party makes the slightest attempt to attack or to threaten, Targaris will instantly become enraged and throw aside his hideous vermin table and lifts a huge battleaxe and attacks.

"You tasty little treats are the things I have been craving for quite some time!"

The fat were-boar devil raises his greataxe above his head, fat, flabby fingers clumsily grasping its greasy shaft. The beast attacks!

PORGUTAE - THE GLUTTON DEVIL

Barbed Devil, Bear Hybrid-like Traits CR 12
XP 19,200

LE Medium Outsider

Init +6; Senses Darkvision 60, See in Darkness, Empathy Boar, Low-light Vision, Scent; Perception +22

DEFENSE

AC 22, Touch 16, flat footed 16

(No Armour, Shield, none)

(+6 Dex, +6 Natural)

hp 150 (12d10+84);

Fort +15, Ref +14, Will +9

Barbed Defense (Su) A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devils barbs. Melee weapons with reach do not endanger a user in this way. Damage Reduction (Ex) 10/good Immune fire, poison, Resistance to acid 10, cold 10, Spell Resistance 22, Damage reduction 10/silver, Ferocity

OFFENSE

Speed 40

Melee

Single Attack(+2/+2) Battle axe +21
(1d8+9/19-20 X3) Flaming(Grab (Ex) claws)

Full Attack

(+2/+2) Battle axe +21/16/11 (1d8+9/19-20 X3)

Flaming (Grab (Ex) claws)

Gore +14 (1d6+7)

Space 5ft.; Reach 5

Special Attacks

Fear (Su) DC(19) claws A barbed devils fear attack affects any creature it damages with its claws. A DC Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

THE GLUTTON DEVIL TARGARIS STATS

Impale 3d8+9,

Spell-like Abilities

Spell-like Abilities At will- greater teleport (self plus 50 lbs. of objects only), produce flame,

scorching ray (2 rays only)

Spell-like Abilities (CL 12th)

Spell-like Abilities 1/day- summon (level 4, 1 barbed devil 35%)

Spell-like Abilities (CHR) 2nd DC(15)

At will - pyrotechnics

Spell-like Abilities (CHR) 3rd DC(16)

At will - hold person, major image

Spell-like Abilities (CHR) 4th DC(17)

1/day - orders wrath , unholy blight

STATISTICS

Str 25, Dex 23, Con 24, Int 12, Wis 17, Cha 16
Base Attack 12 CMB 19 CMB Bonus +4 grapple;
CMD 35

Feats

Alertness: +2 Perception +2 Sense motive,

Cleave: Get extra attack if hit monster to adjacent foe, -2 AC until your next turn ,

Combat Reflexes: DEX mod additional attacks of opportunity,

Improved Critical: Doubles critical chance of weapon,

Iron Will: +2 on will saves,

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls.

Every +4 base attack penalty increases by -1 and damage by +2

Skills Acrobatics 15, Diplomacy 12, Intimidate 18, Know the Planes 16, Perception 22, Sense Motive 22, Spellcraft 12, Stealth 13, Survival 15
Languages Celestial, Common, Draconic, Infernal, telepathy 100 ft.

SQ Change Shape (alter self) small or medium humanoid

SPECIAL ABILITIES

Grab:

Impale: A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Alternate form

Grab:

Devil Subtype:

Immunity to fire and poison.

Resistance to acid 10 and cold 10.

See in Darkness:

Summon:

Telepathy.

Evil Subtype:

Extraplanar Subtype:

Lawful Subtype:

See in Darkness:

Ferocity:

Low-light Vision:

Scent: This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed-only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depend

THE GREED DEVIL

ing on how strong the quarrys odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

MAGIC ITEMS

+2 Flaming Battle Axe

Flaming : +1d6 fire damage (+1 bonus)

PORGUTAE is a sickly and extremely obese Barbed Devil that has bear-like fur that is matted, wiry and filthy. Portugae emits an odor that cuts through the choking stench of blood and sulfur at this outpost in Hell.

Portugae is much huskier than the average Barbed Devil, but this has not caused him to lose any of his natural speed. Like all of the “Seven Deadly Devils” in this particular outpost, Portugae too is unique and not a full-fledged Barbed Devil.

Portugae is perpetually hungry, bordering on starving. The GM may choose to allow for the adventurers or NPCs to withdraw and promise Porgutae some food to distract him or make him skip an attack. Sir Drake Willingham and The Devil Ring Otto will know to do this.



4. GREED - You teleport into the next tower and you instantly lay eyes upon a yellow toad-like man covered in pulsating warts the size of gold sovereigns. The toad man is behind an enormous cauldron and he is stirring the contents with what appears to be a gold-plated oar from a small sailing ship. You can see that the head of the oar has had sigils burnt into its side, yet cannot make them out at this distance. A pair of humans being boiled alive burst forth from the depths of the sickly-yellow soup they are being cooked in. The screams are the likes of which you have rarely heard in your lives, and the horrific sounds continue until the toad-man pushes the pair of sufferers back down into the unholy froth. Despite the madness, you notice several ornate chests surrounding the massive cauldron. Almost as if the creature can sense your eyes caressing each of the chests, the toadlike creature looks up from his work and stares at you as if you have intruded upon the holiest and most important of all ceremonies. The toad man croaks out a barely discernible threat,

“Why, you aren’t devils, *are you?* I am getting so close. Getting so close to getting out of here and back to making money again! Get the *hell* out of my house! I will kill and eat *all of you* before you take my treasures away from me!”

The beast pulls the oar from the boiling stew and charges towards you and attacks.

GM NOTES - If the party defeats the **GREED DEVIL**, the PCs will find that the 7 men have been stuffed deep into **NAZRIBARR’s** bowl are far beyond help, despite their pleas. If the treasure chests are opened, they all have the same function, but with a different, initial impression. All of these treasures vanish each and every time the chests are opened. These vanishing treasures include gleaming coins of brass, bronze, copper, silver,

THE GREED DEVIL NAZRIBARR STATS

electrum, gold, and platinum.

NAZRIBARR - THE GREED DEVIL

Barbed Devil with Giant Toad-like Traits CR 12
XP 19,200

LE Medium Outsider

Init +6; Senses Darkvision 60, See in Darkness;
Perception +21

DEFENSE

AC 26, Touch 16, flat footed 20

(No Armour, Shield, none)

(+6 Dex, +10 Natural)

hp 150 (12d10+84);

Fort +15, Ref +14, Will +8 Save Modifier 2

resistance bonus on Fortitude saves against poison.

Damage reduction 10/cold iron, Resistance to
cold 10 and fire 10, Resistance to Electricity 20,

Barbed Defense (Su) A creature that strikes a
hamatula with a melee weapon, an unarmed
strike, or a natural weapon takes 1d8+6 points
of piercing damage from the devils barbs. Melee
weapons with reach do not endanger a user in this
way. Damage Reduction (Ex) 10/good Immune
fire, poison, Resistance to acid 10, cold 10,
Spell Resistance 22

OFFENSE

Speed 30

Melee

Single Attack Club +21 (1d6+9/19-20),

(Grab (Ex) claws) or Spray +18 (0)

Full Attack

Club +21/16/11 (1d6+9/19-20)(Grab (Ex) claws)

Claw +16 (2d8+9)

or Spray +18 (0) range 30

Space 5ft.; Reach 5

Special Attacks

Fear (Su) DC(20) claws A barbed devils fear
attack affects any creature it damages with its
claws. A DC Will save resists this effect, otherwise
the victim becomes frightened for 1d4 rounds.

This is a mind-affecting fear effect.

The save DC is Charisma-based,

Impale 3d8+9

Spell-like Abilities

Spell-like Abilities (CHR) 3rd DC(17) 3/day

gaseous form

Spell-like Abilities At will- greater teleport
(self plus 50 lbs. of objects only), produce flame,
scorching ray (2 rays only)

Spell-like Abilities (CL 12th)

Spell-like Abilities 1/day- summon
(level 4, 1 barbed devil 35%)

Spell-like Abilities (CHR) 2nd DC(16)

At will - pyrotechnics

Spell-like Abilities (CHR) 3rd DC(17)

At will - hold person , major image

Spell-like Abilities (CHR) 4th DC(18)

1/day- orders wrath, unholy blight

STATISTICS

Str 29, Dex 23, Con 25, Int 12, Wis 15, Cha 18

Base Attack 12 CMB 21 CMB Bonus +4 grapple;
CMD 37

Feats

Alertness: +2 Perception +2 Sense motive,

Blind-fight: Re-roll miss chance for concealment,

Cleave: Get extra attack if hit monster to adjacent
foe, -2 AC until your next turn ,

Combat Reflexes: DEX mod additional attacks of
opportunity,

Improved Critical: Doubles critical chance of
weapon,

Iron Will: +2 on will saves,

Power Attack: You can choose to take a -1 penalty
on all melee attacks and combat maneuver checks
to gain a +2 bonus on all melee damage rolls.

Every +4 base attack penalty increases by -1 and
damage by +2

Skills Acrobatics 15, Diplomacy 13, Intimidate
19, Know the Planes 16, Perception 21, Sense
Motive 21, Spellcraft 12, Stealth 13, Survival 14

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

NAZRIBARR'S GREED

SPECIAL ABILITIES

Possessed Spell Vulnerability:

Impale:

Grab:

Evil Subtype:

Possessed Spell Vulnerability:

Devil Subtype:

Immunity to fire and poison:

Resistance to acid 10 and cold 10.

See in Darkness (Su) Some devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.

Summon (Sp) Devils share the ability to summon others of their kind, typically another of their type or a small number of less-powerful devils.

Telepathy:

Evil Subtype:

Extraplanar Subtype:

Lawful Subtype:

See in Darkness:

NAZRIBARR appears as a bloated, toad-like Barbed Devil. He is stouter than other Barbed Devils, and with fewer barbs upon his warty body. His eyes bulge involuntarily, and his muscles ripple and flex without his awareness of it.

In life, he was a fat, wide-eyed opportunist that took every opportunity to cheat or con anyone out of their fair share of anything to do with money. He was friendless, and even his parents tried to distance themselves from him. Nazribarr did not care, and he never will. The only thing that matters to him is wealth of any and all kinds. Sadly for him, however, he is in a perpetual state of seeing the wealth he desires but can never attain it. Part of his inevitable punishment is never realizing that he will never put his hands on the wealth he so desperately craves.

The GM may opt to have Nazribarr being very prone to be bribed for information or safety while traversing through his lair.



THE SLOTH DEVIL

5. SLOTH - You gain access to the tower and you immediately lay eyes upon an enormously fat human being reclining on his side, totally nude. His upper body is propped up with a variety of fine, silken pillows. A pair of nude humans are fanning this hideously obese thing. Beside the wretched stench of sulfur, iron, and blood, you can smell the man's natural musk from here. It is similar to one that has been imprisoned for an extended period of time and has not seen a drop of bathing water. The large man sneers at you in disbelief, yet does not seem to make any movements to motion to you or to address you. Both of his courtesans have noticed his changing visage and have turned to meet your presence. The pair of humans are smiling broadly. They drop their fans and lunge toward you to attack.

Although obviously bored, the reclining and the very large man suddenly emits a sound similar to rotted sailcloth tearing roughly, then a noxious vapor emanates from behind him somewhere and envelops the room at an unnatural rate. You start to become mildly ill, and this seems to make him very happy and he begins to laugh half-heartedly. He slowly raises a hand to you, yawns and slowly begins to rise for a battle that he seems to have no desire to engage in.

GM NOTES - This is **HOZZAG THE SLOTH DEVIL**. Hozzag is so lazy that he can scarcely find the motivation to even speak to the party but chooses to do something else instead. Treat the pair of evil humans as unarmed, level one fighters of chaotic evil alignment. HOZZAG lazily wields a brass candelabra that should be treated as a club.

HOZZAG - THE SLOTH DEVIL

Heresy Devil with OGREKIN-like Traits CR 13

XP 25,600

LE Huge Outsider

Init +1; Senses Darkvision 60, See in Darkness, Low-light Vision; Perception +21

DEFENSE

AC 30, Touch 5, flat footed 30

(No Armour, Shield, none)

(-3 Dex, +25 Natural, -2 size)

hp 188 (13d10+104+13); Fast healing 5

Fort +18, Ref +1, Will +13

Damage Reduction (Ex) 5/good, Immunity to fire, poison, Resistance to acid 10, cold 10, Spell Resistance 22

OFFENSE

Speed 10, fly 40ft., Fly (perfect)

Melee

Single Attack Slam +21 (2d8+10)

or Ranged Touch +8 (4d6) Ranged

Can fire 3 Searing words

Full Attack

2 Slam +21 (2d8+10)

Bite +21 (2d6+10)

or Ranged Touch +8 (4d6) range see below

Ranged Can fire 3 Searing words

Space 15ft.; Reach 5

Special Attacks

Blasphemous Bile (Su) 30-ft. line, once every

1d4 hours; damage 4d6 acid, Reflex DC 23 half.

Those struck by this bile find themselves drenched in liquid corruption so profound it impede the power of non-evil divine magic for 10 minutes.

Any non-evil divine spellcaster who casts a spell targeting a creature soaked in an ayngavhau's bile must make a DC 23 caster level check or have the spell fail. A creature affected by this bile may wash off the sludge by spending a round and using at least a gallon of fluid to cleanse itself. The save DC is Constitution-based.

THE SLOTH DEVIL HOZZAG'S STATS

Spell-like Abilities

Spell-like Abilities (CL 13th; concentration +18)

Spell-like Abilities 1/day- legend lore, mislead, summon (level 6, 2 bone devils 100% or 1 contract devil 70%), unhallow

Spell-like Abilities 3/day- deeper darkness, dispel good, dispel magic, invisibility purge, magic circle against good, zone of silence

Spell-like Abilities At Will- deathwatch, greater teleport (self plus 50 lbs. of objects only), mage hand, message

Spell-like Abilities (CHR) 3rd DC(13) At Will - illusory script, major image, 3/day- speak with dead, stinking cloud

Spell-like Abilities (CHR) 4th DC(14) 3/day- contagion, unholy blight

Spell-like Abilities (CHR) 5th DC(15) 3/day- telekinesis

Spell-like Abilities (CHR) 7th DC(17) 1/day- blasphemy

STATISTICS

Str 30, Dex 5, Con 27, Int 18, Wis 21, Cha 11

Base Attack 13 CMB 25; CMD 32

CMD Bonus +10

Feats

Diehard: Remain conscious at -1 to -9 hp,

Endurance: +4 on checks to resist non-lethal damage,

Great Fortitude: +2 Fortitude save,

Improved Initiative: +4 Initiative checks,

Persuasive: +2 Diplomacy +2 Intimidate,

Toughness: +3 Hit points or +1 per hit dice

Skills Bluff 16, Diplomacy 20, Fly 10, Intimidate

20, Know Arcana 20, Know History 17, Know

Religion 20, Know the Planes 20, Perception 21,

Perform Oratory 13, Sense Motive 21,

Spellcraft 20

Languages Abyssal, Celestial, Draconic, Infernal
SQ Change Shape (alter self) small or medium humanoid

SPECIAL ABILITIES

Corpulence:

Devil Summoner:

Searing Words:

Throne of Skulls:

Devil Subtype:

Immunity to fire and poison.

Resistance to acid 10 and cold 10.

See in Darkness:

Summon:

Telepathy.

Evil Subtype:

Extraplanar Subtype:

Lawful Subtype:

Darkvision 60 feet

Low-light Vision:

HOZZAG is an extremely obese devil that has certain Hersey Devil traits with some OGREKIN traits mixed in as well. He will lazily engage in battle, but he will manage to muster enough energy for his attacks to become quite lethal as he cannot wait to get back to doing absolutely nothing but lounging.

Hozzag is lethargic and does not seem to take much satisfaction in anything but lounging around and being fanned by his slaves.

In life Hozzag accomplished nothing, and he could not care less for any achievements. He is considered a joke amongst other devils and he has very little intention of using his powers to their full potential. The best way to get Hozzag to do anything is to promise him more time lounging and doing absolutely nothing.

Hozzag cannot be bribed in any way, shape, or form as he simply does not seem to care for such things. The only way that money would have any value for Hozzag is if he could somehow buy a small palace so that he can do absolutely nothing in it, all while being fanned continuously.

THE WRATH DEVIL



6. **WRATH** - As soon as you materialize into the next tower, the smell of blood momentarily overwhelms you. The walls are almost completely covered with blood spatter and gore. Unknown parts have stuck to the walls and slowly slide down to the bloodsoaked floor. A large humanoid resembling a **WEREBEAR** clad in **RED ARMOUR** is chasing seven men running around the room desperately trying to avoid this creature's hideous, blood-soaked axe. Somehow, the men appear to be unharmed and it is immediately apparent that the armored beast is chained to the west wall. All of the men are clad only in loincloths and seem to be just out of the reach of this imposing and maniacal figure.

The men desperately running for their lives barely notice you as the threat of this beast is impossible to ignore, even for a second. The creature continues to swing madly at the victims, barely missing them by mere inches. The beast's axe occasionally strikes a wall and bright sparks fly from the contact as if the walls themselves have been wounded. You realize that this creature is not tiring at all, and he keeps attacking and finally bellows,

*"Despicable! I cannot stand the *sight* of you! Still squirming like the *worms* that you are!"*

The axe-wielding beast takes notice of you, pauses for a moment, and charges at full speed at you, waving his axe in a deadly arc.

GM NOTES - This devil's particular torment is his inability to reach the seven men he wishes to hack apart. That is not the case for any party that foolishly steps into his lair. This devil gladly tries to hack the party up instead of the men he chases in vain. If the party defeats this creature, a **WRATH DEVIL** named **GOLIABATH**, the 7 terrified men running for their lives simply vanish.

THE WRATH DEVIL GOLIABATH'S STATS

After defeating this devilish creature, you can see that despite the blood and gore-smeared walls, you can see that the walls are completely covered with every weapon imaginable, as well as a severed head from every demi-human imaginable. All of them have their eyes wide open, which you have not noticed until now. Hundreds of severed heads neatly mounted on the walls spanning 30 feet up to the very top of the tower begin to scream at an immense volume. The screams are screams of pain, hate, and anguish. The wailing gets louder and louder, and just when you think that your ears or mind will shatter, the screaming fades and decreases. Within seconds, the cacophony dies down to a soft protest, then stops completely. All of the severed heads seem to go back to a very fitful and tormented rest. Tears of blood begin to flow freely and from every socket. The droplets rain down upon the floor near the edge of the chamber of gore. After several seconds, the tears finally stop.

Besides the weapons, the room seems to be completely devoid of any furnishings, treasures, or anything else of any value.

GM NOTES - If the PCs should try to take any of the weapons mounted on the walls, they realize that every weapon that exists can be found on these walls. If cleaned off, the weapons, whichever one(s) they choose, will seem to glow with very powerful magic. Each and every one of these weapons is **CURSED**, however. Each of these weapons will appear to be a +3 **SILVER WEAPON**, but in reality, they are all **-3 cursed backbiters**. If the party has somehow retained the services of Albert the Devil Ring, from area 7, Albert will be forthcoming and inform the party,

"Hey. Hey! Don't even *think* about grabbin' any of those weapons hangin' on the walls up there!"

They might look really nice all cleaned off, but trust me, they will do more than just fail you in battle. *They're cursed! All of 'em."*

GOLIABATH - THE WRATH DEVIL

Barbed Devil with Bear-like traits CR 13

XP 25,600

LE Medium Outsider

Init +6; Senses Darkvision 60, See in Darkness, Empathy Bear, Low-light Vision, Scent; Perception +22

DEFENSE

AC 23, Touch 15, flat footed 17

(No Armour, Shield, none)

(+6 Dex, +8 Natural, -1 size)

hp 150 (12d10+84);

Fort +15, Ref +14, Will +9

Barbed Defense (Su) A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devils barbs. Melee weapons with reach do not endanger a user in this way. Damage Reduction (Ex) 10/good Immune fire, poison, Resistance to acid 10, cold 10, Spell Resistance 22, Damage reduction 10/silver

OFFENSE

Speed 40

Melee

Single Attack(+3/+3) Greataxe +21

(3d6+13/19-20 X3) Unholy(Grab (Ex) claws)

Full Attack

(+3/+3) Greataxe +21/16/11 (3d6+13/19-20 X3)

Unholy (Grab (Ex) claws)

Bite +13 (1d8+7)

Claw +13 (1d6+7)

Space 10ft 2x2ft.; Reach 5ft

Special Attacks

Fear (Su) DC(19) claws A barbed devils fear attack affects any creature it damages with its claws. A DC Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds.

THE WRATH DEVIL GOLIABATH'S STATS

This is a mind-affecting fear effect. The save DC is Charisma-based,
Impale 3d8+9 ,
Improved Grab if hit with a claw.

Spell-like Abilities

Spell-like Abilities At will- greater teleport (self plus 50 lbs. of objects only), produce flame, scorching ray (2 rays only)
Spell-like Abilities (CL 12th)
Spell-like Abilities 1/day- summon (level 4, 1 barbed devil 35%)
Spell-like Abilities (CHR) 2nd DC(15)
At will - pyrotechnics
Spell-like Abilities (CHR) 3rd DC(16)
At will - hold person, major image
Spell-like Abilities (CHR) 4th DC(17)
1/day- orders wrath, unholy blight

STATISTICS

Str 25, Dex 23, Con 25, Int 12, Wis 17, Cha 16
Base Attack 12 CMB 20 CMB Bonus +4 grapple;
CMD 36

Feats

Alertness: +2 Perception +2 Sense motive,
Cleave: Get extra attack if hit monster to adjacent foe, -2 AC until your next turn,
Combat Reflexes: DEX mod additional attacks of opportunity,
Improved Critical: Doubles critical chance of weapon,
Iron Will: +2 on will saves,
Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls.
Every +4 base attack penalty increases by -1 and damage by +2

Skills Acrobatics 15, Diplomacy 12, Intimidate 18, Know the Planes 16, Perception 22, Sense Motive 22, Spellcraft 12, Stealth 9, Survival 15, Swim 7

against a foe of up to Medium size
Impale (Ex) A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Alternate form Grab:

Immunity to fire and poison:

Resistance to acid 10 and cold 10:

See in Darkness:

Summon:

Telepathy:

Evil Subtype:

Extraplanar Subtype:

Lawful Subtype:

See in Darkness:

Low-light Vision:

Scent:

MAGIC ITEMS

+3 Unholy Greataxe

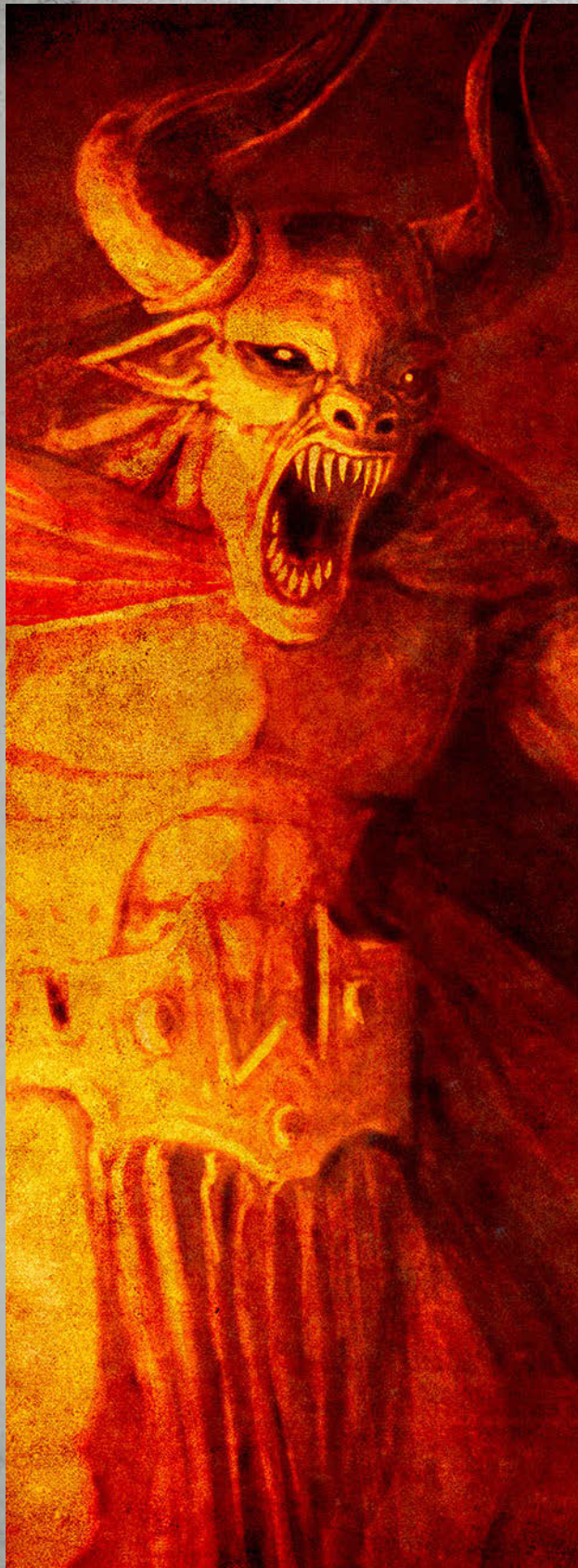
+2d6 damage against good alignment.

GOLIABATH is in an eternal state of rage. His unique torment could be described as a human being having an addiction or a compulsion that they wish that they didn't have, but engage with these compulsions to the fullest nonetheless.

There will be a slightly different form of hope that flashes in Goliabath's eyes any time he is rewarded with a rare victim or victims he can sink his axe into. When this happens, it is said that the entire outpost of Helvath Tor's wicked occupants can hear him bellow with a sense of satisfaction that is rarely heard coming from other devils. Unfortunately for Goliabath, this satisfaction last for mere seconds, and then is gone forever, further enraging him.

Goliabath seems to never get tired while chasing these seven potential victims that always avoid his deadly blade. Intruders entering into his lair, however, are in for a true battle, as his chains do not bind him regarding intruders to his lair.

THE ENVY DEVIL



7. ENVY - The next tower that you enter greets you with the belabored sounds of a man struggling desperately for air. A short and stocky humanoid resembling a fat man vaguely resembling a Werewolf that has only achieved *half* of his intended transformation is dunking a man's head in a barrel of water. The werewolf creature is clad in gleaming green armor and the victim is dressed in clothing that is undoubtedly that of a rich noble. As the man's head is brought up for air, it is unmistakable that the man is very handsome and in very good physical shape. You hear the wolflike creature growl into the ear of the man suffering from water torture,

“And WHO in the hell do you think YOU ARE? Coming in here thinking you own the place. With your looks and charm. WHO ARE YOU TO ENCROACH UPON MY GODS-DAMNED TERRITORY, YOU BASTARD!?”

GM NOTES - This is “*the star*” of the 7 deadly sin devils. This is **PHIDEUS CROWDER** and is quite possibly the most territorial and deeply envious being in recent history. This **ENVY DEVIL** exemplifies jealousy and envy and taking that frustration out *continuously* onto completely innocent and largely unaware human beings. If the PCs defeat this grand master of jealousy, read the following description of Phideus Crowder's request book and devil ring named Albert.

The chamber is furnished very well, like that of a man that is doing well in life, but is not necessarily rich. This chamber has every creature comfort, perhaps not the highest of quality, but a quality that the vast majority of men would be quite grateful for. All of the furniture and tables have large gashes cut into them and in some cases, parts have been chopped off of these otherwise fine furnishings.

ALBERT THE DEVIL RING

The only area that seems to have been kept pristine and in perfect shape is a finely-crafted and overstuffed chair pulled up to a mahogany table that holds three objects. One is a fairly large coffer of gold, a large and well-crafted book that is open and has writings by two distinctly different people. Resting next to the book is a silver ring carved to resemble a Horned Devil's severed head with two tiny rubies for eyes. As if the ring itself has been watching and following your gaze, as soon as you start to turn away from the ring, you hear the ring speak,

"Hey, who the *HELL* are you? Actually, I don't really care. I just wanna get the hell *outta here!* I have been attached to that fat, hairy **** for almost 30 years in life and a lot more than that in this Godsforsaken place! Just look at me. I used to be a beautiful and very valuable silver ring. Now, look at me. I look like a ***** devil with glowing red eyes for *****'s sake! Hey, listen, I know I am not the most savory magical item you've ever seen, but I used to be before that bloated, jealous ***** put me on his fat, grubby fingers. He couldn't even put me on his fingers in this ***** place. Not just because I am made of silver, but because I couldn't fit on that lard***'s fingers even if I wanted to. Hey, I know a few things about this dive. I'll make a deal with ya, and this is NOT the kind where you gotta throw away your soul for no Godsdamned reason! Here... you promise to get me the hell outta this *****hole, and I will tell you *everything* I know about this rat trap to make sure we ALL get outta here alive. Whaddya say? Oh, my name is Albert, by the way. Urp. 'Scuse me."

GM NOTES - This is indeed **Albert The Devil Ring**. He is also the most honest "thing" that exists in this hell pit. Albert used to be a magical Ring of Protection, but after many years



in Hell, Albert has transmuted into a unique, sentient being. Albert tends to *know* things about Helvath Tor. The GM may have Albert share all of them right now to prove his value, but it is much more likely that Albert will offer quid pro quo, and offer one thing first, then, in turn, he will ask a PC something that he or she is fond of in the Material Plane. He is a very confused and unique being and he switches alignments like most people change their minds. Such are the mysterious powers of Hell. He does indeed have a "told you so" attitude and outlook, and if the players trust Albert, his powers can indeed be used against any devils that the PCs may encounter. Albert is brazen and bold and if the PC that chooses to wear him insults Albert, he will indeed bite the PC inflicting 1 hp of damage and the PC must then make a successful DC 20 Fortitude save to prevent Albert from inflicting a unique poisoning. This blend of poison is unknown to Albert and is temporary, but acts as (1d3 Con) **Deathblade Poison**. If Albert senses that the PC wielding him has chosen to remove Albert from his/her finger, he will bite again. The GM may choose to have Albert "get better" if he is taken back to the Prime Material Plane, or he might be rendered back to a normal **RING OF PROTECTION +3**. **Albert's powers are his knowing of things about Helvath Tor (and Hell) that he should not know.**

The gold coffer is decorated with ornate swirls and seems to have had some value at one time. The coffer has been stabbed and scraped and

THE ENVY DEVIL REVEALED

gouged throughout the surface, however, and the coffer is almost worthless in its current state. If opened, the coffer will be found to have the following items. An inkwell and a fine writing quill, a red velvet-lined box large enough to hold a deck of tarot cards, and several (20) sheets of fine vellum with a drawing on each of the pages. Each drawing depicts a single man. The man is a handsome and pleasant looking fellow smiling. There are dozens of knife punctures in each of the 20 or so sheets of paper. Various words of ill intent have been hastily written all over the cards in red ink. These words of ill are "HATE, KILL, DIE!"

Albert the Devil Ring seems to exhale as if in disbelief. He chuckles sarcastically and adds,

"Oh, that guy in the parchment pages? That is the poor soul that Phideus really had a **** on for in a really bad way. I have never seen anyone or anything succumb to jealousy in such a way. Gods, the guy didn't even do anything wrong. Well, I guess that's what sheer madness and playing with devils will get ya! Sad as hell I had to come along with that sad sack, but what can ya do?"

"Wanna see how obsessed this "Phideus" really was? Just take a look at the **** he wrote in that book. Talk about OBSESSED. Not to mention being in eternal denial. I didn't even know such a thing was even possible. "Phideus" can't even bring himself to use his real name! Has to use something he made up upon arriving here. Just like all of the other lies he's perpetuated over the last several eons! Pathetic! Go on, look through the book, it's kinda nasty, but it ain't cursed. You can read what their plans are gonna be. This sick **** was going to be their leader! Ha! Can you freaking imagine THAT?!"

The open book on the table has an excerpt on the left page that appears to be a petition of some sort, and the writing on the right page is an obvious and mocking denial.

GM NOTES - The GM may choose to share the player handout art for added flavor and ambiance. If the PCs decide to examine the rest of the book and flip through the pages, they will find that the book is indeed safe, yet of very poor taste, and the PCs eventually come to another page that stands out prominently to them.

You flip through the pages of this book that is seething with pure, undiluted jealousy and hate, mixed with other rather odd emotions. You come to a page where the words are written in a larger size than the other writings. The text reads:

MY personal mission will have to wait.
Wreaking total destruction on M.A.B. will have to wait, as I must first serve my lord and masters and lead the other 6 back to the Prime Material Plane and spread our truths that only out kind could ever possibly hope to see! We are the 7 DEADLY SINS, and we will indoctrinate the world with spreading THE WORD and perpetuating THE CAUSE!

May all that have the hypocritical AUDACITY to claim "goodness and decency and fairness" ROT in these Hell pits instead of me and I will prove to the masters that I deserve to return to the lands of the living to wreak my endless torments and revenge upon M.A.B.!

Phideus Crowder

As you finish reading the excerpt, Albert offers another unsolicited opinion.

THE ENVY DEVIL CROWDER'S STATS

"This M.A.B. guy this fat slob keeps mentioning was a good guy. Joke's on 'Phideus', though. This M.A.B. has been dead for decades. Had a really nice and happy life, especially without this *** trying to destroy his life every coupla months or so. Sicko!"**

The animated silver ring spits a drop of blood upon the slain body of the bloated Envy Devil, Phideus Crowder.

GM NOTES - The velvet-clad box is a full **DECK OF MANY THINGS** that Phideus would occasionally use to take a break away from his hate-laced plans.

PHIDEUS CROWDER - THE ENVY DEVIL

Barbed Devil, Advanced CR 12

XP 19,200

LE Medium Outsider

Init +8; Senses Darkvision 60, See in Darkness; Perception +23

DEFENSE

AC 30, Touch 18, flat footed 22
(No Armour, Shield, none)

(+8 Dex, +12 Natural)

hp 162 (12d10+96);

Fort +16, Ref +16, Will +10

Barbed Defense (Su) A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devils barbs. Melee weapons with reach do not endanger a user in this way. Damage Reduction (Ex) 10/good Immune fire, poison, Resistance to acid 10, cold 10, Spell Resistance 22

OFFENSE

Speed 30

Melee

Single Attack(+2/+2) Sword, two bladed +22

(1d8+10/17-20) Unholy (Grab (Ex) claws)

Full Attack

(+2/+2) Sword, two bladed +22/17/12

(1d8+10/17-20) Unholy (Grab (Ex) claws)

Claw +15 (2d8+8)

Space 5ft.; Reach 5

Special Attacks

Fear (Su) DC(22) claws A barbed devils fear attack affects any creature it damages with its claws. A DC Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds.

This is a mind-affecting fear effect.

The save DC is Charisma-based,

Impale 3d8+9

Spell-like Abilities

Spell-like Abilities At will- greater teleport (self plus 50 lbs. of objects only), produce flame, scorching ray (2 rays only)

Spell-like Abilities (CL 12th)

Spell-like Abilities 1/day- summon

(level 4, 1 barbed devil 35%)

Spell-like Abilities (CHR) 2nd DC(18)

At will - pyrotechnics

Spell-like Abilities (CHR) 3rd DC(19)

At will - hold person , major image

Spell-like Abilities (CHR) 4th DC(20)

1/day- orders wrath, unholy blight

STATISTICS

Str 27, Dex 27, Con 26, Int 16, Wis 19, Cha 22

Base Attack 12 CMB 20 CMB Bonus +4 grapple;

CMD 38

Feats

Alertness: +2 Perception +2 Sense motive,

Cleave: Get extra attack if hit monster to adjacent foe, -2 AC until your next turn,

Combat Reflexes: DEX mod additional attacks of opportunity,

Improved Critical: Doubles critical chance of weapon,

Iron Will: +2 on will saves,

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls.

THE ENVY DEVIL CROWDER'S STATS

Every +4 base attack penalty increases by -1 and damage by +2

Skills Acrobatics 20, Diplomacy 21, Intimidate 21, Know the Planes 18, Perception 23, Sense Motive 23, Spellcraft 18, Stealth 23, Survival 19

Languages Celestial, Common, Draconic, Infernal, Telepathy 100 ft.

SQ Change Shape (alter self) small or medium humanoid

SPECIAL ABILITIES

Grab:

Impale:

Immunity to fire and poison:

Resistance to acid 10 and cold 10:

See in Darkness:

Summon:

Telepathy:

Evil Subtype:

Extraplanar Subtype:

Lawful Subtype:

See in Darkness:

MAGIC ITEMS

+2 Unholy Two-bladed Sword

+2d6 damage against good alignment.

PHIDEUS CROWDER, THE ENVY DEVIL, is perhaps the most obsessed and delusional devil in recent history. His propensity to blame other innocent human beings for his evils is something that has certainly attracted Pulshiphur Verodden. When the time is right, Phideus, a name that he created due to his vast and superhuman sense of denial, will be the leader of all of the devils at Helvath Tor. Their mission is to spread their lies with their unrivaled and maniacal conviction, to recruit and poison the minds and souls of as many humans as possible. Phideus has a collection of subtly blasphemous **POSSESSION PLATES** ready to be passed out on the Prime Material Plane.



My Dark Lord,

It is my greatest will and wish to ask for the delivery of the person that is responsible for putting me here.

I petition you to deliver the living, breathing body of Mathias Antonio Bogdanore! HE is the one that put me here, and my thirst for revenge MUST be quenched! I have lost EVERYTHING due to this vile man! Preaching LIES of honesty, honor and fair play? WHO does he think he IS?!?!? LIES ~ ALL!!!

It is this request that I humbly and most desperately implore you, my GREAT and Mighty Lord Pulshiphur Verodden!

Yours sincerely, Phideus Crowder



My poor, delusional "Phideus",

This man that you speak of made NO attempt to hurt you in any way. In fact, he offered his unconditional friendship and even a partnership that he reserved for very few. Your massive ego and raw narcissism opened the doors for your own destruction.

All of the things you tried to bring him down failed, but we greatly appreciate your devious nature. We believe that we have a prime pupil in your endless hatred and envy. We believe your teachings will help turn many to bend to our wishes. *We respectfully deny your request*, but your suffering is most delicious. You are more than welcome to resubmit further rebuttals at will. You are mine...

Lord Pulsiphur Verodden





On Sovereign Deity, I realize
that I am not only deeply unworthy,
but I am a worthless sinner that is
going to HELL for my many
wicked deeds. I ask that you hasten
this process for me,
my true master!



THE OUTER EDGES



THE OUTER EDGES

GM NOTES - There are 6 floating rocks that surround The Hell Pits of Helvath Tor. Each one of these outposts is equipped with either a ring of fire, a ballista or two, and/or one of two portals disguised as hell pits. *These two hell pits will lead to The Hex Towers of Helvath Tor.* They teleport all 100% safely to area 4 of The Hex Towers. *The Hex Towers is the current home of the two holy books that the party must find and return to The Prime Material Plane.* It is also the temporary home of the twin traitors **MORDREK** and **MORLETH DREVARDIN**, the pair responsible for stealing these two supremely valuable books. The lord of this outpost of Hell has also been known to make an appearance at some point.

BALLISTA - These are gigantic ballistae 30 feet in length. They fire **FLAMING BALLISTA BOLTS** and cause the following damage, regardless of the size of the victim. **6d6 + flame damage.**

RINGS OF FIRE - There are six rings of eternal fire that act as prisons to hold fresh “visitors” of Helvath Tor, and also act as an extremely

entertaining outlet for the **17 BEARDED DEVILS** that inhabit areas 8-13. Their lust for torture and inflicting pain and torment is so strong that it is possible for the PCs to traverse every floating rock without being noticed by the Bearded Devils of accompanying rocks. A PC invading one of these six rocks can only be noticed by the devils on that particular rock, plus one to each side of said rock being invaded. For example, if the party storms area 8, then only the devils at areas 9 and area 13 have a chance of spotting this invading force. GM’s discretion on the chances of the party being seen. There are a varying number of Bearded Devils assigned to each floating hell rock. The breakdown of these devilish guardians is:

AREA 08 - 4 Bearded Devils

AREA 09 - 2 Bearded Devils

AREA 10 - 2 Bearded Devils

AREA 11 - 2 Bearded Devils

AREA 12 - 5 Bearded Devils

AREA 13 - 2 Bearded Devils

2 PORTALS TO THE HEX TOWERS - There are **two vital portals at areas 8 and 12.** These are roughly 20-foot square “hell pits” that are merely illusions. These serve as active and operational 2-way portals as each of these pits appear as if there is a vast lava ocean below - complete with screaming, writhing, tortured souls. Their screams rival the screams of others that suffer here, and so far, it has deterred anyone futilely attempting “suicide” by leaping into these pits. *Anyone that does leap into any of these two pits will instantly be delivered to area 4 of The Hex Towers.* Area 4 is an entryway and exit for the devilish twins **MORLETH** and **MORDREK DREVARDIN**. These two were the pair responsible for stealing the two books that they were entrusted with guarding against any of The Infernal. These twins were awarded forms of honorary devil-like bestowments and they each have unique, enhanced powers and new responsibilities.

2 PORTALS TO THE HEX TOWERS



Since the twins had intimate knowledge of these two holy books, part of their pact or deal is to protect these two books, while learning more things that they must do to keep their powers, maintain their growing armies and expand their power. Morleth is the female devil that resembles a beautiful female human, but with deadly and devilish powers. **She lurks in area 5.** Mordrek is Morleth's wicked and sadistic brother. **He dwells in area 6.**

The areas marked 1, 2 and 3 on THE HEX TOWERS MAP are teleportation portals that allow patrolling ERINYES devils to materialize at will into any of the three main chambers of The Hex Towers.

The artifact that was given to the party known as THE HELL PIT CUBE has the hidden special ability to reveal these two portals to enter The Hex Towers! The cube will glow a fiery red, and draw the party's gaze in the direction of these two portals when they get to within 100 feet of either of these portals.

At some point, it will be made known the locations of the two portals to enter the hidden

Hex Towers. This will most likely come from the unexpected reaction that the Hell Pit Cube has made, inexorably attracting the attention of the party. If that is somehow not feasible, then one of the Saints, Sir Drake, The Master, or even Albert The Magical Ring could provide this information.

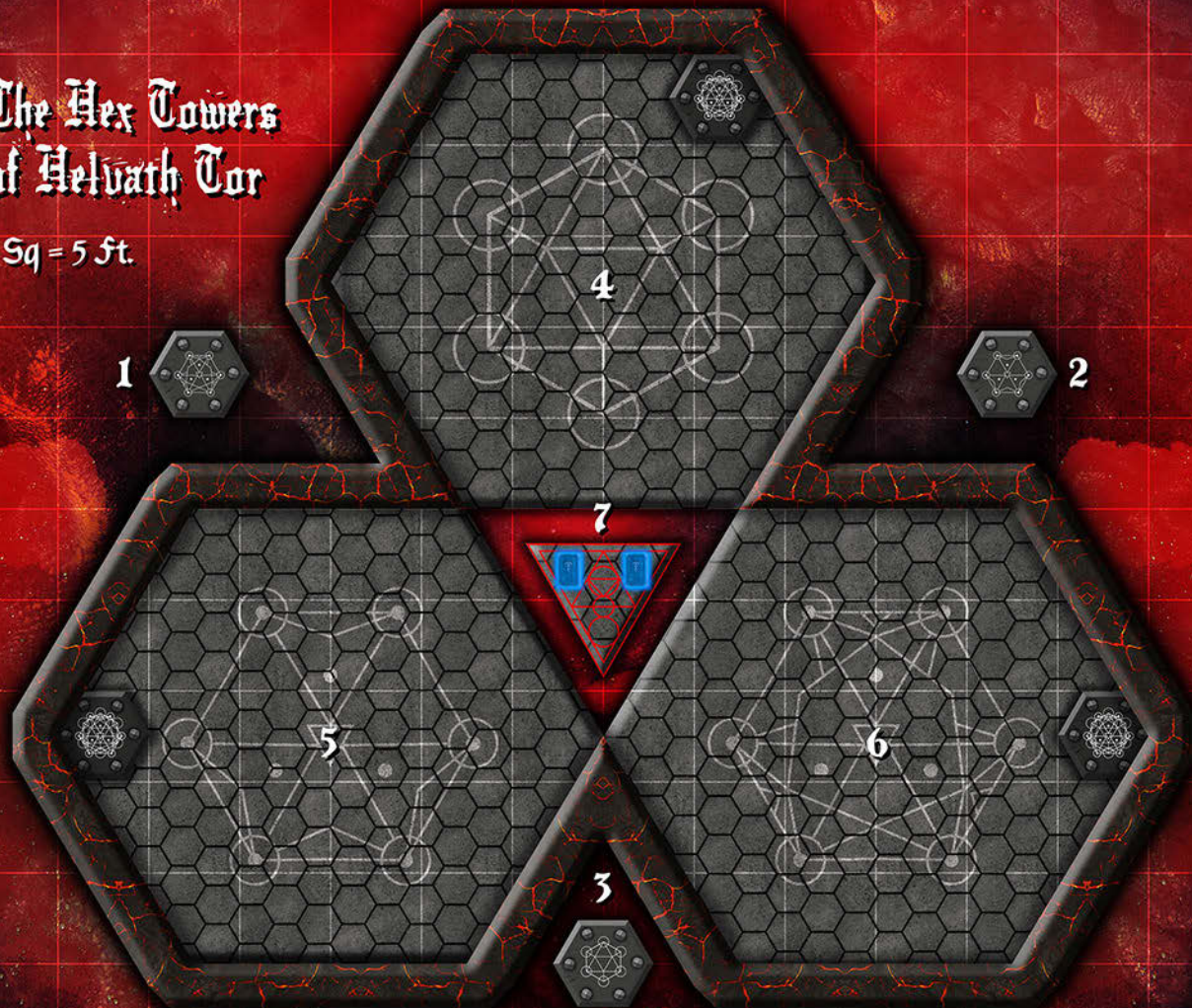
Any of the NPCs previously mentioned could now strongly urge the party to drink as many healing potions as possible, and to also prepare their strongest spells and magic items that can be used against the devils.

There is some final preparatory information for the GM to understand the protections that have been set in place. Recovering these two lost holy books is not to be an easy task.



The Hex Towers of Helvath Tor

1 Sq = 5 ft.



The Hex Towers is a multi-sided tower that serves as a stronghold created to protect the two books that the party has been entrusted to recover and to deliver safely back to the Holy Order of Athagas. The Hex Towers is composed of just four main parts. Three of the four parts are the three adjoining towers that surround a triangular platform merely 9 feet wide on each side. This triangular pattern is made from a single piece of sigil-inscribed metal of unknown origin. The sigil is the symbol for the master of this tiny section of hell. This allows him effortless access to these books while offering him some level of protection. It is his responsibility to guard these two holy books with everything he has, and failure to do so will most definitely result in torments and tortures that even this particular devil could scarcely fathom. The devil who designed these towers and petitioned to his lord and masters with everything he has is a particularly nasty **HORNED DEVIL** named **PULSIPHUR**

VERODDEN. He has prepared for this opportunity for quite some time, and the magical words placed upon the triangular pedestal protecting the two holy books are unique. Aside from the triangle being protected by four walls of force (north, west, east sides and beneath the floating triangle) the pair of holy books are protected further in the following ways.

- **Three WALLS OF FORCE** that extend upward to the very tops of these towers.
- One top and one bottom wall of force that act as invisible caps to maintain an airtight seal so the holy papers do not burn or smolder by being exposed to Helvath Tor's putrid and noxious air.
- The twins, Verodden, and Erinyes constantly patrol here and use the teleportation platforms to gain access to any of the three main tower chambers if and when needed.

ABOUT THE HEX TOWERS

Two of the three towers are occupied at all times by the evil, traitorous twins MORDREK and MORLETH DREVARDIN. **The twins are currently in areas 5 and 6.** They are both currently enjoying slowly roasting a pair (each) of their once beloved brethren in glass-shielded cooking towers. It is here where the twins will hurl a series of verbal assaults and taunts while the captured Brothers of The Holy Order of Athagas scream in agony. All for having the audacity for preaching about and making great daily attempts to live decent and honorable lives.

There are three interior and three exterior teleportation platforms that allow the three aforementioned devils as well as **1-3 patrolling ERINYES DEVILS** to teleport in the following ways at will. These teleportations are done simply by mentally visualizing the destination desired.

1. Outside platform teleports (all that fit on this 5-foot wide platform) inside any of the 3 inner tower chambers.
2. Outside platform teleports anywhere imagined to the hell pits at Helvath Tor.
3. Inside platforms teleport anywhere imagined to the hell pits of Helvath Tor.

The following description would apply for when the party finds means to teleport into the Hex Towers into **area 4**.

You feel the familiar sensation that you experience when teleporting from one location to another. You know that teleportation takes a second or so, but somehow, this violent teleportation seems a lot longer and a lot more painful. Searing, shooting pains wrack your body so suddenly and so fiercely that you are forced to yell aloud. You teleport onto a hard, hexagonal platform that is but five feet wide.

The chamber that you teleport into is roughly 30 feet by 25 feet and is shaped in a hexagonal manner with a 10-foot opening that extends upwards to 30 feet. The walls appear to be made from cracked, molten black iron and the heat coming from the wall next to the teleportation platform is oppressive. The grey floor is covered with dried and fresh blood intermixed with what looks like human flesh. The blood covers a devil sigil of some sort, and the entire open tower smells like a slaughterhouse that's been set afire.

You don't know how you didn't sense this immediately, but you now notice a massive devil hovering 30 feet directly over your heads. This infernal creature is a deep red and nearly 10 feet tall. It's massive wings pump effortlessly to allow the beast to hover above you. Its wingspan is nearly 15 feet wide, and the heavily-muscled devil must weigh at least 700 pounds. The beast's head is crowned with four massive horns atop an oddly-shaped triangular head. The eyes of this thing are far from human, yet shine with an unmistakably evil *knowing* and intelligence. The thing sneers and you cannot tell if it is angry or amused. It then speaks in a deep, rolling tremor that vibrates throughout your entire being.

"I know *why* you are here, oh messengers of The Holy Order, but you *cannot* have them. These books are *mine* now. After I flay you alive several thousand times, I will have these books moved again, and in a place where they will never be recovered again. Tell me, whelps, how does it feel to have come so far and to get sooo very close, only to fall short mere footsteps away. How does it feel, you pathetic *VERMIN!*"

In a blinding flash, the devil draws back a wickedly spiked chain smeared with

LORD PULSIPHUR VERODDEN'S STATS

gore and fresh blood. In the blink of an eye, the devil descends to attack.

GM NOTES - The way that the Hex Towers has been designed is to allow very few of the infernal to have access at any time. There is always at least one of the twins guarding the books while they take pleasure in administering pain to those they have captured from the Prime Material Plane.

If there is any combat in any of the 3 chambers, there is a 90% chance for each fiend to notice the battle taking place in the next tower. The only way this would go unnoticed is if the fiend is at that moment when they are at the very peak of inundating their victims with maximum pain and suffering

None of these infernal beings carries any worthwhile treasure, as they each have various lairs elsewhere that they visit as needed. They do, however, wield a variety of magical items.

PULSIPHUR VERODDEN

Devil, Horned (Cornugon) CR 17
XP 102,400

LE Large Outsider

Init +10; Senses Darkvision 60, See in Darkness, Telepathy 100ft; Perception +26

DEFENSE

AC 39, Touch 19, flat footed 29

(No Armour, Shield, none)

(+10 Dex, +20 Natural, -1 size)

hp 232 (15d10+150); Regeneration

(good weapons, good spells)

Fort +19, Ref +19, Will +15

Damage reduction 10/good and silver,

Immunity to fire, poison, Resistance to acid 10, cold 10, Spell Resistance 27

OFFENSE

Speed 30, fly 50ft.

Melee

Single Attack(+2/+2) Chain, spiked +29 (2d6+20)

Unholy(Weapon +1 unholy spiked chain)

Full Attack

(+2/+2) Chain, spiked +29/24/19 (2d6+20)

Unholy (Weapon +1 unholy spiked chain)

Bite +24 (2d6+12)

Tail +24 (2d8+6)

Space 10ft.; Reach 10

Special Attacks

Infernal wound DC(27)

Stun (Str) DC(29)

Summon (level 6, 3 barbed devils, 35%)

Spell-like Abilities

Spell-like Abilities (CHR) 3rd DC(21) At will
magic circle against good, fireball, lightning bolt

Spell-like Abilities (CHR) 5th DC(23) At will
dispel chaos, dispel good, persistent image

Spell-like Abilities (CHR) 7th DC(25) At will
greater teleport (self plus 50 lbs. of objects only)

STATISTICS

Str 35, Dex 31, Con 30, Int 18, Wis 26, Cha 27

Base Attack 15 CMB 28 CMD 48

Feats

Improved Bull Rush: +2 to Bull rush CM and CMD; no attack of opportunity,

Improved Sunder: +2 to Sunder CM and CMD; No attacks of opportunity,

Improved Vital Strike: 1 attack 3 times damage die,

Iron Will: +2 on will saves,

Multiattack: Secondary Attacks are at -2 instead of -5,

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls.

Every +4 base attack penalty increases by -1 and damage by +2,

Vital Strike: 1 attack roll damage dice twice,

Weapon Focus: +1 to attack rolls

THE EVIL TWINS

Skills Bluff 26, Diplomacy 26, Fly 28, Intimidate 26, Know the Planes 22, Perception 26, Sense Motive 26, Spellcraft 22, Stealth 24, Survival 26

Languages Celestial, Common, Draconic, Infernal, Telepathy

MAGIC ITEMS

+2 Unholy Spiked Chain +2d6 damage against good alignment

PULSIPHUR VERODDEN is more ambitious than most. He has been planning for advancement for a very long time indeed and he has no intention of letting his plans fall apart at the hands of several humanoid beings.

The GM should read this adventure very carefully and make adjustments based on adding optional NPCs including having The Master of The Holy Order of Athagas accompany the party to Hell, as well as possibly having two or three of the three resurrected heroes come to Hell with the party.

HEX TOWER AREAS 5-6 - *You gaze into the southwest tower and you are greeted with a most horrific sight. At the opposite end of this 30-foot wide tower, a tall and slender warrior woman with an impeccable build is standing before a pair of iron and glass columns that reach to the very top of the tower. A pair of holy men are being cooked to death *slowly* as this woman watches with unbridled joy. The two men appear to be from the Holy Order of Athagas, as they wear the same white and gold robes and holy symbols of The Order. The holy symbols the suffering men wear around their necks are smoldering before your eyes. The pair of men are screaming in agony for mercy.*

GM NOTES - The PC's may have a temporary advantage as this devilish woman **MORLETH** has her back to the party, temporarily lost in the intoxicating agony she is currently enjoying. Any sneak attacks would be wise, but will be the last free opportunities to strike first, as this devilish warrior will fight back fiercely.

*The woman is quite beautiful **physically**, but the maniacal green gleam in her eyes forces you to immediately reconsider. Standing nearly six feet tall and clad in nearly spotless black armor, despite her obvious wickedness, she is without a doubt a very impressive figure. She says,*

*"Hmmm, more fodder and **food** for my unholy palette? Tell me, what *lies* has our so-called Grand Master promised you poor rabble?"*

An enormous and heavily-muscled man appears from the tower next door. As he squarely faces you, it is obvious that this thing is nearly as wide as he is tall. Towering at nearly seven feet in height and wearing extremely thick battle armor, it is difficult to tell where the armor ends and his twisted flesh begins. A crackling, purple sphere of power appears in his left claw as he menacingly extends his right hand. An inhuman voice rumbles from his coarsely-bearded mouth.

"My sister and I know why you are here. I wish that I could send a message to your eternal hypocrite of a "God," but it will be an even greater pleasure for Morleth and I to tear you apart slowly. My beloved sister and I do indeed intend to take our time."

GM NOTES - GM's discretion as to the unlikely probability of having the four roasting holy men



THE FINAL BATTLE

having any chance of being healed.

If the party has retained the services of Albert the Devil Ring, Albert has the following bit of knowledge to impart for the benefit of the party.

“You see that platform between these three towers? It’s protected on all sides by some kind of invisible wall. It’ll be *hell* trying to work through that with regular weapons. Both of the books are there. I know because I heard that main devil bastard taunt that lardass Phideus Crowder with some really sick promises. They are the real thing, although I’d be careful about traps. Crowder used to bore me to bloody tears with his babblings about hoping to catch a visitor from somewhere normal. I hate this Godsdamned place. Now get those two books and *GET ME THE ** OUTTA HERE!*”**

GM NOTES - *Area 7 is indeed the temporary home of THE ANGELICON and THE BOOK OF THE DIVINE SPIRIT.*

The beginning of this section lists the magical measures set in place to prevent the theft of these two books, and these are only a handful of ways to bypass this special Wall of Force. Some of these methods are mage’s disjunction, disintegrate, sphere of annihilation, a rod of cancellation, dimension door or teleporting via spell but NOT possible by any of the teleportation platforms in this particular outpost in hell. Lord Pulshipher Verodden uses his greater teleport as needed to consult the pages of these holy books.

This special Wall of Force can only be damaged by magic weapons of +3 or better, has a hardness of 30 and 400 hit points. If the players do manage to bypass this special Wall of Force, there is a TRAP that will be set off if not dispelled first. This is a **8888 TRAP.**

If the final trap is bypassed and Albert The Devil Ring is with the party, he will gleefully shout,

“Saweeet *JAYSIS!* Grab those Godsdamned books and let’s get the *HELL* on outta this LUNATIC ASYLUM!”

MORLETH DREVARDIN - Human - CR 12
XP 19,200

Antipaladin level 13

Init +4; Senses Darkvision 60

DEFENSE

AC 20, Touch 13, flat footed 17

(+2 Scale mail, Shield, none)

(+3 Dex, +7 armour)

hp 115 (0d8+13d10+26+13);

Fort +14, Ref +12, Will +9

Damage reduction 10/ good, Resistance to cold and fire 15, Spell Resistance HD + 5 (max of 25)

OFFENSE

Speed 20

Melee

Single Attack(+2/+2) Longsword +18

(1d8+4/19-20) Flaming

or (+3/+3) Crossbow, light +20

(1d8+3 /19-20 X2) Speed Ranged

Full Attack

(+2/+2) Longsword +18/13/8

(1d8+4/19-20) Flaming

(+1/+1) Dagger, punching +10 (1d4+2 X3)

or (+3/+3) Crossbow, light +20 (1d8+3 /19-20

X2) range 80 Speed Ranged

Space 5ft.; Reach 5

Special Attacks

Smite good 1 per day add extra damage
= to HD total

Aura of Vengeance (Su) 2 uses of smite good to grant smite good to allies within 10 feet, using bonus for 1 minute



MORLETH DREVARDIN'S STATS

Channel negative energy (Su) Consumes two uses of his touch of corruption ability. As a cleric of antipaladin level

Fiendish Boon (Sp) SA increase weapon enchantment for 1 minute by 3

Smite Good Add CHA bonus to hit , +1/level to damage. Per day = 5

Touch of Corruption (Su) 1/2 his antipaladin level + his Charisma modifier /day. 1d6 dam /2 levels

Antipaladin Spells

CL 13 Concentration 17

Level 1 (4) DC 15

Command, Curse Water, Detect Law, Inflict Light Wounds

Level 2 (3) DC 16

Darkness, Darkvision, Inflict Pain

Level 3 (2) DC 17

Magic Circle against Good, Vampiric Touch

Level 4 (1) DC 18

Invisibility, Greater

STATISTICS

Str 14, Dex 18, Con 15, Int 13, Wis 13, Cha 18
Base Attack 13 CMB 15; CMD 29

Feats

Cruelty (Su) - Exhausted: The target is exhausted. Must have the fatigue cruelty. Fort DC 10 + 1/2 level + CHR mod.

Cruelty (Su) - Fatigued: The target is fatigued. Fort DC 10 + 1/2 level + CHA mod.,

Cruelty (Su) - Shaken: The target is shaken for 1 round per level. Fort DC 10 + 1/2 level + CHA

Cruelty (Su) - Sickened: The target is sickened for 1 round per level. Fort DC 10 + 1/2 level + CHA

Armour Prof Heavy,

Armour Prof Light,

Armour Prof Medium,

Cleave: Get extra attack if hit monster to adjacent foe, -2 AC until your next turn ,

Combat Casting: +4 Concentration checks for

Defensive casting,

Martial Weap Prof,

Mounted Combat: Negate hit on mount with ride check DC opponents attack roll,

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls.

Every +4 base attack penalty increases by -1 and damage by +2,

Ride-by Attack: When charging can carry on after the attack,

Selective Channeling: Can choose number of targets = CHA mod who are not effected,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Trample: When overrunning opponent cannot avoid you,

Weapon Focus: +1 to attack rolls

Skills Acrobatics 6, Bluff 16, Disguise 16, Handle Animal 10, Intimidate 15, Know Religion 7, Ride 15, Sense Motive 6, Spellcraft 6, Stealth 12

Languages Common

SPECIAL ABILITIES

Aura of Cowardice (Su) All enemies within 10 feet to take a -4 penalty on saving throws against fear effects

Aura of despair Enemies within 10ft -2 saves

Aura of Evil The power of an antipaladins aura of evil (see the detect evil spell) is equal to his antipaladin level. A paladin who uses smite evil on an antipaladin deals 2 points of damage per paladin level on his first successful attack.

Detect Good At will

Plague Bringer (Ex) Can still contract diseases and spread them to others, but he is otherwise immune to their effects.

Smite Good

Unholy Resilience (Su)

MAGIC ITEMS

+2 Scale Mail

RING OF INVISIBILITY

MORDREK DREVARDIN's STATS

+2 Flaming (green flames) Longsword
+1d6 fire damage
+1 Punching Dagger
+3 Light Crossbow of Speed

MORDREK DREVARDIN - Human - CR 12
XP 19,200

Antipaladin level 13

Init +2; Senses Darkvision 60

DEFENSE

AC 21, Touch 11, flat footed 20
(+1 Full-plate, Shield, none)
(+1 Dex, +10 armour)
hp 141 (0d8+13d10+52+13);
Fort +15, Ref +9, Will +8
Damage reduction 10/ good, Resistance to cold
and fire 15, Spell Resistance HD + 5 (max of 25)

OFFENSE

Speed 20

Melee

Single Attack(+2/+2) Mace, Heavy +21
(1d8+7) Disruption
or (+2/+2) Crossbow, heavy +17
(1d10+2 /19-20 X2)
Full Attack
(+2/+2) Mace, Heavy +21/16/11
(1d8+7) Disruption
(+2/+2) Spear +14 (1d8+4 X3) Wounding
or (+2/+2) Crossbow, heavy +17
(1d10+2 /19-20 X2) range 120
Space 5ft.; Reach 5

Special Attacks

Smite good 1 per day add extra damage
= to HD total
Aura of Vengeance (Su) 2 uses of smite good to
grant smite good to allies within 10 feet, using his
bonus for 1 minute
Channel negative energy (Su) Consumes two uses
of his touch of corruption ability. As a cleric of
antipaladin level
Fiendish Boon (Sp) SA increase weapon enchant

ment for 1 minute by 3
Smite Good Add CHA bonus to hit , +1/level to
damage. Per day = 5
Touch of Corruption (Su) 1/2 his antipaladin level
+ his Charisma modifier /day. 1d6 dam /2 levels

Antipaladin Spells

CL 13 Concentration 17

Level 1 (4) DC 15

Command, Curse Water, Detect Law,
Inflict Light Wounds

Level 2 (3) DC 16

Darkness, Darkvision, Inflict Pain

Level 3 (2) DC 17

Magic Circle against Good, Vampiric Touch

Level 4 (1) DC 18

Invisibility, Greater

STATISTICS

Str 20, Dex 15, Con 18, Int 12, Wis 12, Cha 17
Base Attack 13 CMB 18 ; CMD 30

Feats

Cruelty (Su) - Exhausted: The target is exhausted.
Must have the fatigue cruelty. Fort DC 10 + 1/2
level + CHR mod.,

Cruelty (Su) - Fatigued: The target is fatigued.
Fort DC 10 + 1/2 level + CHA mod.,

Cruelty (Su) - Shaken: The target is shaken for 1
round per level. Fort DC 10 + 1/2 level + CHA
mod.,

Cruelty (Su) - Sickened: The target is sickened for
1 round per level. Fort DC 10 + 1/2 level + CHA
mod.,

Armour Prof Heavy,

Armour Prof Light,

Armour Prof Medium,

Cleave: Get extra attack if hit monster to adjacent
foe, -2 AC until your next turn ,

Combat Casting: +4 Concentration checks for
Defensive casting,

Martial Weap Prof,

YOU HAVE SAVED THE WORLD!

Mounted Combat: Negate hit on mount with ride check DC opponents attack roll,

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls.

Every +4 base attack penalty increases by -1 and damage by +2,

Ride-by Attack: When charging can carry on after the attack,

Selective Channeling: Can choose number of targets = CHA mod who are not effected,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Trample: When overrunning opponent cannot avoid you ,

Weapon Focus: +1 to attack rolls

Skills Acrobatics 2, Bluff 15, Disguise 15, Handle Animal 9, Intimidate 14, Know Religion 7, Ride 13, Sense Motive 6, Spellcraft 6, Stealth 8

Languages Common

SPECIAL ABILITIES

Aura of Cowardice (Su) All enemies within 10 feet to take a -4 penalty on saving throws against fear effects

Aura of despair Enemies within 10ft -2 saves

Aura of Evil The power of an antipaladins aura of evil (see the detect evil spell) is equal to his antipaladin level. A paladin who uses smite evil on an antipaladin deals 2 points of damage per paladin level on his first successful attack.

Detect Good At will

Plague Bringer (Ex) Can still contract diseases and spread them to others, but he is otherwise immune to their effects.

Smite Good

Unholy Resilience (Su)

MAGIC ITEMS

+1 Full Plate Mail

RING OF INVISIBILITY

+2 Heavy Mace of Disruption

+2 Spear of Wounding and +2 Heavy Crossbow

GM NOTES - If the party survives, the GM may allow The Master to award the party with extra wonderful treasures and blessings, or the GM may also allow for a real adventure climax by having Lord Pulsiphur Verodden be absent in Area 4 but he follows the party back through the mirror portal, grabbing the last party member by the leg! Creative dice rolls need no further explanation!

If the party does survive, the GM may need to alter the ending depending on how many have died, but the following ending may also serve as an option.

Over a long period of time, and after much heartache, pain, and death, you have just completed your most deadly, dangerous, and important mission of all time, and you have indeed been successful.

After an extraordinarily deadly and horrible series of haunting and unforgettable encounters, you have suffered more than you ever have in your lives, but you're alive, and you'll continue to live. Your sacrifices have hit you hard but they've strengthened and tempered you and made you far stronger than you have ever believed possible.

Your valorous efforts have ensured that the actions and changes that are now set in place will ensure that you and yours can now live in peace. You have staved off a nearly unimaginable wave of evil, and you've prevented an entire legion and a new generation of evil ones from forming.

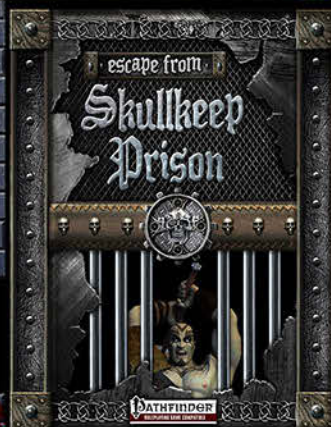
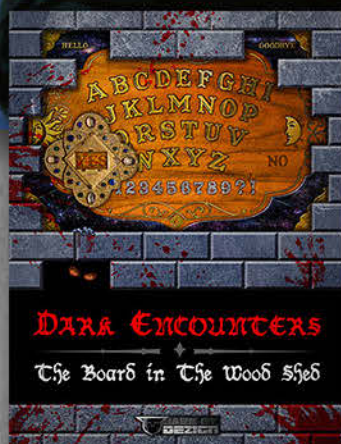
You have done well...

THE END....?

YOU HAVE DONE WELL!



Check out these and other **DARK BY DEZIGN** titles available on DTRPG!
https://www.drivethrurpg.com/browse/pub/9996/DARK-BY-DEZIGN?term=Dark+By+D&test_epoch=0



Check out these and other **DARK BY DESIGN** titles available on DTRPG!

https://www.drivethrurpg.com/browse/pub/9996/DARK-BY-DESIGN?term=Dark+By+D&test_epoch=0

CREDITS

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated

versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K. Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K. Reynolds, F. Wesley Schneider, Owen K.C. Stevens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K. Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Chronicles: Princes of Darkness, Book of the Damned Vol. 1. © 2009, Paizo Publishing, LLC; Author: F. Wesley Schneider.

Pathfinder Campaign Setting: Lords of Chaos: Book of the Damned, Vol. 2. © 2010, Paizo Publishing, LLC; Author: James Jacobs.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

No Man's Land © 2019, Dark By Design; Author: Matthew A. Bogdan

NO MAN'S LAND

