

BIS7-07

Radiance and Resolution

A Two-Round D&D[®] LIVING GREYHAWK[™]

Bissel Regional Adventure

Version 1.0.0

by Crystal and Jay Babcock

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Two years ago, Bissel unleashed a weapon of great power upon the Necromancer's armies. The forces of darkness were decimated and the tide of the war turned, but in the process the boundaries between planes was torn asunder. Truelight was lost, and the land itself became inhospitable. But you now stand before the breach, and have the chance to change Bissel forever. A two-round Bissel regional adventure for APLs 2-12 and finale of the *Sun after the Storm* series.

Resources: *Manual of the Planes* [Jeff Grubb, Bruce R. Cordell, and David Noonan], *Planar Handbook* [Bruce R. Cordell and Gwendolyn F.M. Kestrel], *Planescape* [David "Zeb" Cook].

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at jay@viceandvillainy.org. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player

character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

The war against Evard was long and arduous. Many sacrifices were made by the men and women of Bissel. In the end, the tide of battle was turned by a backup plan.

In BIS4-02 *Two Halves of a Whole*, the Bissel Free Companies and the Knights of the Watch found evidence of two weapons that could be of use against the forces threatening Bissel – the first, a spellbook that contained the research needed to create powerful spells that can destroy powerful undead, the second, a set of rituals that Evard used to awaken a smaller undead force that had been causing issue on the border of Rhomstaff and Nightwatch. Brave adventurers recovered the weapons, but the result was less than perfect – it was discovered that only one of the weapons could be used. The Bissel Ruling Council had to choose between using one weapon immediately for a short-term victory, and researching the other weapon for a longer-term advantage. They opted for the latter. Scholars from the Guild of the Arcane Path and the Churches of Heironeous and Pelor worked tirelessly in secret to complete the research.

In BIS5-03 *Trials and Triumphs* the weapon was taken to an undead-infested spot to be field tested. It was discovered that the combination of divine power and sunlight caused the weapon to activate with a startling potency. It was decided that it would be taken to the temple of Pelor in Nightwatch, where a sacred annual ceremony was to take place. If the weapon worked with the same efficiency, it would hamper undead within the barony, giving Bissel forces a front-line position to work from.

In BIS5-06 *Vanity and Vexation* the weapon was taken to the temple in Nightwatch for the Rite of Clarity, an annual ritual blessing. Adventurers on an unrelated mission uncovered evidence of corruption within the

church – Pelorites that wanted to preserve their standing and prestige by refusing to wipe out all of Evard's forces. The plot was uncovered, and the ritual completed. The temple and weapon were touched by the very hand of Pelor, and the resulting blast of positive energy beheaded Evard's undead army, leading to victory for Bissel.

Consequences

While the short term benefits of using the weapon was undeniable – the grass was greener, the skies bluer, and the horde of undead abominations was wiped out – there were other, more dire implications.

The activation of the weapon weakened the fabric of reality separating the Prime Material and Positive Energy planes. The positive energy that has been leaking out into the surrounding area – pure, unadulterated life energy – has had a profound impact on the world around it.

The most noticeable effect of this was the dense, primeval forest that sprung into life around Truelight. Travelers in these woods were often attacked by fierce, unyielding animals. Over the months, these attacks became more common, and more vicious.

In BIS6-IN3 *Forest for the Trees* communication was lost with Truelight. Great Army units were dispatched, and the members found the town besieged by legions of the dire animals. The forces of good stood fast, but defeat seemed inevitable. As forces scrambled to evacuate the city, a few adventurers witnessed the planar weakness tear asunder. They were forced to flee this new planar rift, and leave the temple behind.

In BIS7-IN4 *Embers of the Most Holy* the Great Army struck back against the animal legions, and retook Truelight. They managed to fight the elementals guarding the rift and reclaim the temple.

All that's left is to close the rift and end this saga.

ADVENTURE SUMMARY

The adventurers begin standing before the rift with Archpriest Hissler, where they are introduced to a planewalker – an arcanist familiar with planar structure. Their mission is to assist him in analyzing the rift and closing it. They plunge through the rift, and fight various critters on the far side. The mission seems routine – until they lose their guide, and can't retrace their steps back to the rift. Eventually, they encounter an unbeatable foe, and are slain.

The PCs wake up on a ship sailing an endless ocean. They manage to learn that they are on Elysium, one of the outer planes. They also learn that it is the home of

Pelor – after doing a service for the sun god, they are sent back to life.

They reawaken on the positive energy plane, and find that a fiend army is preparing to use the rift to raid the Prime Material. They finish the ritual, close the gate, and get home before all is lost.

Introduction: A Goal Stands Before Us

Estimated Time: 15 minutes

The PCs are standing before the rift with Archpriest Hissler. The stationed guards finish off a batch of positive energy critters. The PCs are introduced to the planewalker. Their mission is to assist him in analyzing the rift and closing it.

Encounter 1: Guardians of the Portal

Estimated Time: 30 minutes

The PCs plunge through the rift, and fight several positive energy critters on the far side.

Encounter 2: Not Too Bad...

Estimated Time: 5 minutes

The planewalker takes a look at the rift, and proclaims it closeable. He weaves it back closed, announcing that the party is now on its own. They will have to 'shift the fabric' of the plane a bit, a way away from the portal.

Encounter 3: A Spark of Life

Estimated Time: 5 minutes

The PCs and the planewalker travel well away from the gate. The PCs see a radiant burst in the distance. The planewalker comments that those are bad, but thankfully rare.

Encounter 4: Everyone Loves Puzzles

Estimated Time: 20 minutes

The PCs reach another good spot, but one of planewalker's devices is broken. He hands it to the PCs to try to fix – a baffling puzzle.

Encounter 5: Foreshadowing

Estimated Time: 5 minutes

The party reaches another good point, and the planewalker does his thing. In the distance, they can see a number of tough positive energy critters. They are keeping their distance, and he mentions that he likes that.

Encounter 6: Oops...

Estimated Time: 60 minutes

As the party nears another good point, they are attacked by a tougher group of monsters... but it seems manageable.

Then a radiant burst occurs almost on top of the party. The monsters are enhanced, and the tide turns. The planewalker makes a few mistakes - refuses to remove his bracelet, hits himself with a fireball, etc. In the end, he is slaughtered, and torn apart.

Encounter 7: A Few Extra Time Units

Estimated Time: 20 minutes

The PCs wander the plane. They can't find their way back to the gate, or a way home. Days pass. Supplies are waning.

Encounter 8: Oh, Crap

Estimated Time: 45 minutes

The PCs are attacked by an insurmountable group of enemies - the ones they were warned about. They are slain.

Encounter 9: Total Party Kill

Estimated Time: 35 minutes

The PCs find themselves lost in a floating sensation that fades into rocking. They wake up on a ship sailing an endless ocean. They puzzle out where they are. They have none of their belongings.

Encounter 10: Seasick

Estimated Time: 20 minutes

The PCs travel on this endless ocean for a year. Finally, they see an island in the distance. Paddling to it, they manage to beach the boat.

They find a man, trying to overcome peril. Once they help him achieve his goal, he gives them some idea of where they might be. They learn that they are dead, and in the final rest, a place for heroes past.

Encounter 11: Old Folks Home

Estimated Time: 15 minutes

The PCs land on another island, some time later. The sun never seems to get any closer. Other ancient heroes mention the great angels they've seen fly in that direction.

Encounter 12: Divine Insight

Estimated Time: 25 minutes

The PCs encounter another island. After helping the inhabitants out, the PCs learn that only a god could send them home.

Encounter 13: The First and Most Holy

Estimated Time: 55 minutes

Another island, some time later. This one holds an ancient Pelorite temple. The PCs help defend it from attacking fiends - followers of Nerull. The fiend leader winks out at the end.

Encounter 14: Court of the Sky Father

Estimated Time: 30 minutes

Angels carry the PCs to the Fortress of the Sun. They talk their way in, and get an audience with Pelor, himself. Based on their actions, he agrees to send the PCs back. He mentions that Nerull has been moving directly against him, and the PC's home plane.

Encounter 15: Back to Life

Estimated Time: 15 minutes

The PCs wake back on the Positive Energy plane. A fiend army is massing around the rift, waiting to move through into the Prime Material. The PCs have to dodge by the army, to set up the last anchor point.

Encounter 16: Grudge Match

Estimated Time: 45 minutes

The PCs fight the fiend leader and other minions of Nerull.

Conclusion: Closure

Estimated Time: 5 minutes

The PCs manage to set up the device, and resign themselves to death in this place. But then, they see two things: one, an army of angels, arriving to fight the fiends... and a glimmer of sunlight in the distance, amid the army of fiends and sea of radiance... they spot the rift! They hurry to it, and leap through before it completely closes. They get home safe. Medals all around!

PREPARATION FOR PLAY

This adventure encompasses a number of unique environments. It is particularly important for you to be prepared for their unique attributes, and their effects on combat and adventuring. These effects have been detailed in the DM Aids sections.

Before beginning play, find out if the PCs have the *Touched by Pelor* favor from BIS5-06 *Vanity and Vexation* (most players will know it as the one that makes them glow).

The expected running time of this adventure is 7 hours, 30 minutes. If this is running during standard 4-hour convention slots, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: A GOAL STANDS BEFORE US

Estimated Time: 15 minutes

The noonday sun breaks through the overcast sky, illuminating the central courtyard of the Temple of Pelor. The stark white domes and spires of the holy sanctuary stand tall atop the central hill of Truelight, as they have for a generation.

Following the first Insurrection, the marble towers were raised like a tombstone on the gravesite of devastated Wynith. They helped the citizens mourn its passing, but also proclaimed its rebirth as the Barony of Nightwatch.

When Evard returned, the clerics of the Sky Father passed through the temple halls, on their way out to do battle with the undead hordes. Their vigilance kept the Black Margrave's fiends at bay for most of the war.

It was within these walls that the great light did shine forth at the end of the war, burning the undead hordes into ash, and turning the tide of battle. From that ash emerged the victorious March, free for the first time in its history.

After the war, the grassy plains of Nightwatch grew into a vast, primeval forest in a matter of months. Animals of unusual size and ferocity struck at travelers in the barony. By the time it was recognized as an organized threat, the beasts had already besieged Truelight, forcing its citizens to flee. The marble domes were swallowed up by an endless sea of green.

This day, the sun casts its gaze on a much different Truelight. The ever-encroaching forest has been cut back, leaving some breathing room for the vigilant sentries that walk the outer walls. The air hangs heavy with the scent of burnt flesh, product of the many smoldering pyres that dispose of the last batch of dire beasts to attack the garrisons.

It has been five months since Truelight was recovered, and still the March's grip seems tenuous, at best.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 10

- A significant portion of the Bramblewood south of Avernand Keep has been razed, and a large camp has been constructed. It hasn't given Bissel forces the leverage to retake Avernand, but has allowed a stalemate.
- The village of New Clunther, on the shores of Lake Hasra, has been temporarily abandoned. Residents have been tight-lipped as to why.

DC 15

- Rumors are circulating that Lord Camryn Fertuine, Baron of Cassiter, has betrayed the March. Allegedly, an army detachment is being formed to relieve him of his posting.
- A recent public appearance of Brar the Crusader, the famed pit fighter, sparked a small riot in Sareden. The local barracks commander, responsible for restoring order, has chosen not to comment on the incident.

DC 20

- A horde of undead creatures marched out of Lake Hasra last month. All attempts to locate the army since then have failed. Powerful magic must be masking their presence.
- Margrave Aneur has fallen ill. It is not the plague that wears on him; nor does it appear to be his age.
- It is said the forces of Iuz have begun to stir. His most powerful minions are searching for something.

DC 25

- Great Army engineers have been seen around the township of Ebbnant, helping to fortify the almost-nonexistent defenses. It is unclear why.

DC 30

- A number of sensitive Mist Chameleon assignments have been issued to agents in the field. It is suspected to be a prelude to an attempt to push into central Ket.

Once the PCs are done with rumors and introductions, continue with the following:

The radiant body of the elemental twists and flows like the currents of the air, eluding the blades of the Great Army soldiers that oppose it. One of the warriors lunges, plunging his weapon deep into its form. The creature barely reacts, merely brushing him away with an arm of pure energy. The soldier is

flung through the air, striking the marble wall with a sickening thud, and collapsing into a heap on the floor.

Another of the soldiers hurriedly shouts a few arcane syllables, and a sickly-green ray issues from her outstretched finger. The elemental is struck dead center, and in a mere moment has disintegrated into nothingness.

The atrium is still for a long moment. Then, a number of healers enter, bustling about the wounded soldiers, tending to their needs.

Archpriest Hissler places a glowing hand on the crushed shoulder of the flung man, as he turns to regard you once more.

“So, you see what we are up against...”

At the center of the atrium shines a brilliant light – a tear in the fabric of reality. Through the outpouring of light, you can just make out a foreign landscape – a vast sea of pulsating and rippling light. The light that radiates from the rift is warm and inviting. As it washes over you, your sore muscles relax, and the tension of battle melts out of your bodies. You’d dare say you feel comfortable.

A successful Knowledge [the planes] check (DC 15) will identify this as a planar rift, a fissure between two realities.

If the PCs played BIS5-06 *Vanity and Vexation*, they remember being here when the weapon was activated, Evard’s army was obliterated, and the tide of the war was turned.

If the PCs played BIS6-IN3 *Forest for the Trees*, they may have been here when reality split open, and the first of the radiant creatures came forth.

If the PCs played BIS7-IN4 *Embers of the Most Holy*, they may have been here when the Great Army recaptured Truelight, and retook control of the rift.

“The weapon worked marvelously,” Archpriest Hissler muses, while gazing into the rift. “Stolen from the necromancer’s own research, in only eighteen months our best artificers turned it into something we could use. When it went off... right here, on this very spot... it destroyed every one of the undead within a hundred miles. Evard’s army was crippled. It turned certain defeat into our salvation.”

“Our victory came with a price.” He gestures towards the white fire of the rift. “The weapon weakened the fabric of reality, and left us with this.

Life energy has been pouring out of it constantly, resulting in the forest springing up around us... the animals attacking us... and those... those creatures.”

“At the moment, we’re holding our own. The garrison is holding back the beasts at the walls, and we’ve been able to stop the elementals that have come through the rift. But we can only hold them back for so long... Eventually, they will overwhelm our lines again. We can’t let that happen.”

He paces for a moment, lost in thought, before turning back to the assembled crowd.

“That is why you’re here. You’re the best of the best... each one of you highly recommended for just such a mission. We’re depending on you to close the rift, once and for all. Are you willing to do this?”

Archpriest Hissler can provide the following information, if the PCs want more information before agreeing:

- The mission is to close the planar rift.
- He does not know what will be involved, but the mission will certainly be very dangerous.
- He does not know how the rift can be closed. Fortunately, the Guild of the Arcane Path sent a specialist to take a look at it.
- The specialist arrived about a week ago, and has been intently studying the rift. He asked that a team of adventurers be assembled to help him.
- The specialist should be here again momentarily.
- Unfortunately, the presence of the rift has caused teleportation magic to not function within Truelight and the surrounding area. This has made the specialist’s job more difficult.
- They will be well rewarded for completing this mission.

Once the PCs have accepted the mission, continue with the following:

As you speak with the Archpriest, you become gradually aware of a rhythmic noise coming from one of the nearby hallways. Moments later, a squat, pudgy man emerges, leaning heavily on an ebony staff. He is dressed in brilliant, metallic blue robes of a style you’ve never before seen. Numerous holsters and pouches adorn his belt, each holding a wand or some alien instrument. A number of ioun stones race in an orbit about his head. Notably, his eyes are completely black.

"Sodding rift!" He leans on his staff for support, huffing and puffing, muttering under his breath. "A runner was... (huff)... not meant... (wheeze)... to walk everywhere!"

The Archpriest looks at the squat man in amusement. "Ahh, here he is now. My friends, allow me to introduce you to Almetz Benburg von Caterain, Magister Atram. Our specialist."

"Bar that! (Wheeze) Call me Alben. That'll do."

"As you wish." The older man turns back to you. "I give you to his quite capable hands. Your mission is to assist Alben in whatever ways you can."

The odd little man looks you over with his coal-black eyes.

"Scan this, berks. I've been checking out the rift. Barmy stuff - a full-length inter-planar tension distortion, with multiple foci of gravitation."

The scholar revels in his own excitement for a moment, before he sees the glazed over looks on your faces.

"Primes... look here!" He tosses his staff to <random PC>, and seizes hold of <random PC>'s tunic. "This is what things are supposed to look like. Orderly. Settled. Even. But pull a little bit..." He pulls the cloth in opposite directions, stretching it. "... and stress. Yank hard enough, and you'll tear a hole right in the middle..." He nods at the radiant fissure. "... like that."

"I can paste the rift up, but that's only half the battle. To keep it from just chivin' back open, I'll need to relieve the pressure around it, as well. Get things smoothed back out."

"There's the rub. The stress isn't on this side. It's in the Positive Energy Plane."

"Normally, such a thing would be just fer the barmy. We'd just give up now; go hit the tavern before last call. The plane is an empty place, full of nothing but raw energy. Stay there for just a little bit, and you'll pop. And there's nowhere to drop the gear we'd need to slack things up."

"But we've got two things goin' for us."

"First, the rift works both ways... on this side energy has been leaking though, making life difficult for the March. But some part of this plane has been leaking through to there as well... my pokes an' prods have suggested that there is a landscape around the rift... air, gravity. We should have something to work with."

"Second, we'll have some defense against the energy of the plane. Andrin?"

The archpriest retrieves a number of black iron rings, handing one to each of you. "We've managed to develop these... they shield the wearer against the effects of positive energy attacks. They've helped our defenders here in the temple. They should be just as effective on the other side."

These are rings of positive energy protection, and there are six available (besides the one reserved for Alben). The PCs do not get to keep these, as they are extremely expensive.

The planerunner slides one of the rings onto his own finger, before continuing. "Ah... and one last... detail." He retrieves his staff, and scowls. "This blasted rift has thrown off teleportation magic for miles around. That means that the only way back will be the way we go through. No shiftin'. No portin'. No doorin' away from a fight." He grimaces. "Yeah, I'm not perky about that, either."

"So, I'm sure you have questions..."

Alben is a seasoned planerunner (a plane-hopping adventurer) who peppers his speech with lingo he's picked up in his travels. Please consult DM Aid: Planewalker Cant.

Alben can relate the following information, if questioned:

- Virtually anything could be on the other side of the gate. The Positive Energy Plane is life and power. The matter that bled into it can take any form imaginable.
- Typically, the area around a planar gate bears some resemblance to the area on the other side. As such, the terrain around the rift is likely traversable.
- The Positive Energy Plane is mostly devoid of actual living creatures... but creatures have been regularly coming through the rift, so this situation is already far from textbook.
- The mission should take only a few hours to complete.
- What technique he will use to close the rift will depend on what is found on the other side. He'll make that call on the fly.
- Without magical protection, a living creature in the positive energy plane would soak up life until it exploded in a torrent of radiance.
- If the PCs realize that the rings will block healing spells, he will begrudgingly admit that he hadn't

thought of that. Without the rings, there is no way to survive the plane more than a few minutes, so they are a necessity.

Once the PCs are finished questioning the planerunner, continue with the following:

“Alright, then. If you’re done rattlin’ yer bone-boxes, get yer gear, study yer spells, get a new tattoo... whatever you berks think will put you right. We jump as soon as yer ready to go.”

The PCs now have up to 24 hours to prepare themselves for the mission. Unfortunately, industry hasn’t been reestablished in Truelight, so supplies beyond the mundane are not available here. There is plenty of dire squirrel jerky, however.

Once they are ready to enter the rift, proceed with Encounter 1.

All APLs

☛ **Clerics of Pelor (5):** Male human Clr5 (Bluff +3, Sense Motive +3); AL NG.

☛ **Free Company Elite Soldiers (5):** Male human Ftr4 (Bluff +1, Sense Motive +1); AL LG.

☛ **Archpriest Andrin Hissler:** Male human Clr17 (Bluff +4, Sense Motive +10); AL NG.

☛ **Almetz Benburg von Caterain:** Male aasimar Wiz9 / Visionary Seeker 6 (Bluff +2, Knowledge [the planes] +22, Sense Motive +2); AL CG.

ENCOUNTER 1: GUARDIANS OF THE PORTAL

Estimated Time: 30 minutes

The clerics look over you, one last time, making sure everything is in order. Then, like the calm amidst the eye of a storm, your party stands alone before the blinding light of the rift. Alben nods solemnly, and steps through.

Your stomach lurches as you cross the threshold. The ever-present radiance is blinding, your skin tingles, and intense shivers run up your spine. Despite your lack of vision, you are able to push forward, and your foot finds purchase – a hard surface, just in front of you. You cross completely into this place.

Suddenly, a pulse of cold radiates out from the black iron ring on your hand. It courses through every inch of your body. The intense sensations dwindle and your eyes begin to adjust.

You now stand in a rocky valley. The landscape is grey and devoid of life, but still seems incredibly vibrant. Far above you, the endless sky is a torrent of pulsating light.

Just behind you is the rift. Through the jagged breach, you can make out the temple atrium. Everything on the other side looks shadowy and subdued, making the fissure appear as a dark scar against the otherwise radiant background of the plane.

Suddenly, there is movement at the corners of your vision, as some of the denizens of this strange place come to investigate your intrusion.

The PCs are now in the Positive Energy Plane. Particularly knowledgeable PCs may know a bit about survival here. Please refer to DM Aid: *Survival on the Positive Energy Plane* for more information.

Pay particular attention to the effects of the rings of positive energy protection worn by the party members, as they can drastically alter the landscape. For instance, healing spells will not work while they are worn. If the PCs attempt this, read the following, modifying it to fit the particular situation:

Your outstretched hand glows intensely with pure positive energy as you cast your spell. However, as it is released, that energy just dissipates around [target], without effect.

“It’s the rings!” Alben’s voice issues from behind you. “The magic that keeps the soddin’ plane from popping us is pikin’ your spell!”

This combat begins with PCs’ opponents at 30 feet, on either side of them. Please refer to DM Aid: Map #1 – Combat at the Gate.

APL 2 (EL 3)

☛ **Small Air Elementals (2):** hp 12 each; see *Monster Manual*, page 95.

APL 4 (EL 5)

☛ **Small Air Elementals (4):** hp 12 each; see *Monster Manual*, page 95.

APL 6 (EL 7)

☛ **Xag-Yas (3):** hp 35; see Appendix 3.

APL 8 (EL 9)

☛ **Xag-Yas (6):** hp 35; see Appendix 4.

APL 10 (EL 11)

☛ **Xag-Yas (12):** hp 35; see Appendix 5.

APL 12 (EL 13)

🔮 **Advanced Spellwarped Xag-Yas** (12): hp 63; see Appendix 6.

Tactics: The monsters will use their mobility to their advantage, keeping away from heavy hitting PCs, and maneuvering to trap vulnerable party members.

The monsters receive the fast healing 5 effect of the plane, but are immune to the other effects (such as blindness and gain of temporary hit points).

Alben will spend the combat slinging offensive spells such as *magic missiles* and *disintegrates*. Describe the spell effects, but do not actually count his damage. He should not be harmed in this combat.

Developments: Once the opponents are defeated, continue with Encounter 2.

ENCOUNTER 2: NOT TOO BAD...

Estimated Time: 5 minutes

The last of the strange creatures falls before you.

Brushing himself off, the planerunner stares into the space around the edges of the rift, carefully studying the empty air. After a few minutes, he turns back to you, cracking his knuckles.

“Eh, I’ve seen worse...” He takes another thoughtful look at unseen features, and then continues, muttering to himself. “Yes... yes... brilliant... I think I can take care of this girl, spot on.”

Alben floats before the rift, stretching his arms out before him. Then, his fingers begin to move rapidly through the air, making him look at times like a bard caressing a harp, and others like a weaver working at a loom.

As the planerunner toils, the rift does his bidding, the fabric of reality shifting and moving in response. The air is filled with odd, deep groaning sounds, as if the plane was protesting his efforts.

Gradually, the edges of the rift start to weave back together, and the tear diminishes in size. With a final flourish, Alben closes the fissure. He lowers his arms, a conductor finished with his orchestra, and the haunting music of the strained reality ebbs as well.

“Well, now we’re on our own.” The planerunner wheezes, as he catches his breath. “But we’ve not

earned our jink, just yet. This is just gonna tear back apart, without help.”

“We need to path a bit from here... four spots should do it. Then we can shift home, and first round’s on me.”

Alben flies a few dozen feet above you, and studies the landscape. Finally, he points off in one direction. “That valley should do. We should get as far down into it as we can.”

He gestures out in two completely different directions. “There’s a bit of a peak over there, and some foothills over there. That’s two more.”

He looks in a fourth direction, ponders it for a bit, and then floats back down to you. “... and it looks like there’s... a lake... over there. A lake of what, I’m clueless. But the far side looks good as any.”

“Doesn’t matter to me where you want to go first. Pick yer poison.”

Regardless of which direction is chosen, continue with Encounter 3.

ENCOUNTER 3: A SPARK OF LIFE

Estimated Time: 5 minutes

The PCs will traverse this encounter four times, once for each of the directions of travel. It makes no difference in which order they face them.

Read the appropriate section:

The Valley

A few miles away from the rift, you enter a rocky canyon, cut into the landscape. Vast mountains of jagged grey stone flank your path.

Have a PC make a fake Reflex save, and describe a minor avalanche, as part of the canyon wall crumbles of its own accord. The rock formations here are not stable.

The North Peak

Several miles from the rift, a tall mountain peak rises above the landscape. From here, you can see what lies beyond – nothing. Past the cliffs of this peak, the landscape does not continue, instead dropping away into a sea of infinite light and energy.

If the PCs try to get too close to the drop-off, emphasize how precarious it seems. Mention that rocks that become

dislodged from the landscape quickly fall away from it, into the infinite void of the plane.

The Lake

A few miles from the rift, the landscape flattens and slopes down into a wide basin. A lake fills most of the basin, a perfectly still pool several miles across. The liquid is very dark, but you can see small motes of light within. All together, the lake looks like a starry, moonless sky.

The lake, unfortunately, is not filled with water, but rather with pure, liquefied positive energy. If living flesh touches its surface, the creature gains 20d6 temporary hit points (Fortitude save, DC 20, half) and risks being annihilated. If the creature is wearing a ring of positive energy protection, this gain is further cut in half.

If the PCs think to bottle some of this liquid, they gain the *liquid life* favor on the Adventure Record. If they are careful, they can do this without actually touching the liquid.

◆ **Liquid Life:** You have returned with some of the liquefied positive energy from the Positive Energy Plane. Imbibing a vial of this liquid as a potion creates a greater vigor (CL 9th) effect upon you, granting you fast healing 4 for 19 rounds. Mark off each vial as it is used.

The Foothills

Miles from the rift, the landscape rises and falls in a series of gentle foothills. There are natural paths running between and around them, and travel here is easy.

In contrast to the other paths, this one does not contain pitfalls, and is downright pleasant.

Continue with the following:

Off in the distance, probably ten miles away, there is a sudden flare of brilliant light that stands out against the background.

If the PCs can succeed at a Knowledge [the planes] check (DC 25) they can identify the occurrence as a radiant burst, a rare outpouring of intense positive energy.

Alben gazes out at the phenomenon, awe clearly reflected in his expression. "Extraordinary! Some times the zap around this place just gathers up, and then 'pop!' Beautiful... but I wouldn't want to be kipped next to one. Good thing they're rare."

He watches the brilliant glow until it has faded from sight, and then turns back to you.

"This spot will do." He throws open his satchel, and pulls out a large metal device, clearly larger than the bag he is pulling it from. The apparatus is a long metal spike. One end bears curved metal fingers that look like claws and a mechanical crank. Faint arcane writing adorns its surface.

"A little help here, basher?" Alben tosses a mallet to [brawny-looking PC], and plants the spike against the rocky ground.

Once a PC helps Alben hammer the device into the ground, continue with the following:

"Good, that's enough!" Alben grabs hold of the crank, and furiously begins working it. As he does so, the claws constrict, and reality seems to distort slightly. The sensation of vertigo that you felt upon stepping through the rift returns for a brief moment.

The planerunner steps back, and surveys the device. "Alright, cutter. That should hold. Where to, next?"

Once the PCs decide where to go, continue with Encounter 4.

ENCOUNTER 4: EVERYONE LOVES PUZZLES

Estimated Time: 20 minutes

Begin this encounter by reading the appropriate location section from Encounter 3. Continue with the following:

Alben looks around, and then leads you off in a slightly different direction. "Over here should work."

The planerunner rummages through his bag. A look of dismay crosses his face. "Pike it all! Tech got scragged..." He holds forth one of the claw-devices, which is clearly broken.

"What do we do, now? I don't have extras..."

If the PCs decide to take a closer look at the device, give them the cut-out pieces from Player Handout #1 – The Broken Device.

The solution to this puzzle is shown on DM Aid: Puzzle Solution. The PCs need only find out the correct order of pieces to repair the device.

Once the PCs manage to repair the device, continue with the following:

Alben looks over the device with a look of disbelief.

"Well, I'll be... you fixed it, just like that. You high-up bloods are worth yer jink!"

In a few moments, the repaired device is anchored to the rocky ground, and Alben looks pleased.

“Good, good. Two down. Where do ya wanna go, next?”

Once the PCs decide where to go, continue with Encounter 5.

ENCOUNTER 5: FORESHADOWING

Estimated Time: 5 minutes

Begin this encounter by reading the appropriate location section from Encounter 3. Continue with the following:

Alben retrieves a third device from his satchel. As you drive it into the ground, the planerunner is distracted by something off behind you.

Following his gaze, you make out a number of creatures, about a mile away, that are watching you work. They have long, serpentine bodies that seem to effortlessly hover in mid-air.

If the PCs succeed at a Knowledge [the planes] check (DC 20) they can identify the creatures as ravid.

“I don’t like the scan of that.” Alben mutters under his breath. “But at least they’re over there, and we’re over here. Let’s keep it that way. Ready to hit the last spot, and get out of here?”

If the PCs take any offensive action, or attempt to approach, the ravid will scatter and flee.

Once the PCs decide to head to the final location, continue with Encounter 6.

All APLs (EL 10)

☛ **Ravids (6):** hp 21 each; see *Monster Manual*, page 213.

ENCOUNTER 6: OOPS...

Estimated Time: 60 minutes

Begin this encounter by reading the appropriate location section from Encounter 3. Continue with the following:

Alben paws through his satchel, retrieving the final device “Hmm... I don’t like this spot as much as the others. If we’re going to do this, we should do it right.”

Then you notice movement in the sky above you: several glowing forms are approaching.

Alben drops the device, and pulls a pair of wands from his belt.

“One more for the road, bloods. Let’s take them out!”

Please refer to DM Aid: Map #2 – *Combat with Elementals*. This combat begins with the monsters 100 feet away. This is not a real fight, however. Let the PCs take them down, but don’t do damage in return – as long as the party member are wearing their rings, assume that these elementals can’t hurt them. Let the PCs kill most of them, but keep a couple of these monsters on the map.

The monsters receive the fast healing 5 effect of the plane, but are immune to the other effects (such as blindness and gain of temporary hit points).

All APLs (EL 0)

☛ **Minor Positive Energy Elementals (20):** hp 32 each; see *Appendix 7*.

Once the PCs have either killed most of these pathetic creatures, or two rounds have passed, continue with the following:

Suddenly, the nearby sky erupts violently into blinding light. Another radiant burst, this one mere yards away!

The pathetic creatures before you swell in the torrent of energy, becoming much larger and potent then before. They press the attack with renewed vigor.

The sudden turn of events startles the planerunner. He tosses a spent wand aside, and shouts panicked arcane syllables. A fireball streaks forth from his outstretched finger and detonates around the elementals. However, he misjudges the distance and it appears too close by, roasting him.

Gravely wounded, Alben pulls off his protective ring, and reaches for a potion. The moment he removes the ring, his wounds completely heal. Before you can shout a warning, his body erupts in a torrent of energy, and he is gone.

Replace the remaining minor elementals with the following creatures. This fight is real.

The battlefield is now affected by a radiant burst, as described in DM Aid: *Survival on the Positive Energy Plane*.

APL 2 (EL 5)

☛ **Medium Positive Energy Elementals (2):** hp 32 each; see *Appendix 1*.

APL 4 (EL 7)

👉 **Large Positive Energy Elementals (2):** hp 72 each; see Appendix 2.

APL 6 (EL 9)

👉 **Huge Positive Energy Elementals (2):** hp 160 each; see Appendix 3.

APL 8 (EL 11)

👉 **Greater Positive Energy Elementals (2):** hp 210 each; see Appendix 4.

APL 10 (EL 13)

👉 **Elder Positive Energy Elementals (2):** hp 240 each; see Appendix 5.

APL 12 (EL 15)

👉 **Elder Positive Energy Elementals (4):** hp 240 each; see Appendix 6.

Tactics: These elementals are basically mindless. They will advance upon the PCs, and smash them until they die.

The monsters receive the fast healing 5 effect of the plane, but are immune to the other effects (such as blindness and gain of temporary hit points).

Developments: There is nothing left of the planerunner. He can not be recovered at this time.

Once the PCs defeat the elementals, continue with Encounter 7.

ENCOUNTER 7: A FEW EXTRA TIME UNITS

Estimated Time: 20 minutes

At this point, ask the PCs what they want to do. Let them puzzle out that they are really stuck – they lack the expertise needed to successfully plant the last device, and they have no way home. Once this has sunk in, continue with the following, adjusting it to suit their particular choice of actions:

You wander the rocky landscape for several more hours. Though this place never turns to anything resembling 'night', your bodies begin to ache with the need for rest - rest that will not come.

You spend the next day searching for a way home, but find only more despair: it would seem that this chunk of rock is as alive as the rest of the place, and landmarks that were here a few hours ago are gone.

Ask the PCs if they'd like to try anything different. However, there really is nothing that they can achieve.

Continue with Encounter 8.

ENCOUNTER 8: OH, CRAP

Estimated Time: 45 minutes

Two more days pass. Every avenue seems fruitless. You've not been able to find a way out of this place, or a way to complete your mission. You're not even sure where the rift was, as the landscape has changed so drastically. You do, however, notice that you are being followed. The serpentine creatures that were watching you days ago have returned. They keep their distance, but appear to be getting bolder.

On the morning of the fifth day, they finally build up enough confidence to attack.

Please refer to DM Aid: Map #3 –Fatal Combat.

APL 2 (EL 10)

👉 **Ravids (6):** hp 21 each; see Monster Manual, page 213.

APL 4 (EL 12)

👉 **Ravids (6):** hp 21 each; see Monster Manual, page 213.

👉 **Superior Ravid:** hp 99; see Appendix 2.

APL 6 (EL 14)

👉 **Ravids (6):** hp 21 each; see Monster Manual, page 213.

👉 **Greater Ravid:** hp 187; see Appendix 3.

APL 8 (EL 16)

👉 **Superior Ravids (6):** hp 99 each; see Appendix 4.

👉 **Greater Ravid:** hp 187; see Appendix 4.

APL 10 (EL 18)

👉 **Superior Ravids (6):** hp 99 each; see Appendix 5.

👉 **Titanic Ravid:** hp 390; see Appendix 5.

APL 12 (EL 20)

👉 **Greater Ravids (6):** hp 187 each; see Appendix 6.

👉 **Titanic Ravids (2):** hp 390 each; see Appendix 6.

Tactics: The ravids will attack weaker targets, first, hoping to soften their prey. They will not hesitate to remain distant, letting their animated objects do their dirty work.

Each round, a ravid will animate a hunk of stone from the surrounding terrain. Roll a d6, and consult the following chart:

d6 roll	size animated
1-2	Large
3-5	Huge
6	Gargantuan

Use the standard Animated Objects from the Monster Manual, with hardness 8.

The monsters receive the fast healing 5 effect of the plane, but are immune to the other effects (such as blindness and gain of temporary hit points).

This combat should result in the PCs being overwhelmed and slain. Take whatever measures you need to, in order to reach that outcome.

Developments: This encounter will result in the deaths of the PCs. The monsters are impossibly difficult, and have all the advantages.

There are favors out there that will auto-resurrect the PCs in the case of death. The powers that be keep them from working, in this case.

Once the PCs have died, the first half of the adventure is over. Now is a good time for a short break. Continue with Encounter 9.

ENCOUNTER 9: TOTAL PARTY KILL

Estimated Time: 35 minutes

Before continuing with the adventure, the players must now convert their character. Give them *Player Handout #2 – Instructions for Conversion*. This process should take no more than 30 minutes.

When the PCs are converted and ready to continue, proceed with the following:

The rhythmic music of lapping waves is a lullaby that holds you on the edge of dreaming, while the gentle side-to-side rocking of your body cradles you in a restful slumber. A warm breeze and bright light caress your skin.

Struggling against your own inner desire to lie in eternal rapture, you force your eyelids open to consider the world around you.

You find yourself lying on a creaky wooden deck. Through your sleep-weary eyes, you can just make out a tall mast and billowing white sails above you.

With great effort, you get to your feet, and pull yourself up to the nearby railing. Beyond the confines of the skiff is a brilliant blue ocean that stretches as far as the eye can see in every direction. The surface of the water below is fairly calm, except for the gentle lapping waves pushed by the breeze. The water is remarkably clear, but still the bottom is beyond your view.

You see no sun in the sky, but light still bathes the scene as if it was noon on a summer day. Massive silver clouds dot the sky.

You turn back to the interior of the ship. At one end of the deck is a captain's wheel. It spins lazily, without a hand guiding it.

You glance down at yourself. You are adorned in only a silken tunic, your only possession. You hazily remember being wounded, but your body appears intact. Not even a single scratch mars your skin.

Several other individuals are present, all similarly clad. They look vaguely familiar, but you can't quite place them. They each seem to be reluctantly awakening from a slumber of their own. Their faces likely reflect yours – half-awake looks of confusion.

Normally, you'd take this chance to introduce yourself to these strangers, but... you don't remember who you are.

What has happened to you?

If the PCs choose to search the deck of the ship, they will find the following:

- There are no others on the deck of the ship save for themselves.
- There is no food or water on the ship... although they are neither hungry nor thirsty.
- None of their items are on the ship except the clothes they wear.
- The open deck is the only 'room' of this small ship.

Give the PCs a chance to reintroduce themselves, and puzzle out their situation. Once they run out of steam, continue with Encounter 10.

ENCOUNTER 10: SEASICK

Estimated Time: 15 minutes

In another age or another time, you might welcome sailing lazily across an endless ocean without a worry in the world.

Perhaps you do enjoy it, for the first few hours. Then the ever-present light fades into a starless night. You get little rest, hoping that you'll spy something – a bit of land, a port of call – but the night passes without incident.

One of your group – you don't even remember whom – decides to try manning the captain's wheel. The ship turns smoothly in the water, pointing the ship in a different direction. You sail on, with the same result. You encounter nothing but an endless ocean horizon in every direction. Eventually, you abandon the wheel, and wait for fate to intervene.

Have the PCs make Spot checks. Pretend to consult some table in this text, before shaking your head, and continuing:

Several more days pass, with the same results. In your boredom, you accidentally snap a flange off of the yardarm. You use the sharp edge to gouge marks into the ship's hull, one for every day you've been here. The days slowly turn into weeks.

Again, have the PCs make fake Spot checks before continuing:

You and your companions sail along on this eternal oceanic landscape. You never seem to get hungry or thirsty. The weeks turn into months, your marks taking up considerable space. The weather should be turning with the seasons, by now... but it stays as consistent as the horizon.

At this point, any PCs that need spellbooks can recreate them from memory, scratched into the planks of the ship hull or written on dried seaweed. As well, crude holy symbols can be created from whatever materials are around. In other words, all PCs should be able to get back to minimal effectiveness, for their level.

Once more, have the PCs make fake Spot checks before continuing:

You finish carving the latest mark into the wooden rail. It is nearly thirteen months since you first started recording the passage of time, when you idly look out across the ocean and see something new.

Several miles away, a small rocky island breaks the otherwise perfect horizon. You might have easily

missed it, except for the dark plume of smoke rising from it.

When the PCs try to steer the ship in the direction of the island, continue with the following:

Furious cranking of the captain's wheel turns the skiff into the wind. The sail ripples for a moment, then fills, pulling the ship in a wide arc toward the island.

A short time later, the hull of the boat settles into a sandbar, and comes to a halt. You should be able to walk to the island from here, without too much trouble.

The island is quite small and you can easily see both ends from your current location. It is mostly beach with a small stand of trees near the middle. The smoke appears to come from a blocky structure amidst the trees.

The structure is too far away to get a good look at it. Once the PCs walk to the island, continue with the following:

Ahead, near the center of the island, is a single two-story house. Flames lick each of its sides, threatening to entirely engulf the structure.

An older man, wearing the same sort of silken tunic, is throwing his body against a sturdy wooden door, attempting to gain entry into the house.

If the PCs attempt to ask the old man any questions, he will reply only with, "Out of my way, fools! Can't you see there is a life hanging in the balance here?" and will return to trying to get into the house.

If the PCs succeed at a Listen or Spot check (DC 15), they can hear/see a woman in one of the upper windows, coughing profusely.

If the PCs ignore the trapped woman and the fire, continue with the 'Failed' section, below. Otherwise, continue with the 'Damsel in Distress' section.

Damsel in Distress

To save the woman, the PCs must first gain access to the house. The most obvious way – as there are no other entrances, or ground floor windows – is through the front door. It has the following characteristics:

❖ **Good Wooden Door:** 1-1/2 in. thick; hardness 5; AC 5; hp 15; Open Lock DC 22, Break DC 18.

After that, this encounter is treated as a trap. Please refer to DM Aid: Map #4 – House Fire.

Trap: This trap covers the entire burning house. When anyone enters the house, the trap is triggered. Roll initiative for the PCs AND the trap.

On the trap's turn a number of boards fall, attacking every target in each 5-ft. square of the floor. Characters that cover more than one square are affected by the falling debris for every square they occupy.

As well, any target in the building must make a Reflex save, or take fire damage each round.

APL 2 (EL 2)

✦ **Burning House:** Search DC 17; mechanical; trigger; see *Appendix 1*.

All APLs (EL 4)

✦ **Burning House:** Search DC 19; mechanical; trigger; see *Appendix 7*.

Developments: If the PCs manage to carry the woman from the house, continue with the Succeeded section, below. Otherwise, continue with the Failed section.

Succeeded

You emerge from the flaming building, carrying the unconscious body of the woman. As you clear the threshold and burst into the fresh air, everything changes. The woman's body becomes translucent, and fades away into nothingness. The acrid smoke clears away within seconds, and you can no longer hear the roar of flames coming from within the house. A moment later, only the empty shell of the house remains.

"Interesting..." The old man mutters to himself as he surveys the changing scene. "I was wondering what would happen..."

The hero begins with a reaction of Friendly towards the PCs. Continue with the 'Making Contact' section, below.

Failed

There is one last scream of pain from the upper window, and then disheartening silence. The acrid smoke clears away within seconds, and you can no longer hear the roar of flames coming from within the house. A moment later, only the empty shell of the house remains.

"Blast it..." The old man mutters to himself as he surveys the changing scene. "Not again! I thought we had it, this time..."

The hero begins with a reaction of Unfriendly towards the PCs. Continue with the 'Making Contact' section, below.

Making Contact

The hero has a poor memory (a result of being here on this plane), and should be portrayed as a stuttering, easily-flustered old man. He will freely provide only the following information, in conversation:

- He is a great hero, a legend of his time.
- The woman in the building was a soul in need. It doesn't matter who she is... a hero saves those in need, no questions asked!
- Surely, the normal rules of heroism apply, even in this strange place!

If the PCs can shift the hero's reaction to Friendly, he will calm down and provide more information. They can achieve this by saving the damsel in distress, by using Diplomacy, or by Intimidating him into submission (DC 25). He will provide the following additional information when calm:

- He was a hero, devoting his life to great deeds and noble, selfless acts.
- He does not remember his name.
- One day he became disheartened – despite his best efforts to help his fellow man, he could never seem to do enough. There just wasn't enough opportunity for him to be truly a heroic figure.
- Then, one day, he found himself here. He does not know where 'here' is.
- The PCs are the first real people he's seen, since arriving.
- The building wasn't always here. He doesn't remember anyone building it, though. It simply came into existence.
- Every so often, the building burns, and the damsel in distress appears on the top floor.
- He has never managed to save the damsel in distress.
- He laments that if he can't save the damsel, his good name will just be lost to the ravages of time. Even he can't remember it, anymore.

Give the PCs a chance to cheer the hero up. Use your discretion as to what will work. For instance, they might suggest that this island is his reward for a lifetime of service – a chance to eternally do what he enjoyed most.

Or, they might promise to remember him, and carry the tale of his valiant deeds with them.

Regardless, once the PCs cheer him up, continue with the following:

The old man stares out across the endless ocean.

“There are good things in your words. Good things.”

“I’ve noticed something about this place... it seems to know what you need, and makes it happen. I doubt you landed here by chance... we were meant to meet.”

“You can get where you are going. Just decide where that is, and it will find you...”

With that, the aging hero returns his gaze to the horizon.

Once the PCs decide to board the ship and set sail again, continue with the following:

You climb back aboard the skiff. With a mighty shove, you are free of the sandbar, and back on your way.

As the tiny island shrinks towards the horizon, a small plume of smoke rises from its center. You think you can hear a woman’s faint cry for help, and the thump of a body hitting a sturdy wooden door.

Allow the PCs to decide on a course of action, and then continue with Encounter 11.

All APLs

♣ **Hero:** Male human War4 (Bluff +0, Sense Motive +0); AL NG.

ENCOUNTER 11: OLD FOLKS HOME

Estimated Time: 15 minutes

Another three months pass, drifting on this endless ocean, before you spot another sign of life.

Directly ahead of you are two larger islands. It appears that several structures have been built on the beach of the one nearest to you. Both are otherwise covered in lush foliage.

Once the PCs decide to sail to the inhabited island, continue with the following:

As you negotiate the boat closer to shore, it is apparent that you’ve been spotted. A makeshift raft is being paddled out towards your boat. The passenger – a rotund little man in the same sort of

silk tunic – stops some distance away, and waves enthusiastically at you.

“Hello!” The man shouts excitedly at you, barely able to contain himself. “Wondered when you’d get here!”

This man will happily take the PCs to shore, if they’ll let him. Once there, they find a makeshift hut, a few lashed-together tables, and various other crude amenities. Picture a scene out of Robinson Crusoe or Gilligan’s Island, if you care to elaborate further.

This man can relate the following information, freely:

- His name is ‘the Lieutenant’. If the PCs insist that there must be more to his name, he simply gives them a weird look. He doesn’t remember there being any more to it.
- He and ‘the Captain’ have been here for as long as he can remember. They’ve managed to make a rather comfortable home for themselves, here.
- He is really, really bored.

If the PCs want to get any more information out of him, he insists that they entertain him. It’s been a long time since he’s had any company.

The Lieutenant’s entertainment of choice is something he calls ‘rock and stick’... and he chooses the most oafish-looking PC (big, dumb fighters are perfect) to play against. He promises to teach the PC the rules, as they play.

If the PC agrees to play, mix some of the following bits into the conversation:

- *The Lieutenant mutters something under his breath, and then glares at <PC>. “You crossed the line of scrimmage, without the red rock. Now you have to go back to the beginning!”*
- *“Oh, not bad! Not bad at all! You touched both flags, without stepping on the square with the fish! Two points!”*
- *“Hah! You went offside, without saying the password, first. Five-foot penalty.”*
- *“Wonderful! I got the grey rock in the second basket. Now I get to punt!”*

Make it clear that the Lieutenant is clearly making up the rules as they go along.

As long as the chosen PC is playing the game, the strange man will happily answer questions. The following are likely questions and answers:

Who is the Captain? *“He is my friend. We came here together.”*

How did you get here? *“Not sure... woke up on a boat, and found our way here. Decided this seemed better than wandering aimlessly.”*

Have you seen anyone else here? *The Lieutenant drops the driftwood in his hand, knocking over the carefully stacked coconuts. “You... you know about the Others?”*

Who are ‘the Others’? *“Men, like you or me... but not like you or me... they fly. They have great wings! They are terrible and terrifying!”*

Have you interacted with these ‘Others’? *“No... we’ve seen them from afar, as they’ve flown above us. The last one headed towards the other island.”*

Where is the Captain? *“He went to the other island, weeks ago. To try to find... them...”*

What is on the other island? *“Damned if I know. I’ll never go there. Besides, I can’t swim.”*

When the PCs decide to head to the other island, continue with Encounter 12.

All APLs

👤 **The Lieutenant:** Male human Exp4 (Bluff +2, Sense Motive +0); AL NG.

ENCOUNTER 12: DIVINE INSIGHT

Estimated Time: 25 minutes

The second island is very similar to the first, covered in dense vegetation, and ringed by a narrow stretch of beach. Though all is still, but the gentle rhythm of the waves on the shore, you can’t shake the feeling that you are being watched.

If the PCs decide to head into the jungle at the island’s interior, they can find a natural path through it.

Near the center of the island is a large carnivorous plant, which is treated here as a trap. Please refer to DM Aid: Map #5 – Floral Arrangement. If the PCs are actively searching for traps, and notice it (DC 19) continue with the following:

The foliage here is more beautiful than that of the rest of the island. Large red blossoms, larger than man-sized, emerge from vines that hang about the trees, making the jungle explode with color.

The flora here would appear to be otherwise identical to that of the rest of the island, but for one

trait – the vines on the jungle floor are slowly moving of their own accord.

Otherwise, the trap goes off when the PCs approach within twenty feet of the center of the area:

Suddenly, the vines along the path tighten about your legs, and try to hold you in place. Large pods drop from the trees, opening like a swarm of hungry mouths.

Trap: This carnivorous plant covers an area 80 feet in diameter. When anyone comes within 20 feet of the center of the area, the trap is triggered. Any PC in the area must make a Spot check (DC 19) to notice vines starting to move of their own accord. A character that fails this check is surprised. Roll initiative for the PCs AND the trap, allowing those not surprised to act in the surprise round.

On the trap’s turn a number of plant pods attack every target in each 5-ft. square of the floor. Characters that cover more than one square are affected by pods for every square they occupy.

The PCs can do two things:

- Destroy the individual pods. Doing so prevents further attacks in that square.
- Six main stalks, in various spots around the area, control the vines. Disabling or destroying a stalk reduces the number of pods that attack each round.

The EL of this encounter has been increased by 1, to account for the PCs’ lack of protective armor.

APL 2 (EL 4)

👤 **Carnivorous Plant:** Search DC 13; mechanical; location; see Appendix 1.

All APLs (EL 6)

👤 **Carnivorous Plant:** Search DC 15; mechanical; location; see Appendix 7.

Developments: If the PCs survive the trap, they will notice that one of the plant’s pods (marked on the map), though separated from the vines, still seems to be moving. A closer examination will reveal that it has swallowed a creature, which is trying in vain to break free.

If the PCs help free the creature, continue with the following:

Tearing the pod open, the body of a lanky elf tumbles to the ground. He gasps sharply for air.

“Thank... you! I thought... thought I was... never get out of there!”

The survivor can provide the following information, if questioned:

- His name is ‘The Captain’. He, too, does not recall having another name.
- The Lieutenant was driving him crazy, so he wanted – more than anything – to get off the island.
- They had seen great winged creatures fly over the island. They appeared to head to the far side of this second island.
- He can sketch out in the sand roughly what the winged creatures looked like. A Knowledge [religion] or Knowledge [the planes] check (DC 15) can identify these as some sort of angel.
- He made a raft, and paddled over to this island, trying to follow the winged creatures.
- He got to the far side of the island, and found that the creatures were not landing, but rather heading off in a certain direction. He can point the PCs in the same direction.
- On his way back home, he was captured by the carnivorous plant.

Once the PCs sail off in the same direction as the angels, continue with Encounter 13.

All APLs

☛ **The Captain:** Male human Exp4 (Bluff +1, Sense Motive +3); AL NG.

ENCOUNTER 13: THE FIRST AND MOST HOLY

Estimated Time: 55 minutes

Another month passes on this lonely ocean, as your skiff sails away after the mysterious winged creatures. Hope is beginning to wane, when you catch your first glimpse of one.

Flying high above you, the creature is humanoid, with dark green skin. A huge pair of white wings extends from its back. From this distance, it is impossible to tell exactly how big it is.

Within moments, it has flown past you, and out of sight.

Allow the PCs a moment to decide to adjust their course, and attempt to follow it. Then continue with this:

You trim the sail, and adjust your heading, attempting to follow in the path of the great winged creature.

Another week passes before you see another – this one with dark grey skin. Four days later, you spot another one. The creatures never seem to pay you any attention, but as the frequency of these sightings increases, you feel that you might be going the right way.

It’s been eight weeks since you last stood on dry land, when you first set eyes on the temple.

A tiny spit of land juts from the waters of the eternal ocean. Upon it, in brilliant white marble, stand walls, arches and columns. Several smaller structures surround a larger, central edifice. None of these appear to have the pretense of a roof, and are open to the ever-bright sky.

As your skiff draws closer to the island, it becomes apparent that something is wrong. A number of bodies litter the shore, and many of the marble fixtures are splattered with blood. Several dark, twisted shapes flutter about the buildings, engaged in combat with some of the winged creatures you saw before. It is unclear who has the upper hand.

Please refer to DM Aid: Map #6 – Combat at the Shrine.

There are a number of piers where the PCs can land the ship. They can safely make it to the shelter of one of the buildings on the island. If they do so, continue with this:

Hurrying to the shelter of one of the buildings, you find a number of others crouched within, using it as cover from the torrent of violence without.

Several are tall, alien creatures, humanoid in form, but with the features of animals. Others resemble people you are more accustomed to – humans, elves, dwarves, and the like. Many wear clerical robes, and you notice sunburst-shaped holy symbols of Pelor around their necks, as they tend to the wounded that rest against the walls.

One of the creatures - a tall, powerfully built humanoid with leonine features and short, golden fur – approaches you. When she speaks, she seems unusually serene, given the chaotic backdrop outside of the temple walls, and the grievous wounds upon her person.

“I am sorry, travelers, but this way is closed to you. This is not a safe place, right now...”

A successful Knowledge [the planes] check (DC 16) can identify the creature as a leonal, a native of Elysium.

The leonal can provide the following information, if questioned:

- She is Synisia, a leonal. She is a templar, in service of Pelor.
- This is the Temple of Radiance, believed to be the first temple ever dedicated to Pelor, the sun god. Whether or not that is true, it does make this a very popular pilgrimage destination.
- Its value to worshippers also makes it a frequent target for enemies of the Sun Father.
- In this particular case, the forces of Nerull are attacking the temple.
- Most of the defenders of the temple have already been slain. She has assumed control of all that is left.
- The PCs have shuffled off their mortal coil, and are now petitioners of the great plane of Elysium.
- Only those of Neutral Good alignment could possibly end up here. Therefore, the PCs must have been Neutral Good in alignment. Anything else is just crazy talk.

There are currently 3 leonals, 5 avorals, 10 paladins, and 7 clerics remaining alive – it is clear that without assistance, they will eventually be overrun and slaughtered.

The PCs can certainly get back in their boat, and watch the battle from a distance. It is obvious that the defenders are greatly outmatched, and that the fiends are prolonging their agony.

On the other hand, if the PCs want to jump in and help, the defenders will certainly accept their aid. They can choose their own level of participation.

The PCs may want to be just told where to go and what to do. Try to get across to them that Synisia, while she is trying her best, is far from a tactical genius. If they still want her to lead them, then follow this basic plan:

- The PCs need equipment. Run the *Arms and Armor* subsection.
- She will send them to one of the outlying structures. Run the *Moving to Position* subsection.
- The main combat will begin. Run the *Combat* subsection.

If the PCs realize that they have better odds of survival by taking control of the situation, Synisia will put total

control of the remaining forces in their hands. This should be much more fun. Refer to the map, and use the following guidelines:

- The remaining forces on the island are fanatically loyal to Pelor, and to the defense of this shrine. They will not balk if placed into a situation where they might lose their lives. They will always call the commanding PC 'Sir' or 'General'. Play up this military structure, in their dialog.
- There is currently a break in the melee fight. The PCs have about five minutes to organize and move their forces.
- Arrows still continually rain down upon the structures, so all forces still are threatened and must keep cover.
- There are at least three dozen fiends in the attack force, of varying types.
- The PCs need equipment. The *Arms and Armor* subsection describes an opportunity to retrieve some from the fallen. Otherwise, one of the Radiant Guardians can give up his gear... but then, he can't take part.
- The PCs might want to relocate themselves or other forces to one of the outlying structures. The *Moving to Position* subsection details this effort.
- The PCs may want to seek information about the enemy forces. Run the *Surveying the Battlefield* subsection.
- The PCs may want to try to recover injured warriors from the battlefield. Run the *Recovering the Fallen* subsection.
- The clerics have a few healing spells available, but have long since run out of buffs and offensive spells.
- If the PCs want to do something outside the scope of this outline, use your own discretion.
- The main combat will begin after all forces are in position. Run the *Combat* subsection.

In either case, this encounter uses a Victory Points system to determine the outcome. The forces of good start with 0 Victory Points. If they do not take charge, this remains the case. Otherwise, they earn points based upon their decisions.

If the PCs make even a passing attempt to command the battlefield, circle 'Yes' for Critical Event 1 on the Critical Event summary. Otherwise, circle 'No'.

☑ **Critical Event 1:** Did the PCs take charge of the island defenses in Encounter 14?

ARMS AND ARMOR

There are many fallen warriors on the battlefield around the main chapel. The following equipped corpses can be easily recovered:

- One avoral, equipped with a +3 *holy heavy mace*. (1d6 *magic missiles*, 1d4 arrows [+8 ranged, 1d8+2], 8 VP)
- Two heavy fighters, equipped with +1 *greatswords* and +1 *breastplates*. (1d3 *magic missiles*, 1d3 arrows [+5 ranged, 1d8+1], 2 VP)
- Two archers, equipped with +1 *longbows*, 50 arrows, and +1 *studded leather* armor. (1d3 *magic missiles*, 1d3 arrows [+5 ranged, 1d8+1], 2 VP)
- Two light fighters, equipped with *longswords*, heavy steel shields, and *breastplates*. (1d3 arrows [+2 ranged, 1d8], 1 VP)
- Four archers, equipped with *longbows*, 50 arrows, and *studded leather* armor. (1d3 arrows [+2 ranged, 1d8], 1 VP)
- One halfling fighter, equipped with a small-sized battleaxe, small-sized light steel shield, and a small-sized *breastplate*. (1d3 arrows [+2 ranged, 1d8], 1 VP)
- One archer, equipped with a small-sized crossbow, 50 bolts, and small-sized *studded leather* armor. (1d3 arrows [+2 ranged, 1d8], 1 VP)

It takes one round to reach a body, and two to drag it back into the safety of cover. An archer or fighter body weighs 200 lbs. The avoral weighs 120 lbs.

The statistics given detail the attacks that the PCs must survive during that time to recover one of the noted corpses. Each *magic missile* flies unerringly, and does 1d4+1 damage. Each arrow shot is noted with an attack bonus and damage amount.

The listed attacks are split randomly between all involved targets. So, if three PCs attempt to recover one body, the attacks are split three ways.

The clerics can heal the PCs and unconscious body up, once they return to the main chapel – refer to the Healing the Wounded subsection.

The PCs can choose to use a corpse's equipment themselves, or pass it off to the other survivors. In either case, they earn the listed Victory Points for each recovered body.

MOVING TO POSITION

Travel between any of the standing structures will subject those moving to fire from fiendish archers. Any time the PCs (or forces under their command) move from one structure to the next, they will be attacked with 1d3-1 *magic missiles* (1d4+1 damage each), and 1d6-1 arrows (+2 attack bonus, 1d8 damage).

These attacks are split randomly between all involved targets. So, if three PCs attempt to move between the same structures at the same time, the attacks are split three ways.

The PCs earn one Victory Point for every structure that is defended by the forces of good, when the battle begins.

SURVEYING THE BATTLEFIELD

If the PCs can move forces out to the structures attached to the piers, they can gain valuable intelligence. Give them one of the following tidbits, each time they scout out a new pier:

- A number of erinyes are providing the cover fire across the entire island.
- The enemy forces seem to be concentrating more on the eastern side of the island.
- A great, horned devil is holding its distance, watching the battle from afar.
- The erinyes are keeping their distance, which limits their effectiveness, as they can't shoot down into the roofless shelters.
- The devils are blanketing the island with spell attacks, but are not truly aiming them.

The PCs gain one Victory Point for every pier that is scouted out before the battle begins.

RECOVERING THE FALLEN

There are several unconscious warriors on the battlefield around the main chapel. The following injured beings can be easily recovered:

- One leonal. (1d8 *magic missiles*, 1d6 arrows [+8 ranged, 1d8+2], 15 VP)
- Two clerics. (1d3 *magic missiles*, 1d3 arrows [+5 ranged, 1d8+1], 3 VP)
- Two fighters. (1d3 *magic missiles*, 1d3 arrows [+5 ranged, 1d8+1], 3 VP)
- Four archers. (1d3 arrows [+2 ranged, 1d8], 3 VP)

It takes one round to reach a body, and one to drag it back into the safety of cover. An archer or fighter body weighs 200 lbs. The leonal weighs 300 lbs.

The statistics given detail the attacks that the PCs must survive during that time to recover one of the noted bodies. Each *magic missile* flies unerringly, and does 1d4+1 damage. Each arrow shot is noted with an attack bonus and damage amount.

The listed attacks are split randomly between all involved targets. So, if three PCs attempt to recover one body, the attacks are split three ways.

The clerics can heal the PCs and unconscious body up, once they return to the main chapel – refer to the Healing the Wounded subsection.

The PCs earn the listed Victory Points for each recovered body.

HEALING THE WOUNDED

The clerics in the main chapel are out of useful spells, but can still convert their less useful ones into healing. Rather than rolling individual spells, just restore the PCs as much as they want. Keep track of how many hit points they restore to PCs or commanded NPCs. For every 10 points of healing (or fraction thereof) they lose 1 Victory Point.

COMBAT

Once the PCs are ready, add up all the Victory Points they have earned, and proceed with the following section:

(0-10 Victory Points)

The leonal Synisia looks over the bedraggled forces that remain standing in the temple. As her piercing gaze makes its way across the battlefield, you see the first hint of despair creep into her otherwise stalwart features.

Her voice echoes over the battlefield, as she cries out to the forces of good.

“My allies – gather your resolve! Our deaths are upon us!”

Then the fiendish hordes are upon you.

(11-20 Victory Points)

The leonal Synisia looks over the bedraggled forces that remain standing in the temple. As her piercing gaze makes its way across the battlefield, you see the

first hint of hope creep into her otherwise stalwart features.

Her voice echoes over the battlefield, as she speaks to the forces of good.

“My allies - gather your resolve! No retreat, no surrender; that is Elysian law. And by Elysian law we will stand and fight... and die. In the end, this day may yet be ours!”

Then the fiendish hordes are upon you.

Any PCs involved with the tactics (issuing orders, deciding upon plans, more than just fighting in the battle) earn the *Master and Commander* favor on the Adventure Record.

☛ **Master and Commander:** You have taken command of a celestial battlefield, and proven your prowess as a commander. Once per day you may use this favor to add a +10 competence bonus to any Intimidate or Diplomacy check made to command military personnel.

(21+ Victory Points)

The leonal Synisia looks over the bedraggled forces that remain standing in the temple. As her piercing gaze makes its way across the battlefield, you see the first hint of optimism creep into her otherwise stalwart features.

Her voice booms over the battlefield, as she speaks to the forces of good.

“My allies - gather your resolve! No retreat, no surrender; that is Elysian law. And by Elysian law we will stand and fight... and die.”

“All will know, and the Sun Father will know, that we few gave our last breaths to defend this holy place!”

Then the fiendish hordes are upon you.

Any PCs involved with the tactics (issuing orders, deciding upon plans, more than just fighting in the battle) earn the *Master and Commander* favor on the Adventure Record.

Finally, the PC gain a +1 morale bonus on all attack rolls, damage rolls, and saving throws during this combat.

Continuing

Regardless of situation, the PCs are faced with the same foes. They begin 50 feet away. The ELs are adjusted by +1 to account for the PCs not having any of their equipment.

APL 2 (EL 5)

- ☛ **Imp:** hp 18; see *Monster Manual*, page 50.
- ☛ **Lemures (2):** hp 12 each; see *Monster Manual*, page 50.

All APLs (EL 7)

- ☛ **Bearded Devil:** hp 54; see *Monster Manual*, page 50.
- ☛ **Lemures (6):** hp 12 each; see *Monster Manual*, page 50.

Tactics: The devils will attack in a straightforward manner, trying to take control of the island.

Developments: Once the PCs have defeated their share of the fiends, continue with the following, based upon the number of Victory Points they accumulated before the battle:

(0-10 Victory Points)

You defeat the fiends that are immediately in front of you, and earn a moment to catch your breath and view the progress of the battle.

Most of the defenders on the island have fallen. Only four of the paladins and clerics, and only one of the angels, still remain.

The leonal Synisia finishes off a barbed devil, and stands tall once more. Her golden fur is stained and matted with blood. She turns to regard you. "Our defenses are collapsing, we must abandon..."

(11-20 Victory Points)

You defeat the fiends that are immediately in front of you, and earn a moment to catch your breath and view the progress of the battle.

About half of the defenders on the island have fallen. About a half-dozen of the paladins and clerics, and two of the angels, still remain.

The leonal Synisia finishes off a barbed devil, and stands tall once more. Her golden fur is stained and matted with blood. She turns to regard you. "Our defenses are holding, we must regroup and..."

(21+ Victory Points)

You defeat the fiends that are immediately in front of you, and earn a moment to catch your breath and view the progress of the battle.

Very few of the defenders on the island have fallen. About a dozen of the paladins and clerics, and four of the celestial creatures, still remain.

The leonal Synisia finishes off a barbed devil, and stands tall once more. Her golden fur is stained and matted with blood. She turns to regard you. "Our defenses are holding, we must rally and..."

Regardless of the score, continue with the following:

Suddenly, a great metal blade, awash in flame, emerges from her chest. With a deafening thud, the wielder - a great horned devil - lands behind her. The leonal collapses at his feet with a sickening crunch, her empty eyes looking through you as she breathes her last.

The devil turns to you, pulling his fiery blade free of Synisia's corpse. You can feel the painful fire of his breath, as he taunts you. "You have failed..."

The devil raises his sword, just as the shaft of a large arrow erupts from his chest.

Looking across the island, you see a number of powerful angels - larger and more magnificent than those you have previously seen - descending from the sky. You have held off the fiends long enough for reinforcements to arrive!

The horned devil scowls, and grabs [insert name of random PC], lifting you high into the air. He stares deeply into your eyes, as he mutters foul blasphemies in an infernal tongue. You can feel him dissecting your mind, probing you, tearing you apart.

The PC that was probed by the fiend gains the *Hole in My Soul* item on the Adventure Record.

Another arrow slams into the fiend, throwing him to the ground. [Held PC] tumbles from his grasp, but the devil still locks his gaze upon you.

"This is not over. You will pay for your interference. I will kill you, and everyone you care about. I will destroy all you hold dear. I will..."

A huge greatsword flies through the air, slicing through the fiend. He screams in pain, and his body disappears in a flash of light.

The sword arcs through the air, and returns to the outstretched hand of a tall angel with steel-grey skin. In a single, smooth motion, he lands on the island and sheathes his weapon. His eyes sweep over the island and temple, where the other angels are dispatching the last remnants of the devil horde.

Soon, the battle is over, and the newcomers turn to address you.

If the PCs succeed at a Knowledge [the planes] check (DC 25) they can identify this angel as a solar, the greatest of the choirs of angels, the direct servant of a deity.

“Thank you, friends, for your assistance.” The voice of the solar is overpowering, but still sounds graceful and serene. “We are in your debt. Were it not for your aid, the forces of evil would have desecrated this most sacred place.”

The angel can provide the following information, in addition to that provided by Synisia, if questioned:

- He is Galarial, a solar, fourth choir of angels vigilant, in service of Pelor.
- The devils that attacked were not truly slain. Their souls were just banished back to their home plane, where they will eventually be reborn. In time, they will attack again... so is the cycle of existence in the outer planes.
- Synisia was slain; but in recognition of her faith, loyalty, and service, the Sun Father will probably restore her, exalt her to a higher choir of angel, and wipe all memory of her suffering from her memories.
- Only those of Neutral Good alignment should have ended up here. Only a deity, through direct intervention, could make something else happen. That just doesn't happen.
- The PCs have done a great service for the Sun Father and his followers. If they wish, the angels will take them to his court, where they can bask in his glory.

The PCs have now earned the *Contemplative of Pelor* item on the Adventure Record.

☛ **Contemplative of Pelor:** This PC has met a solar in the service of the Sky Father... and perhaps the deity himself. This fulfills the special requirement for the *Contemplative* prestige class for followers of Pelor.

Once the PCs decide to accept the solars' offer, and head to Pelor's court, continue with Encounter 14.

All APLs

- ☛ **Solars** (2): AL NG; see *Monster Manual*, page 10.
- ☛ **Planetars** (3): AL NG; see *Monster Manual*, page 10.
- ☛ **Leonals** (2): see *Monster Manual*, page 141.
- ☛ **Avorals** (5): see *Monster Manual*, page 141.

☛ **Radiant Guardians** (10): Pal10; AC 23; hp 100 each; AL NG.

☛ **Clerics of Pelor** (7): Clr10; AC 18; hp 88 each; AL NG.

ENCOUNTER 14: COURT OF THE SKY FATHER

Estimated Time: 30 minutes

Galarial nods solemnly. “Very well. Our work here is done, so we shall return immediately. Let us be off.”

The solars effortlessly pick you up. Their great feathery wings spread, and they launch into the air. The island shrine quickly disappears into the distance, and soon all you see below you is endless ocean.

In the distance, you see a blinding yellow light. It is as bright as the sun, yet seems to always remain in the same place. The angels appear to be heading directly for it.

The journey takes a very long time. Without a boat hull to scratch markers in, you are unsure of exactly how long you travel – but it is several months, at least. Galarial does his best to keep your minds off of the journey. His commanding voice points out various wondrous things as you fly by them: a celestial whale the size of a city, a vast flower garden built entirely on rafts floating in the endless ocean, and a massive coral reef that stretches farther than your eyes can see. He even points out a few of the silvery clouds, asking if they look like various animals to you – and many of the creatures are ones you've never seen or heard of.

The bright light on the horizon seems to get larger. The radiance is overwhelming, but is still somehow comforting.

You are woken one morning by the angels descending from the sky. The great glow on the horizon now fills the entire landscape – an immense golden fortress, perched atop a rocky promontory. Throngs of people – clerics, angels, and other worshippers – bustle about its expanse.

Galarial sets down upon a cobblestone pathway and releases you. “Welcome to the Fortress of the Sun.” He stretches his tired wings out, finally folding them back behind him. “Here is where we must part ways. I have much to attend to. I am sure that you will find your path, or that your path will find you.”

The angel nods one final time, before climbing back into the perfect sky.

The PCs are now on their own. Should they investigate deeper into the fortress, continue with the following. Asking any one of the thousands of passersby will point them in the same direction:

The cobblestone path leads up to a grand golden archway. A steady flow of worshippers move beneath its reach, coming and going. Beyond is an immense hall, with impossibly tall golden pillars reaching up to a vaulted glass ceiling. The chamber is full of acolytes and attendants, and the air is awash with a cascade of hymns and praise.

Beyond the crowd, at the limits of your vision, is a massive throne, from which emanates a blinding light.

However, what catches your attention is a nondescript archway off to the side. Beyond is a lonely staircase that extends upwards. For some reason, that you cannot explain, you want to see where it leads.

There is no saving throw or resistance for this effect, as it is a compulsion implanted directly by a greater deity, while standing on his home turf. The PCs are not forced to head that way – feel free to further describe the wonders and magnificence of the fortress – but keep drawing their attention to that staircase.

On a particular note, the PCs will never manage to get through the endless crowd of worshippers, to get close to the throne.

Once the PCs decide to investigate that particular staircase, continue with the following:

The lonely staircase winds up along the outside of one of the golden towers of the fortress. There is no railing, and a misstep would send you plummeting down to the ocean below. Still, you press on without hesitation, driven by some unseen influence.

You are the only visitors on these stairs. Even the jubilant hymns of the worshippers fall away behind you, replaced once more by the sounds of the wind and the sea.

The staircase spirals several hundred feet up, to the very top of the tower. A small archway permits entrance to a glass-walled structure, open to the sky in all directions. A number of wooden boxes are packed with soil, from which spring a cornucopia of brilliant and exotic flowers.

Amidst the greenhouse garden kneels an older man, with wild hair and a great, blond beard. His tan robes are blemished and discolored by dirt from the plants around him.

The old man holds up a finger, but doesn't look up from the plant he is pruning – a delicate-looking specimen that resembles a rose bush, with blossoms made of iridescent glass. He spends a long moment lining up a pair of shears, before snipping away a small section. He bounds to his feet, and claps with a youthful exuberance.

“Wonderful, is it not? Utterly magnificent!” He quickly steps around his creation, admiring it from all angles, wiping dirt from his hands onto his robes.

“Have you ever seen such a thing? Ahh, well... come in! Come in! Don't be shy.”

This is an avatar of Pelor, the greater god of the sun, life, and healing. As an avatar, he is a direct portion of the deity's power and consciousness. With the slightest whim, and with barely any effort, he could erase the PCs from existence.

Fortunately, Pelor is a good-natured, kind-hearted deity. He understands that mortals can be flawed and chaotic, and accepts that. Rather than make them act the way he wants them to, he'd rather see them come to the conclusion on their own. When faced with insolence, he will simply smile sadly, and wait for them to correct themselves.

Play the avatar as a kind old man with a spirited sense of humor and a short attention span. Never admit or allude to being a deity, but rather let the PCs draw their own conclusions. And keep in mind that Pelor's senses extend for thousands of miles in every direction, as well as for years into the future and past. He knows what the PCs are thinking, before they do.

The following is a list of likely questions and answers:

Who are you? *He smiles, his blue eyes twinkling. “Just an old man that likes to putter around this old garden.”*

Are you Pelor? *The old man just smiles at you, as he hums to himself.*

What are you doing here? *“Keeping an eye on my creations. Life takes a lot of looking after, you know.”*

What is this place? *He looks around at the greenhouse, and smiles. "Just a little creation of mine – a niche away from the hustle and bustle."*

What is this fortress? *"They call it the Fortress of the Sun. Fitting, I suppose." The old man smirks. "It is a place for those of like mind to come together, to celebrate an idea."*

Why are we here? *"That is a good question. Why are you here?"*

We felt led to this tower. Did you do that? *"I didn't make you come here, if that is what you mean to ask. Did I want you to? Indeed. But you came of your own volition."*

Are we dead? *"Think of it as 'born again'."*

Why did we all appear on the same outer plane? We were of different alignments. *"Fate is tricky that way. It's a game, really. A game where you aren't allowed to touch the pawns. Unless the other fellow breaks the rules. Then, all bets are off."*

What is the meaning of life? *"Who ever said there was a meaning? Why can't life just be life?"*

How can we get home? *"Generally speaking, you can't. What you call home no longer exists."*

What do you mean, home no longer exists? *"Do you remember that devil you faced at the temple? The really cantankerous fellow... 'I'll kill you and everyone you know...'" The old man rolls his eyes. "Well, he wasn't completely off his rocker. He landed back in hell, and put together an army. I won't bore you with the technicalities of how it all works, but he marched his army to the time and place where you died, stormed through the open rift, and..." The old man looks at you with sadness in his eyes.*

Can we stop the invasion from happening? *The old man looks past you, staring at nothing in particular. "It is possible. You could exploit the same mechanic as the devils, and finish your work. Close the rift before they can get through."*

Is there any way you could help us? *"You did a noble thing at the temple. Put yourself in harm's way, more than you realize. I will certainly help you, if you wish it. But... you would give up paradise, and put yourselves in harm's way, again? For the still-living?"*

It is possible that the PCs wish to remain in Elysium. If so, they receive the *Blissful Afterlife* favor on the Adventure Record, and are removed from play.

☛ **Blissful Afterlife:** You have decided to remain in Elysium, enjoying your eternal rewards. You are permanently removed from play.

If any of the PCs elect to remain here, also circle 'Yes' for Critical Event 2, and note their names on the Critical Event Summary. Otherwise, circle 'No'.

Critical Event 2: Did any of the PCs elect to remain in Elysium in Encounter 15?

The adventure only continues if they opt to accept the avatar's aid, and return to life.

Before continuing, if any of the PCs has the *Touched by Pelor* favor from BIS5-06 *Vanity and Vexation*, they earn the *Greater Touch of Pelor* favor on the Adventure Record. Read them the following:

The old man looks you over, and smiles softly. "You have done well, my child. I give you one final gift." He places a hand on your shoulder. The soft glow of your skin intensifies, and you feel somehow attuned to him.

☛ **Greater Touch of Pelor:** If you are *Touched by Pelor's Hand* (from BIS5-06 *Vanity and Vexation*) your aura is enhanced. You now shed brighter light, clearly illuminating a 10 foot radius, and providing shadowy illumination out to a 20 foot radius. You gain a +4 divine bonus on Sense Motive and Diplomacy checks when interacting with good creatures. As well, you may now suppress or reactivate this effect as a full-round action, by whispering a brief prayer to the Sun Father.

Once the PCs agree to accept his aid, continue with the following:

The old man smiles as he looks upon you. "To give up the certain for the uncertain. Quite noble. Very well, then. Sleep, now, and dream of what could have been, and what yet will be..."

As the old man speaks, his voice echoes hypnotically in your mind. His words cause a shiver up your spine that travels down to your feet. Your surroundings blur, and you become aware only of his words. They flow around you like a warm blanket, and fill your vision like a blinding light.

Continue with Encounter 15.

All APLs

☛ **Avatar of Pelor:** AL NG.

ENCOUNTER 15: BACK TO LIFE

Estimated Time: 15 minutes

You gasp and cough, forcing air into your lungs. As your body convulses, you become aware of a hard surface behind you. You then realize that you are laying on the ground. The overwhelming radiance of the Positive Energy Plane fills your vision.

You get to your feet with difficulty. Your muscles ache with the effort, even though you appear to be uninjured. Your companions are gathered around you, in similar circumstance.

For all intents and purposes, the PCs have just woken up at exactly the same moment they perished. They are back to their usual stats, and have all of their equipment, including the last planar device.

Once they decide to search for the gate, continue with the following:

As you once more travel through the rocky terrain of this strange place, you begin to hear an odd, rhythmic sound. As you travel, it gets louder and closer.

Cresting a ridge, you see a disheartening sight: thousands of fiends are massed – legions of devils, an army ready to march. Off in the distance, you recognize the landscape – the small valley where the planar rift once stood. Reality there seems to warp and twist. The devils are reopening the rift, preparing to march into your home plane.

At this point, the PCs should realize that they need to complete their work, and fix the planar breach, before the devils can complete their work. If they can succeed at a Knowledge [geography] or Survival check (DC 15), they can figure out the rough direction they need to go in to make this work.

Unfortunately, that direction will take them directly through the column of fiends. Simply walking into their midst would be suicide. Allow the PCs to be creative in getting past them, but anything aside from walking right up to them should work.

For instance, the PCs can simply take the time to walk around the army, outside of their view. Describe to them how they have to stay hidden from the imps and erinyes that fly overhead, while impressing how unstable the rift valley looks. Make them nervous.

Once they reach the PCs pass by the fiend army, read the following:

Putting distance between yourselves and the fiend army, you quicken your pace. Soon, you stand on small plateau that overlooks the area, a good distance away from the planar breach. This should be a good spot to set up the final device.

Continue with Encounter 16.

ENCOUNTER 16: GRUDGE MATCH

Estimated Time: 45 minutes

There is a sudden rush of wind and wings. With a thunderous, ground-shaking impact, a huge being lands, virtually on top of you.

The great horned devil bears an evil, toothy grin as he looks you over.

“We meet again, little fleshlings. This time, there will be no triumphant rescue. I will finish you myself.”

Please refer to DM Aid: Map #7 – Final Combat.

APL 2 (EL 5)

☛ Konugas, Devil General: hp 54; see Appendix 1.

APL 4 (EL 7)

☛ Konugas, Devil General: hp 72; see Appendix 2.

APL 6 (EL 9)

☛ Konugas, Devil General: hp 117; see Appendix 3.

APL 8 (EL 11)

☛ Konugas, Devil General: hp 144; see Appendix 4.

APL 10 (EL 13)

☛ Konugas, Devil General: hp 168; see Appendix 5.

APL 12 (EL 15)

☛ Konugas, Devil General: hp 169; see Appendix 6.

Tactics: Konugas is an intelligent opponent, and will seize upon any presented opportunity. In general, he will try to stay right on top of the PCs, keeping them threatened and vulnerable. He will not hesitate to take out a weak target, before concentrating on tougher party members.

Konugas will only use his ability to summon other baatezu if the PCs flee, leaving him unthreatened.

APL 2: Konugas will attempt to remain in the midst of the PCs, concentrating on one target at a time. If afforded the opportunity, he will take single swings at

other party members, hoping to keep them occupied with infernal wounds.

APL 4: Konugas will use his pounce and rake attacks to hit softer targets hard. For instance, he will willingly provoke against a fighter, to get a full attack against the exposed party cleric or mage.

APL 6: Konugas will keep his distance, and keep to the air, peppering them with arrow shots and *unholy blight*.

APL 8: Konugas will remain close, inflicting large amounts of damage with his claws, barbed defense, and impale abilities. If separated by distance, he will use *scorching ray* while he advances.

APL 10: Konugas will blanket the PCs with his *cone of cold* ability, whenever possible, resorting to his spear attacks only when faced with a foe that is taking no damage from it. He will separate and isolate party members with *wall of ice*.

APL 12: Konugas will attempt to remain in position to threaten as much of the party as possible. He will spread his attacks out, keeping all opponents stunned (and thus unable to attack him).

Developments: Once the PCs have defeated the devil, continue with the Conclusion.

CONCLUSION: CLOSURE

Estimated Time: 5 minutes

With a final howl, the horned devil falls and is still.

A large number of fiends have heard their leader's cry, and are making their way toward you to investigate. Within moments, they will be upon you.

The coming force is more than the PCs can handle. They really have no alternative to setting up the final planar device. Once they choose to do so, continue with the following:

You grit your teeth as you plunge the long metal stake into the ground. One turn of the crank and your world will be safe. You will also be stuck here, for what little time you can manage to survive.

The devils curse and blaspheme in their infernal tongue, as they grow nearer, and start to ascend the hill.

Confirm that the PCs wish to activate the device, before continuing:

You turn the metal handle, and the device's sharp claws dig into the fabric of reality. The air ripples

like the surface of a pond, and then goes still. The breach has been repaired. Your world is safe.

The first of the devils reaches the top of the hill.

At this point, circle 'Yes' for Critical Event 3 on the Critical Event Summary.

Critical Event 3: Did the PCs close the planar rift?

Continue with the following:

The ground around you shakes. Mighty tremors ripple across the terrain. At the edges of the landscape, large blocks of stone and earth begin to break off, and tumble into the radiant void. This small patch of land is disintegrating.

Suddenly, a roar of protest sweeps across the fiendish army. Looking out into the distance, you see a mass of feathery wings and flaming swords. An army of angels has emerged from the depths of the plane, to engage the fiends in mortal combat.

At the approach of this new enemy, the devils on the hill begin rushing back to rejoin the horde.

Then, something else in the distance catches your attention: reality swells and shifts, once more. There is a burst of multicolored light, and amidst the fiendish army, the rift opens, once more. It would appear that they are too engrossed in the battle to take notice.

If the PCs decide to head for the gate, continue with the following. If they don't, question their survival instinct.

You quickly dart through the throng of outsiders. All around you, angels and devils trade blows, and it is unclear who has the upper hand. Your attention is focused on the glowing gate directly ahead of you. Even at this distance, you can faintly make out the marble columns and blue skies of the Temple of Pelor on the Material Plane.

You can also see that the rift is quickly getting smaller.

By the time you reach the rift, it is barely large enough for a man to fit through. You leap through with abandon, before it is too late.

Pause for a second, and give the PCs a moment to take this in, before continuing:

Overwhelming light surrounds you. You feel like you are falling, seemingly for an eternity.

Around you, everything is changing and shifting. The radiance around you seems to be

unraveling and receding. Its tendrils disentangle themselves from your reality, and the entire radiant existence appears to move away from you.

Then, your shoulder contacts something solid. Your momentum carries you for a few feet, before you collapse into a heap, the wind knocked out of you.

A number of figures bustle about you - priests of the temple, Bissel army soldiers - all trying to help you to your feet. When you finally stand, your gaze searches the temple atrium... but you find no sign of the planar gate.

You have succeeded, and are home at last.

The adventure is now over. The PCs receive the Bissel Military Commendation item on the Adventure Record.

☛ **Bissel Military Commendation:** You have successfully closed the planar rift in Truelight. The Great Army of Bissel hereby grants you a military commendation, as per the Bissel Omnibus.

As well, circle 'Yes' for Critical Event 4 on the Critical Event Summary.

Critical Event 4: Did the PCs make it safely back to the Prime Material Plane?

As well, they receive access to the item upgrades on the Adventure Record.

CAMPAIGN CONSEQUENCES

If you run this event in December of 2007 or January of 2008, please e-mail the results from the Critical Event Summary to a member of the Bissel Triad by February 1st, 2008, or have the Senior DM of your event do so.

Critical Event 1: Did the PCs take charge of the island defenses in Encounter 14?

Critical Event 2: Did any of the PCs elect to remain in Elysium in Encounter 15?

Critical Event 3: Did the PCs close the planar rift?

Critical Event 4: Did the PCs make it safely back to the Prime Material Plane?

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Defeat the inhabitants of the positive energy plane.

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter 6

Defeat the inhabitants of the positive energy plane.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Encounter 10

Survive the house fire, and recover the damsel in distress.

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

Encounter 12

Survive the carnivorous plant.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 13

Defeat the minions of Nerull.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Encounter 16

Defeat the Devil General.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Story Award

Solve the puzzle in Encounter 4.

All APLs: 50 xp.

Close the planar rift in the Conclusion.

APL 2: 86 xp.
APL 4: 146 xp.
APL 6: 206 xp.
APL 8: 266 xp.
APL 10: 326 xp.
APL 12: 386 xp.

Discretionary Roleplaying Award

APL 2: 44 xp.
APL 4: 74 xp.
APL 6: 104 xp.
APL 8: 134 xp.
APL 10: 164 xp.

APL 12: 194 xp.

Total possible experience

APL 2: 900 xp.
APL 4: 1,350 xp.
APL 6: 1,800 xp.
APL 8: 2,250 xp.
APL 10: 2,700 xp.
APL 12: 3,150 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the

GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Introduction:

All APLs: L: 0 gp, C: 0 gp, M: 18,000 gp, *ring of positive protection* (18,000 gp).

Encounter 16:

APL 2: L: 200 gp, C: 0 gp, M: 0 gp.

APL 4: L: 200 gp, C: 0 gp, M: 0 gp.

APL 6: L: 200 gp, C: 0 gp, M: 0 gp.

APL 8: L: 200 gp, C: 0 gp, M: 0 gp.

APL 10: L: 200 gp, C: 0 gp, M: 1,666 gp, *angelhelm* (833 gp), *blessed quiver* (833 gp).

APL 12: L: 200 gp, C: 0 gp, M: 1,666 gp, *angelhelm* (833 gp), *blessed quiver* (833 gp).

Conclusion:

All APLs: L: 0 gp, C: 200 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 200 gp, C: 200 gp, M: 18,400 gp – Total: 18,000 gp (450 gp).

APL 4: L: 200 gp, C: 200 gp, M: 18,400 gp – Total: 18,000 gp (650 gp).

APL 6: L: 200 gp, C: 200 gp, M: 18,400 gp – Total: 18,000 gp (900 gp).

APL 8: L: 200 gp, C: 200 gp, M: 18,400 gp – Total: 18,000 gp (1,300 gp).

APL 10: L: 200 gp, C: 200 gp, M: 20,066 gp – Total: 19,666 gp (2,300 gp).

APL 12: L: 200 gp, C: 200 gp, M: 20,066 gp – Total: 19,666 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Bissel Military Commendation:** You have successfully closed the planar rift in Truelight. The Great

Army of Bissel hereby grants you a military commendation, as per the Bissel Omnibus.

☛ **Blissful Afterlife:** You have decided to remain in Elysium, enjoying your eternal rewards. You are permanently removed from play.

☛ **Greater Touch of Pelor:** If you are *Touched by Pelor's Hand* (from BIS5-06 *Vanity and Vexation*) your aura is enhanced. You now shed brighter light, clearly illuminating a 10 foot radius, and providing shadowy illumination out to a 20 foot radius. You gain a +4 divine bonus on Sense Motive and Diplomacy checks when interacting with good creatures. As well, you may now suppress or reactivate this effect as a full-round action, by whispering a brief prayer to the Sun Father.

☛ **Contemplative of Pelor:** This PC has met a solar in the service of the Sky Father... and perhaps the deity himself. This fulfills the special requirement for the Contemplative prestige class for followers of Pelor.

☛ **Liquid Life:** You have returned with some of the liquefied positive energy from the Positive Energy Plane. Imbibing a vial of this liquid as a potion creates a *greater vigor* (CL 9th) effect upon you, granting you fast healing 4 for 19 rounds. Mark off each vial as it is used.

☛ **Master and Commander:** You have taken command of a celestial battlefield, and proven your prowess as a commander. Once per day you may use this favor to add a +10 competence bonus to any Intimidate or Diplomacy check made to command military personnel.

☛ **Blessed Quiver:** This quiver functions as a *quiver of Ehlonna* (DMG, page 265). In addition, up to three times per day, the user may place a bow in the quiver, utter a command word, and invoke *bless weapon* on the bow inside.

Moderate conjuration; CL 9th; Craft Wondrous Item, *bless weapon*, *Leomund's secret chest*; Price 10,000 gp; Weight 2lb.

↗ **Hole in my Soul:** The devil general probed your mind, giving the denizens of hell information about your home. This may have consequences in the future.

Item Access

APL 2:

❖ *Everbright Weapon Special Ability Upgrade* (Adventure; MIC; Limit 1)

- ❖ *Illuminating Weapon Special Ability Upgrade* (Adventure; MIC; Limit 1)
- ❖ *Ring of Mystic Healing* (Adventure; MIC)
- ❖ *Ring of Positive Protection* (Regional, MIC)

APL 4 (all of APL 2 plus the following):

- ❖ *Blessed Weapon Special Ability Upgrade* (Adventure; MIC; Limit 1)
- ❖ *Ghost Touch Weapon Special Ability Upgrade* (Adventure; DMG; Limit 1)
- ❖ *Sacred Weapon Special Ability Upgrade* (Adventure; MIC; Limit 1)

APL 6 (all of APLs 2, 4 plus the following):

- ❖ *Ghost Strike Weapon Special Ability Upgrade* (Adventure; MIC; Limit 1)
- ❖ *Incorporeal Binding Special Ability Upgrade* (Adventure; MIC; Limit 1)
- ❖ *Sacred Burst Weapon Special Ability Upgrade* (Adventure; MIC; Limit 1)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ❖ *Force Weapon Special Ability Upgrade* (Adventure; MIC; Limit 1)
- ❖ *Disruption Weapon Special Ability Upgrade* (Adventure; DMG; Limit 1)
- ❖ *Holy Weapon Special Ability Upgrade* (Adventure; DMG; Limit 1)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ *Angelhelm* (Adventure; MIC)
- ❖ *Blessed Quiver* (Adventure; See Above)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ *Brilliant Energy Weapon Special Ability Upgrade* (Adventure; DMG; Limit 1)
- ❖ *Freedom Armor Special Ability Upgrade* (Adventure; MIC; Limit 1)
- ❖ *Radiant Armor Special Ability Upgrade* (Adventure; MIC; Limit 1)

APPENDIX 1 – APL 2

ENCOUNTER 6

MEDIUM POSITIVE ENERGY ELEMENTAL CR 3

N Medium Elemental (Extraplanar)

Init +7; **Senses** Darkvision 60', Listen +3, Spot +4

Aura Positive energy Aura 10 ft.

Languages Ignan

AC 16, touch 13, flat-footed 13, Dodge, Mobility (+3 Dex, +3 natural)

hp 26 (4d8+8 HD)

Immune Immunity to positive energy

Fort +3, **Ref** +7, **Will** +1

Weakness Vulnerability to negative energy, turn vulnerability

Speed 50 ft. (10 squares)

Melee slam +6 (1d6+1) or

Melee slam +6 (1d8+1 positive energy)

Base Atk +3; **Grp** +4

Atk Options Burn

Abilities Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11

SQ Positive energy, blinding, elemental traits

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

Positive Energy (Ex) A positive energy elemental's slam attack only deals normal damage if the target is immune to positive energy. Otherwise, a living creature hit by a positive energy elemental's slam attack is healed a number of hit points equal to the damage it would do. If the creature is at full hit points, it gains temporary hit points instead and must make a Fortitude save (DC 20) each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

A non-living object that is struck by a positive energy elemental's slam attack takes half damage.

An undead creature that is struck by a positive energy elemental's slam attack must make a Fortitude save (DC 14) or be utterly destroyed. The save DC is Constitution-based.

Creatures hitting a positive energy elemental with natural weapons or unarmed attacks are affected as though hit by the elemental's attack, but only take half damage.

Blinding (Ex) A living creature that looks directly at a positive energy elemental must make a Fortitude save (DC 15) every round or be blinded for 1d6 rounds.

Positive Energy Aura (Ex) Any living creature within 10 feet of a positive energy elemental gains fast healing 2, while an undead creature takes 2 points of positive energy damage per round. Creatures immune to positive energy are not affected.

Immunity to Positive Energy (Ex) A positive energy elemental is immune to any effect that relies upon positive energy or light.

Vulnerability to Negative Energy (Ex) A positive energy elemental takes half again as much (+50%) damage as normal from negative energy effects.

Turn Vulnerability (Ex) A positive energy elemental can be rebuked by a good-aligned cleric, and can be turned by an evil cleric.

Description A mass of rippling light, seeming to pulse from a central, humanoid-shaped conflagration. Looking directly at the creature hurts your eyes.

ENCOUNTER 10

BURNING HOUSE

CR 2

Search DC 17; **Type** mechanical

Trigger location, **Init** +1

Effect falling debris (Atk +1 ranged, 1d4 points of bludgeoning damage) per target per round

Effect fire (automatic hit; 1d6 points of fire damage, DC 11 Reflex half)

ENCOUNTER 12

CARNIVOROUS PLANT

CR 3

Search DC 13; **Type** mechanical

Trigger location, **Init** +1

Effect Bite (Atk +5 melee, 1d6 bites per target for 1d4+1 piercing damage); reduce the number of bites by 1 for each stalk disabled or destroyed (minimum 0)

Duration 6 rounds

Destruction AC 13, hp 7 (all pods in one square)

Destruction AC 14, hp 13 (each plant stalk)

Disarm Disable Device DC 18 (all pods in one square)

Disarm Disable Device DC 21 (each plant stalk)

ENCOUNTER 16

KONUGAS, DEVIL GENERAL

CR 5

LE Medium Outsider (Baatezu, Evil, Extraplanar, Lawful)

Init +6; **Senses** Darkvision 60', See in Darkness, Telepathy 100 ft., Listen +9, Spot +9

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 54 (6d8+18 HD); DR 5/silver or good

Immune fire, poison

Resist acid 10, cold 10; **SR** 17

Fort +8, **Ref** +7, **Will** +5

Speed 30 ft. (6 squares), fly 50 ft. (10 squares) (average)

Melee 2 claws +9 (1d8+2 plus infernal wound)

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

Base Atk +6; **Grp** +12

Atk Options Infernal wound, horns, battle frenzy, *summon baatezu*

Spell-Like Abilities (CL 12th):

At will—*greater teleport* (self plus 50 pounds of objects only)

Abilities Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10

Feats Improved Initiative, Power Attack, Weapon Focus (claws)

Skills Climb +11, Diplomacy +2, Hide +11, Move Silently +9, Sense Motive +9

Infernal Wound (Su) The damage Konugas deals with his claws causes a persistent wound. An injured creature loses 2

additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Horns (Ex) If Konugas hits a single opponent with both claw attacks, it automatically hits with its horns. The affected creature takes 18d+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex) Twice per day, Konugas can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and Konugas suffers no ill effects afterwards.

Summon Baatezu (Sp) Once per day Konugas can attempt to summon 2d10 lemures with a 50% chance of success, or a bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Aligned Weapons (Ex) Konugas' natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purposes of overcoming damage reduction.

APPENDIX 2 – APL 4

ENCOUNTER 6

LARGE POSITIVE ENERGY ELEMENTAL CR 5

N Large Elemental (Extraplanar)

Init +9; **Senses** Darkvision 60', Listen +5, Spot +6

Aura Positive energy Aura 10 ft.

Languages Ignan

AC 18, touch 14, flat-footed 13, Dodge, Mobility (-1 size, +5 Dex, +4 natural)

hp 60 (8d8+24 HD); **DR** 5/-

Immune Immunity to positive energy

Fort +5, **Ref** +11, **Will** +2

Weakness Vulnerability to negative energy, turn vulnerability

Speed 50 ft. (10 squares)

Melee 2 slams +10 (2d6+2) or

Melee 2 slams +10 (2d8+2 positive energy)

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

Base Atk +6; **Grp** +12

Atk Options Burn

Abilities Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11

SQ Positive energy, blinding, elemental traits

Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

Positive Energy (Ex) A positive energy elemental's slam attack only deals normal damage if the target is immune to positive energy. Otherwise, a living creature hit by a positive energy elemental's slam attack is healed a number of hit points equal to the damage it would do. If the creature is at full hit points, it gains temporary hit points instead and must make a Fortitude save (DC 20) each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

A non-living object that is struck by a positive energy elemental's slam attack takes half damage.

An undead creature that is struck by a positive energy elemental's slam attack must make a Fortitude save (DC 17) or be utterly destroyed. The save DC is Constitution-based.

Creatures hitting a positive energy elemental with natural weapons or unarmed attacks are affected as though hit by the elemental's attack, but only take half damage.

Blinding (Ex) A living creature that looks directly at a positive energy elemental must make a Fortitude save (DC 15) every round or be blinded for 1d6 rounds.

Positive Energy Aura (Ex) Any living creature within 10 feet of a positive energy elemental gains fast healing 2, while an undead creature takes 2 points of positive energy damage per round. Creatures immune to positive energy are not affected.

Immunity to Positive Energy (Ex) A positive energy elemental is immune to any effect that relies upon positive energy or light.

Vulnerability to Negative Energy (Ex) A positive energy elemental takes half again as much (+50%) damage as normal from negative energy effects.

Turn Vulnerability (Ex) A positive energy elemental can be rebuked by a good-aligned cleric, and can be turned by an evil cleric.

Description A mass of rippling light, seeming to pulse from a central, humanoid-shaped conflagration. Looking directly at the creature hurts your eyes.

ENCOUNTER 8

SUPERIOR RAVID CR 10

N Large Outsider (extraplanar)

Init +3; **Senses** Darkvision 60', Listen +7, Spot +11

AC 25, touch 8, flat-footed 26

(-1 size, -1 Dex, +17 natural)

hp 99 (11d8+33 HD)

Immune fire

Fort +10, **Ref** +6, **Will** +8

Speed 20 ft. (4 squares), fly 60 ft. (perfect).

Melee tail slap +17 (2d6+6 plus positive energy) and claw +14 (1d6+5 plus positive energy); or tail slap +17 melee touch (positive energy) and claw touch +14 melee touch (positive energy)

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

Base Atk +11; **Grp** +21

Atk Options Positive energy lash, animate objects

Abilities Str 23, Dex 8, Con 17, Int 7, Wis 12, Cha 14

SQ Flight

Feats Improved Initiative, Improved Natural Attack [tail slap], Multiattack, Weapon Focus [tail slap]

Skills Escape Artist +16, Hide +16, Move Silently +16, Spot +11, Survival +18, Use Rope -1 (+1 with bindings)

Positive Energy Lash (Su) A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 3d10 points of damage.

Animate Objects (Su) Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su) A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

ENCOUNTER 16

KONUGAS, DEVIL GENERAL CR 7

LE Large outsider (Evil, Extraplanar, Lawful)

Init +9; **Senses** Darkvision 60', Scent, Telepathy 100 ft., Listen +17, Spot +13

AC 21, touch 14, flat-footed 16, Dodge

(-1 size, +5 Dex, +7 natural)

hp 72 (8d8+24 HD); **DR** 5/good

Resist fire 10; **SR** 19

Fort +9, Ref +11, Will +8

Speed 30 ft. (6 squares), fly 50 ft. (10 squares) (average)

Melee 2 claws +13 (1d8+6) and bite +8 (2d8+3)

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

Base Atk +8; **Grp** +18

Atk Options Improved grab, Pounce, Rake 1d8+3

Abilities Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10

Feats Dodge, Improved Initiative, Track

Skills Balance +16, Climb +17, Hide +13, Jump +21, Move Silently +20, Swim +17

Improved Grab (Ex) To use this ability, Konugas must hit with his bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If Konugas charges, he can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +13 melee, damage 1d8+3.

Aligned Weapons (Ex) Konugas' natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purposes of overcoming damage reduction.

Skills Konugas has a +4 racial bonus on Listen and Move Silently checks.

APPENDIX 3 – APL 6

ENCOUNTER 1

XAG-YA **CR 4**

N Medium Outsider (Incorporeal)

Init +3; **Senses** Listen +0, Spot +8

AC 17, touch 17, flat-footed 14

(+3 Dex, +4 deflection)

hp 35 (5d8+5 HD)

Fort +5, **Ref** +7, **Will** +4

Speed fly 20 ft. (good)

Melee 4 incorporeal touches +8 (1d6) OR

Ranged positive energy ray +8 (touch, 1d8)

Base Atk +5; **Grp** –

Abilities Str –, Dex 17, Con 12, Int 7, Wis 10, Cha 18

SQ Incorporeal, positive energy lash, turn undead, explosion

Feats Combat Reflexes, Extra Turning

Skills Hide +10, Search +5, Sense Motive +8

Energy Ray (Ex) An energon's energy ray has a range of 30 feet.

Explosion (Su) If an energon is reduced to 0 hit points, its body is instantaneously destroyed in an explosion of positive energy that deals 1d8+9 points of damage to everyone in a 20-foot-radius burst (Fortitude save DC 16 half).

Positive Energy Lash (Su) A xag-ya can make a ranged touch attack or hit with an incorporeal touch attack to infuse a target with positive energy. Undead foes (even incorporeal ones) take an additional 2d8+5 points damage. The xag-ya can control its positive energy enough to avoid healing living foes (dealing only the base damage). This power can be used up to five times per day.

Turn Undead (Su) By suffusing a 60-foot-radius area with positive energy, a xag-ya can make the undead recoil. It turns undead as a 5th-level cleric and can do so five times per day. It cannot destroy undead.

Sources *Manual of the Planes* (Page 168)

ENCOUNTER 6

HUGE POSITIVE ENERGY ELEMENTAL **CR 7**

N Huge Elemental (Extraplanar)

Init +11; **Senses** Darkvision 60', Listen +11, Spot +12

Aura Positive energy Aura 10 ft.

Languages Ignan

AC 19, touch 15, flat-footed 12, Dodge, Mobility (-2 size, +7 Dex, +4 natural)

hp 136 (16d8+64 HD); **DR** 5/-

Immune Immunity to positive energy

Fort +9, **Ref** +17, **Will** +7

Weakness Vulnerability to negative energy, turn vulnerability

Speed 60 ft. (12 squares)

Melee 2 slams +17 (2d10+4) or

Melee 2 slams +17 (2d12+4 positive energy)

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

Base Atk +12; **Grp** +24

Atk Options Burn

Abilities Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11

SQ Positive energy, blinding, elemental traits

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

Positive Energy (Ex) A positive energy elemental's slam attack only deals normal damage if the target is immune to positive energy. Otherwise, a living creature hit by a positive energy elemental's slam attack is healed a number of hit points equal to the damage it would do. If the creature is at full hit points, it gains temporary hit points instead and must make a Fortitude save (DC 20) each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

A non-living object that is struck by a positive energy elemental's slam attack takes half damage.

An undead creature that is struck by a positive energy elemental's slam attack must make a Fortitude save (DC 22) or be utterly destroyed. The save DC is Constitution-based.

Creatures hitting a positive energy elemental with natural weapons or unarmed attacks are affected as though hit by the elemental's attack, but only take half damage.

Blinding (Ex) A living creature that looks directly at a positive energy elemental must make a Fortitude save (DC 15) every round or be blinded for 1d6 rounds.

Positive Energy Aura (Ex) Any living creature within 10 feet of a positive energy elemental gains fast healing 2, while an undead creature takes 2 points of positive energy damage per round. Creatures immune to positive energy are not affected.

Immunity to Positive Energy (Ex) A positive energy elemental is immune to any effect that relies upon positive energy or light.

Vulnerability to Negative Energy (Ex) A positive energy elemental takes half again as much (+50%) damage as normal from negative energy effects.

Turn Vulnerability (Ex) A positive energy elemental can be rebuked by a good-aligned cleric, and can be turned by an evil cleric.

Description A mass of rippling light, seeming to pulse from a central, humanoid-shaped conflagration. Looking directly at the creature hurts your eyes.

ENCOUNTER 8

GREATER RAVID **CR 13**

N Huge Outsider (extraplanar)

Init +2; **Senses** Darkvision 60', Listen +13, Spot +17

AC 26, touch 6, flat-footed 28

(-2 size, -2 Dex, +20 natural)

hp 187 (17d8+85 HD)

Immune fire

Fort +15, **Ref** +8, **Will** +11

Speed 20 ft. (4 squares), fly 60 ft. (perfect).

Melee tail slap +26 (3d6+10 plus positive energy/19-20) and claw +23 (1d8+9 plus positive energy); or tail slap +26 melee

touch (positive energy/19-20) and claw touch +23 melee touch (positive energy)

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

Base Atk +23; **Grp** +39

Atk Options Positive energy lash, animate objects

Abilities Str 31, Dex 6, Con 21, Int 7, Wis 12, Cha 14

SQ Flight

Feats Improved Critical [tail slap], Improved Initiative, Improved Natural Attack [tail slap], Multiattack, Power Attack, Weapon Focus [tail slap]

Skills Escape Artist +21, Hide +21, Listen +13, Move Silently +21, Spot +17, Survival +24, Use Rope -2 (+0 with bindings)

Positive Energy Lash (Su) A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 3d10 points of damage.

Animate Objects (Su) Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su) A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

ENCOUNTER 16

KONUGAS, DEVIL GENERAL **CR 9**

LE Medium Outsider (Baatezu, Evil, Extraplanar, Lawful)

Init +5; **Senses** Darkvision 60', See in Darkness, Telepathy 100', True Seeing, Listen +16, Spot +16

AC 23, touch 13, flat-footed 19, Dodge, Mobility (-1 size, +4 Dex, +10 natural)

hp 117 (9d8+63 HD); **DR** 5/good

Immune fire, poison

Resist acid 10, cold 10, **SR** 20

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

Speed 30 ft. (6 squares), fly 50 ft. (10 squares) (average), Shot on the Run

Melee Longsword +17/+12 (1d8+9/19-20) or

Ranged +1 *flaming composite longbow* (+9 Str bonus) +13/+8 (2d6+10 plus 1d6 fire/x3) or

Ranged +1 *flaming composite longbow* (+9 Str bonus) +11/+11+6 (2d6+10 plus 1d6 fire/x3) with Rapid Shot or

Ranged rope +12 (entangle)

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

Base Atk +9; **Grp** +22

Atk Options Entangle, spell-like abilities, *summon baatezu*

Spell-Like Abilities (CL 12th):

At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19).

Abilities Str 29, Dex 19, Con 25, Int 14, Wis 18, Cha 20

Feats Dodge, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run

Skills Concentration +17, Diplomacy +7, Escape Artist +16, Hide +16, Knowledge (religion) +14, Knowledge (the planes) +14, Move Silently +16, Search +14, Sense Motive +16, Survival +4 (+6 following tracks), Use Rope +4 (+6 with bindings)

Entangle (Ex) Konugas carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). Konugas can hurl its rope 30 feet with no range penalty. Typically, Konugas entangles a foe, lifts it into the air, and drops it from a great height.

Summon Baatezu (Sp) Once per day Konugas can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su) Konugas continuously uses *true seeing*, as the spell (caster level 14th).

Aligned Weapons (Ex) Konugas' natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purposes of overcoming damage reduction.

APPENDIX 4 – APL 8

ENCOUNTER 1

XAG-YA **CR 4**

N Medium Outsider (Incorporeal)

Init +3; **Senses** Listen +0, Spot +8

AC 17, touch 17, flat-footed 14

(+3 Dex, +4 deflection)

hp 35 (5d8+5 HD)

Fort +5, **Ref** +7, **Will** +4

Speed fly 20 ft. (good)

Melee 4 incorporeal touches +8 (1d6) OR

Ranged positive energy ray +8 (touch, 1d8)

Base Atk +5; **Grp** –

Abilities Str –, Dex 17, Con 12, Int 7, Wis 10, Cha 18

SQ Incorporeal, positive energy lash, turn undead, explosion

Feats Combat Reflexes, Extra Turning

Skills Hide +10, Search +5, Sense Motive +8

Energy Ray (Ex) An energon's energy ray has a range of 30 feet.

Explosion (Su) If an energon is reduced to 0 hit points, its body is instantaneously destroyed in an explosion of positive energy that deals 1d8+9 points of damage to everyone in a 20-foot-radius burst (Fortitude save DC 16 half).

Positive Energy Lash (Su) A xag-ya can make a ranged touch attack or hit with an incorporeal touch attack to infuse a target with positive energy. Undead foes (even incorporeal ones) take an additional 2d8+5 points damage. The xag-ya can control its positive energy enough to avoid healing living foes (dealing only the base damage). This power can be used up to five times per day.

Turn Undead (Su) By suffusing a 60-foot-radius area with positive energy, a xag-ya can make the undead recoil. It turns undead as a 5th-level cleric and can do so five times per day. It cannot destroy undead.

Sources *Manual of the Planes* (Page 168)

ENCOUNTER 6

GREATER POSITIVE ENERGY ELEMENTAL **CR 9**

N Huge Elemental (Extraplanar)

Init +12; **Senses** Darkvision 60', Listen +14, Spot +14

Aura Positive energy Aura 10 ft.

Languages Ignan

AC 24, touch 16, flat-footed 16, Dodge, Mobility (-2 size, +8 Dex, +8 natural)

hp 178 (21d8+84 HD); **DR** 10/-

Immune Immunity to positive energy

Fort +11, **Ref** +20, **Will** +9

Weakness Vulnerability to negative energy, turn vulnerability

Speed 60 ft. (12 squares)

Melee 2 slams +22 (2d10+5) or

Melee 2 slams +22 (2d12+5 positive energy)

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

Base Atk +15; **Grp** +28

Atk Options Burn

Abilities Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11

SQ Positive energy, blinding, elemental traits

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus [slam]

Positive Energy (Ex) A positive energy elemental's slam attack only deals normal damage if the target is immune to positive energy. Otherwise, a living creature hit by a positive energy elemental's slam attack is healed a number of hit points equal to the damage it would do. If the creature is at full hit points, it gains temporary hit points instead and must make a Fortitude save (DC 20) each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

A non-living object that is struck by a positive energy elemental's slam attack takes half damage.

An undead creature that is struck by a positive energy elemental's slam attack must make a Fortitude save (DC 24) or be utterly destroyed. The save DC is Constitution-based.

Creatures hitting a positive energy elemental with natural weapons or unarmed attacks are affected as though hit by the elemental's attack, but only take half damage.

Blinding (Ex) A living creature that looks directly at a positive energy elemental must make a Fortitude save (DC 15) every round or be blinded for 1d6 rounds.

Positive Energy Aura (Ex) Any living creature within 10 feet of a positive energy elemental gains fast healing 2, while an undead creature takes 2 points of positive energy damage per round. Creatures immune to positive energy are not affected.

Immunity to Positive Energy (Ex) A positive energy elemental is immune to any effect that relies upon positive energy or light.

Vulnerability to Negative Energy (Ex) A positive energy elemental takes half again as much (+50%) damage as normal from negative energy effects.

Turn Vulnerability (Ex) A positive energy elemental can be rebuked by a good-aligned cleric, and can be turned by an evil cleric.

Description A mass of rippling light, seeming to pulse from a central, humanoid-shaped conflagration. Looking directly at the creature hurts your eyes.

ENCOUNTER 8

SUPERIOR RAVID **CR 10**

N Large Outsider (extraplanar)

Init +3; **Senses** Darkvision 60', Listen +7, Spot +11

AC 25, touch 8, flat-footed 26

(-1 size, -1 Dex, +17 natural)

hp 99 (11d8+33 HD)

Immune fire

Fort +10, **Ref** +6, **Will** +8

Speed 20 ft. (4 squares), fly 60 ft. (perfect).

Melee tail slap +17 (2d6+6 plus positive energy) and claw +14 (1d6+5 plus positive energy); or tail slap +17 melee touch (positive energy) and claw touch +14 melee touch (positive energy)

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

Base Atk +11; **Grp** +21

Atk Options Positive energy lash, animate objects

Abilities Str 23, Dex 8, Con 17, Int 7, Wis 12, Cha 14

SQ Flight

Feats Improved Initiative, Improved Natural Attack [tail slap], Multiattack, Weapon Focus [tail slap]

Skills Escape Artist +16, Hide +16, Move Silently +16, Spot +11, Survival +18, Use Rope -1 (+1 with bindings)

Positive Energy Lash (Su) A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 3d10 points of damage.

Animate Objects (Su) Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su) A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

GREATER RAVID

CR 13

N Huge Outsider (extraplanar)

Init +2; **Senses** Darkvision 60', Listen +13, Spot +17

AC 26, touch 6, flat-footed 28
(-2 size, -2 Dex, +20 natural)

hp 187 (17d8+85 HD)

Immune fire

Fort +15, **Ref** +8, **Will** +11

Speed 20 ft. (4 squares), fly 60 ft. (perfect).

Melee tail slap +26 (3d6+10 plus positive energy/19-20) and claw +23 (1d8+9 plus positive energy); or tail slap +26 melee touch (positive energy/19-20) and claw touch +23 melee touch (positive energy)

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

Base Atk +23; **Grp** +39

Atk Options Positive energy lash, animate objects

Abilities Str 31, Dex 6, Con 21, Int 7, Wis 12, Cha 14

SQ Flight

Feats Improved Critical [tail slap], Improved Initiative, Improved Natural Attack [tail slap], Multiattack, Power Attack, Weapon Focus [tail slap]

Skills Escape Artist +21, Hide +21, Listen +13, Move Silently +21, Spot +17, Survival +24, Use Rope -2 (+0 with bindings)

Positive Energy Lash (Su) A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 3d10 points of damage.

Animate Objects (Su) Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate*

objects (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su) A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

ENCOUNTER 16

KONUGAS, DEVIL GENERAL

CR 11

LE Large Outsider (Baatezu, Evil, Extraplanar, Lawful)

Init +6; **Senses** Darkvision 60', See in darkness, Listen +19, Spot +19

AC 29, touch 15, flat-footed 23
(-1 size, +6 Dex, +14 natural)

hp 144 (12d8+72 HD); **DR** 10/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 23

Fort +14, **Ref** +14, **Will** +12

Speed 30 ft. (6 squares), fly 50 ft. (10 squares) (average)

Melee 2 claws +18 (4d6+6 plus fear)

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

Base Atk +12; **Grp** +26

Special Actions Fear, improved grab, impale 3d8+9, *summon baatezu*

Spell-Like Abilities (CL 12th):

At will— *greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major damage* (DC 17), *scorching ray* (2 rays only)

1/day— *order's wrath* (DC 18), *unholy blight* (DC 18)

Abilities Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18

SQ barbed defense, see in darkness, spell-like abilities, telepathy 100 ft.

Feats Alertness, Cleave, Improved Grapple, Iron Will, Power Attack

Skills Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (the planes) +16, Move Silently +21, Search +16, Sense Motive +17, Survival +2 (+4 following tracks)

Fear (Su) A creature hit by Konugas must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th). Whether or not the save is successful, that creature cannot be affected by Konugas' fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex) Konugas deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex) To use this ability, Konugas must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Summon Baatezu (Sp) Once per day Konugas can attempt to summon 1d6 bearded devils or a barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su) Any creature striking Konugas with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note

that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Aligned Weapons (Ex) Konugas' natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purposes of overcoming damage reduction.

APPENDIX 5 – APL 10

ENCOUNTER 1

XAG-YA

CR 4

N Medium Outsider (Incorporeal)

Init +3; **Senses** Listen +0, Spot +8

AC 17, touch 17, flat-footed 14

(+3 Dex, +4 deflection)

hp 35 (5d8+5 HD)

Fort +5, **Ref** +7, **Will** +4

Speed fly 20 ft. (good)

Melee 4 incorporeal touches +8 (1d6) OR

Ranged positive energy ray +8 (touch, 1d8)

Base Atk +5; **Grp** –

Abilities Str –, Dex 17, Con 12, Int 7, Wis 10, Cha 18

SQ Incorporeal, positive energy lash, turn undead, explosion

Feats Combat Reflexes, Extra Turning

Skills Hide +10, Search +5, Sense Motive +8

Energy Ray (Ex) An energon's energy ray has a range of 30 feet.

Explosion (Su) If an energon is reduced to 0 hit points, its body is instantaneously destroyed in an explosion of positive energy that deals 1d8+9 points of damage to everyone in a 20-foot-radius burst (Fortitude save DC 16 half).

Positive Energy Lash (Su) A xag-ya can make a ranged touch attack or hit with an incorporeal touch attack to infuse a target with positive energy. Undead foes (even incorporeal ones) take an additional 2d8+5 points damage. The xag-ya can control its positive energy enough to avoid healing living foes (dealing only the base damage). This power can be used up to five times per day.

Turn Undead (Su) By suffusing a 60-foot-radius area with positive energy, a xag-ya can make the undead recoil. It turns undead as a 5th-level cleric and can do so five times per day. It cannot destroy undead.

Sources *Manual of the Planes* (Page 168)

ENCOUNTER 6

ELDER POSITIVE ENERGY ELEMENTAL CR 11

N Huge Elemental (Extraplanar)

Init +13; **Senses** Darkvision 60', Listen +28, Spot +29

Aura Positive energy Aura 10 ft.

Languages Ignan

AC 26, touch 17, flat-footed 17 (-2 size, +9 Dex, +9 natural)

hp 240 (24d8+96 HD); DR 10/-

Immune Immunity to positive energy

Fort +14, **Ref** +23, **Will** +10

Weakness Vulnerability to negative energy, turn vulnerability

Speed 60 ft. (12 squares)

Melee 2 slams +26 (2d10+6) or

Melee 2 slams +26 (2d12+6 positive energy)

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

Base Atk +18; **Grp** +32

Atk Options Spring Attack

Abilities Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11

SQ Positive energy, blinding, elemental traits

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus [slam]

Positive Energy (Ex) A positive energy elemental's slam attack only deals normal damage if the target is immune to positive energy. Otherwise, a living creature hit by a positive energy elemental's slam attack is healed a number of hit points equal to the damage it would do. If the creature is at full hit points, it gains temporary hit points instead and must make a Fortitude save (DC 20) each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

A non-living object that is struck by a positive energy elemental's slam attack takes half damage.

An undead creature that is struck by a positive energy elemental's slam attack must make a Fortitude save (DC 26) or be utterly destroyed. The save DC is Constitution-based.

Creatures hitting a positive energy elemental with natural weapons or unarmed attacks are affected as though hit by the elemental's attack, but only take half damage.

Blinding (Ex) A living creature that looks directly at a positive energy elemental must make a Fortitude save (DC 15) every round or be blinded for 1d6 rounds.

Positive Energy Aura (Ex) Any living creature within 10 feet of a positive energy elemental gains fast healing 2, while an undead creature takes 2 points of positive energy damage per round. Creatures immune to positive energy are not affected.

Immunity to Positive Energy (Ex) A positive energy elemental is immune to any effect that relies upon positive energy or light.

Vulnerability to Negative Energy (Ex) A positive energy elemental takes half again as much (+50%) damage as normal from negative energy effects.

Turn Vulnerability (Ex) A positive energy elemental can be rebuked by a good-aligned cleric, and can be turned by an evil cleric.

Description A mass of rippling light, seeming to pulse from a central, humanoid-shaped conflagration. Looking directly at the creature hurts your eyes.

ENCOUNTER 8

SUPERIOR RAVID

CR 10

N Large Outsider (extraplanar)

Init +3; **Senses** Darkvision 60', Listen +7, Spot +11

AC 25, touch 8, flat-footed 26

(-1 size, -1 Dex, +17 natural)

hp 99 (11d8+33 HD)

Immune fire

Fort +10, **Ref** +6, **Will** +8

Speed 20 ft. (4 squares), fly 60 ft. (perfect).

Melee tail slap +17 (2d6+6 plus positive energy) and claw +14 (1d6+5 plus positive energy); or tail slap +17 melee touch

(positive energy) and claw touch +14 melee touch (positive energy)

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

Base Atk +11; **Grp** +21

Atk Options Positive energy lash, animate objects

Abilities Str 23, Dex 8, Con 17, Int 7, Wis 12, Cha 14

SQ Flight

Feats Improved Initiative, Improved Natural Attack [tail slap], Multiattack, Weapon Focus [tail slap]

Skills Escape Artist +16, Hide +16, Move Silently +16, Spot +11, Survival +18, Use Rope -1 (+1 with bindings)

Positive Energy Lash (Su) A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 3d10 points of damage.

Animate Objects (Su) Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su) A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

TITANIC RAVID

CR 16

N Gargantuan Outsider (extraplanar)

Init +2; **Senses** Darkvision 60', Listen +19, Spot +23

AC 28, touch 4, flat-footed 28

(-4 size, -2 Dex, +24 natural)

hp 390 (23d8+252 HD)

Immune fire

Fort +17, **Ref** +8, **Will** +11

Speed 20 ft. (4 squares), fly 60 ft. (perfect).

Melee tail slap +36 (4d6+18 plus positive energy/19-20) and claw +33 (2d6+13 plus positive energy); or tail slap +36 melee touch (positive energy/19-20) and claw touch +33 melee touch (positive energy)

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

Base Atk +29; **Grp** +53

Atk Options Positive energy lash, animate objects

Abilities Str 39, Dex 6, Con 29, Int 7, Wis 12, Cha 14

SQ Flight

Feats Improved Critical [tail slap], Improved Initiative, Improved Natural Attack [tail slap], Multiattack, Power Attack, Weapon Focus [tail slap]

Skills Escape Artist +27, Hide +27, Listen +19, Move Silently +27, Spot +23, Survival +30, Use Rope -2 (+0 with bindings)

Positive Energy Lash (Su) A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 3d10 points of damage.

Animate Objects (Su) Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (caster level 20th). These objects defend the ravid to the

best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su) A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

ENCOUNTER 16

KONUGAS, DEVIL GENERAL

CR 13

LE Large outsider (Baatezu, Evil, Extraplanar, Lawful)

Init +5; **Senses** Darkvision 60', See in Darkness, Telepathy 100', Listen +25, Spot +25

Aura Fear Aura 10 ft. (Will DC 22)

AC 32, touch 14, flat-footed 27

(-1 size, +5 Dex, +X, +18 natural)

hp 168 (14d8+84 HD); regeneration 5; DR 10/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 25

Fort +15, **Ref** +14, **Will** +15

Speed 30 ft. (6 squares), fly 50 ft. (10 squares) (average)

Melee spear +20/+15/+10 (2d6+9 plus slow) or

Melee 2 claws +19 (1d10+6) and

Melee bite +14 (2d6+3) and

Melee tail +14 (3d6+3 plus slow)

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

Base Atk +14; **Grp** +24

Atk Options Fear aura, slow, spell-like abilities, *summon baatezu*

Spell-Like Abilities (CL 13th):

At will—*cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19).

Abilities Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20

Feats Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear)

Skills Bluff +23, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (arcana) +23, Knowledge (religion) +23, Knowledge (the planes) +23, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Survival +6 (+8 following tracks)

Fear Aura (Su) Konugas can radiate a 10-foot radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other baatezu are immune to the aura. The save DC is Charisma-based.

Slow (Su) A hit from Konugas' tail or spear induces numbing cold. The opponent must succeed on a DC 21 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution-based.

Summon Baatezu (Sp) Once per day Konugas can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or an ice devil with a 20% chance of success. The ability is the equivalent of a 4th level spell.

Regeneration (Ex) Konugas takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Aligned Weapons (Ex) Konugas' natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purposes of overcoming damage reduction.

APPENDIX 6 – APL 12

ENCOUNTER 1

ADVANCED SPELLWARPED XAG-YA CR 6

N Medium Abberation (Augmented, Incorporeal)

Init +4; **Senses** Listen +0, Spot +8

AC 20, touch 20, flat-footed 16

(+4 Dex, +6 deflection)

hp 63 (7d8+21 HD), **SR** 18

Fort +8, **Ref** +9, **Will** +5

Speed fly 20 ft. (good)

Melee 4 incorporeal touches +12 (1d6) OR

Ranged positive energy ray +11 (touch, 1d8)

Base Atk +7; **Grp** –

Abilities Str –, Dex 19, Con 16, Int 11, Wis 10, Cha 18

SQ Incorporeal, positive energy lash, turn undead, explosion

Feats Combat Reflexes, Extra Turning, Weapon Focus [touch]

Skills Hide +16, Search +13, Sense Motive +8

Energy Ray (Ex) An energon's energy ray has a range of 30 feet.

Explosion (Su) If an energon is reduced to 0 hit points, its body is instantaneously destroyed in an explosion of positive energy that deals 1d8+9 points of damage to everyone in a 20-foot-radius burst (Fortitude save DC 18 half).

Positive Energy Lash (Su) A xag-ya can make a ranged touch attack or hit with an incorporeal touch attack to infuse a target with positive energy. Undead foes (even incorporeal ones) take an additional 2d8+5 points damage. The xag-ya can control its positive energy enough to avoid healing living foes (dealing only the base damage). This power can be used up to five times per day.

Turn Undead (Su) By suffusing a 60-foot-radius area with positive energy, a xag-ya can make the undead recoil. It turns undead as a 5th-level cleric and can do so five times per day. It cannot destroy undead.

Spell Absorption (Su) Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 × the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 × the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Sources *Manual of the Planes* (Page 168)

ENCOUNTER 6

ELDER POSITIVE ENERGY ELEMENTAL CR 11

N Huge Elemental (Extraplanar)

Init +13; **Senses** Darkvision 60', Listen +28, Spot +29

Aura Positive energy Aura 10 ft.

Languages Ignan

AC 26, touch 17, flat-footed 17 (-2 size, +9 Dex, +9 natural)

hp 240 (24d8+96 HD); **DR** 10/-

Immune Immunity to positive energy

Fort +14, **Ref** +23, **Will** +10

Weakness Vulnerability to negative energy, turn vulnerability

Speed 60 ft. (12 squares)

Melee 2 slams +26 (2d10+6) or

Melee 2 slams +26 (2d12+6 positive energy)

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

Base Atk +18; **Grp** +32

Atk Options Spring Attack

Abilities Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11

SQ Positive energy, blinding, elemental traits

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus [slam]

Positive Energy (Ex) A positive energy elemental's slam attack only deals normal damage if the target is immune to positive energy. Otherwise, a living creature hit by a positive energy elemental's slam attack is healed a number of hit points equal to the damage it would do. If the creature is at full hit points, it gains temporary hit points instead and must make a Fortitude save (DC 20) each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

A non-living object that is struck by a positive energy elemental's slam attack takes half damage.

An undead creature that is struck by a positive energy elemental's slam attack must make a Fortitude save (DC 26) or be utterly destroyed. The save DC is Constitution-based.

Creatures hitting a positive energy elemental with natural weapons or unarmed attacks are affected as though hit by the elemental's attack, but only take half damage.

Blinding (Ex) A living creature that looks directly at a positive energy elemental must make a Fortitude save (DC 15) every round or be blinded for 1d6 rounds.

Positive Energy Aura (Ex) Any living creature within 10 feet of a positive energy elemental gains fast healing 2, while an undead creature takes 2 points of positive energy damage per round. Creatures immune to positive energy are not affected.

Immunity to Positive Energy (Ex) A positive energy elemental is immune to any effect that relies upon positive energy or light.

Vulnerability to Negative Energy (Ex) A positive energy elemental takes half again as much (+50%) damage as normal from negative energy effects.

Turn Vulnerability (Ex) A positive energy elemental can be rebuked by a good-aligned cleric, and can be turned by an evil cleric.

Description A mass of rippling light, seeming to pulse from a central, humanoid-shaped conflagration. Looking directly at the creature hurts your eyes.

ENCOUNTER 8

GREATER RAVID **CR 13**

N Huge Outsider (extraplanar)

Init +2; **Senses** Darkvision 60', Listen +13, Spot +17

AC 26, touch 6, flat-footed 28

(-2 size, -2 Dex, +20 natural)

hp 187 (17d8+85 HD)

Immune fire

Fort +15, **Ref** +8, **Will** +11

Speed 20 ft. (4 squares), fly 60 ft. (perfect).

Melee tail slap +26 (3d6+10 plus positive energy/19-20) and claw +23 (1d8+9 plus positive energy); or tail slap +26 melee touch (positive energy/19-20) and claw touch +23 melee touch (positive energy)

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

Base Atk +23; **Grp** +39

Atk Options Positive energy lash, animate objects

Abilities Str 31, Dex 6, Con 21, Int 7, Wis 12, Cha 14

SQ Flight

Feats Improved Critical [tail slap], Improved Initiative, Improved Natural Attack [tail slap], Multiattack, Power Attack, Weapon Focus [tail slap]

Skills Escape Artist +21, Hide +21, Listen +13, Move Silently +21, Spot +17, Survival +24, Use Rope -2 (+0 with bindings)

Positive Energy Lash (Su) A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 3d10 points of damage.

Animate Objects (Su) Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su) A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

TITANIC RAVID **CR 16**

N Gargantuan Outsider (extraplanar)

Init +2; **Senses** Darkvision 60', Listen +19, Spot +23

AC 28, touch 4, flat-footed 28

(-4 size, -2 Dex, +24 natural)

hp 390 (23d8+252 HD)

Immune fire

Fort +17, **Ref** +8, **Will** +11

Speed 20 ft. (4 squares), fly 60 ft. (perfect).

Melee tail slap +36 (4d6+18 plus positive energy/19-20) and claw +33 (2d6+13 plus positive energy); or tail slap +36 melee touch (positive energy/19-20) and claw touch +33 melee touch (positive energy)

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

Base Atk +29; **Grp** +53

Atk Options Positive energy lash, animate objects

Abilities Str 39, Dex 6, Con 29, Int 7, Wis 12, Cha 14

SQ Flight

Feats Improved Critical [tail slap], Improved Initiative, Improved Natural Attack [tail slap], Multiattack, Power Attack, Weapon Focus [tail slap]

Skills Escape Artist +27, Hide +27, Listen +19, Move Silently +27, Spot +23, Survival +30, Use Rope -2 (+0 with bindings)

Positive Energy Lash (Su) A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 3d10 points of damage.

Animate Objects (Su) Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su) A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

ENCOUNTER 16

KONUGAS, DEVIL GENERAL **CR 15**

LE Large Outsider (Baatezu, Evil, Extraplanar, Lawful)

Init +7; **Senses** Darkvision 60', See in Darkness, Telepathy 100', Listen +22, Spot +22

Aura Fear Aura 5 ft. (Will DC 22)

AC 35, touch 16, flat-footed 28,

(-1 size, +7 Dex, +19 natural)

hp 169 (13d8+91 HD); regeneration 5; DR 10/good and silver

Immune fire, poison,

Resist acid 10, cold 10; **SR** 26

Fort +15, **Ref** +15, **Will** +14

Speed 30 ft. (6 squares), fly 50 ft. (10 squares) (average)

Melee spiked chain +23/+18/+15 (2d6+15 plus stun) or

Melee 2 claws +22 (2d6+10) and

Melee bite +20 (2d8+5) and

Melee tail +20 (2d6+5 plus infernal wound)

Space 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)

Base Atk +13; **Grp** +27

Atk Options Cleave, Fear Aura, Infernal Wound, Power Attack, Stun, *summon baatezu*

Spell-Like Abilities (CL 15th):

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

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

Abilities Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22

Feats Cleave, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain)

Skills Bluff +22, Climb +26, Concentration +22, Diplomacy +8, Disguise +6 (+8 acting), Hide +19, Intimidate +24, Move Silently +21, Search +18, Sense Motive +18, Survival +4 (+6 following tracks)

Fear Aura (Su) Konugas can radiate a 5-foot radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by Konugas' aura for 24 hours. Other baatezu are immune to the aura. The save DC is Charisma-based.

Stun (Su) Whenever Konugas hits with a spiked chain attack, the opponent must succeed on a DC 26 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of Konugas, not of the spiked chain.

Infernal Wound (Su) The damage Konugas deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 23 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a horned devil's tail must succeed on a DC 23 caster level check, or the spell has no effect on the injured creature. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution based.

Summon Baatezu (Sp) Once per day Konugas can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with 35% chance of success, or an ice devil with a 20% chance of success. This ability is equivalent to a 6th-level spell.

Regeneration (Ex) Konugas takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Aligned Weapons (Ex) Konugas' natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purposes of overcoming damage reduction.

APPENDIX 7 – ELYSIUM, APLS 4 - 12

ENCOUNTER 6

MINOR POSITIVE ENERGY ELEMENTAL CR 0

N Medium Elemental (Extraplanar)

Init +7; **Senses** Darkvision 60', Listen +3, Spot +4

Aura Positive energy Aura 10 ft.

Languages Ignan

AC 16, touch 13, flat-footed 13, Dodge, Mobility (+3 Dex, +3 natural)

hp 32 (4d8+8 HD)

Immune Immunity to positive energy

Fort +3, **Ref** +7, **Will** +1

Weakness Vulnerability to negative energy, turn vulnerability

Speed 50 ft. (10 squares)

Melee slam +0 (1d3) or

Melee slam +0 (1d3 positive energy)

Base Atk +3; **Grp** +4

Atk Options Burn

Abilities Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11

SQ Positive energy, blinding, elemental traits

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

Positive Energy (Ex) A positive energy elemental's slam attack only deals normal damage if the target is immune to positive energy. Otherwise, a living creature hit by a positive energy elemental's slam attack is healed a number of hit points equal to the damage it would do. If the creature is at full hit points, it gains temporary hit points instead and must make a Fortitude save (DC 20) each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

A non-living object that is struck by a positive energy elemental's slam attack takes half damage.

An undead creature that is struck by a positive energy elemental's slam attack must make a Fortitude save (DC 14) or be utterly destroyed. The save DC is Constitution-based.

Creatures hitting a positive energy elemental with natural weapons or unarmed attacks are affected as though hit by the elemental's attack, but only take half damage.

Blinding (Ex) A living creature that looks directly at a positive energy elemental must make a Fortitude save (DC 15) every round or be blinded for 1d6 rounds.

Positive Energy Aura (Ex) Any living creature within 10 feet of a positive energy elemental gains fast healing 2, while an undead creature takes 2 points of positive energy damage per round. Creatures immune to positive energy are not affected.

Immunity to Positive Energy (Ex) A positive energy elemental is immune to any effect that relies upon positive energy or light.

Vulnerability to Negative Energy (Ex) A positive energy elemental takes half again as much (+50%) damage as normal from negative energy effects.

Turn Vulnerability (Ex) A positive energy elemental can be rebuked by a good-aligned cleric, and can be turned by an evil cleric.

Description A mass of rippling light, seeming to pulse from a central, humanoid-shaped conflagration. Looking directly at the creature hurts your eyes.

ENCOUNTER 10

BURNING HOUSE

CR 4

Search DC 19; **Type** mechanical

Trigger location, **Init** +2

Effect 1d4 falling debris (Atk +2 ranged, 1d4 points of bludgeoning damage) per target per round

Effect fire (automatic hit; 1d6 points of fire damage, DC 11 Reflex half)

ENCOUNTER 12

CARNIVOROUS PLANT

CR 5

Search DC 15; **Type** mechanical

Trigger location, **Init** +2

Effect Bite (Atk +7 melee, 1d6 bites per target for 1d6+1 piercing damage); reduce the number of bites by 1 for each stalk disabled or destroyed (minimum 0)

Duration 8 rounds

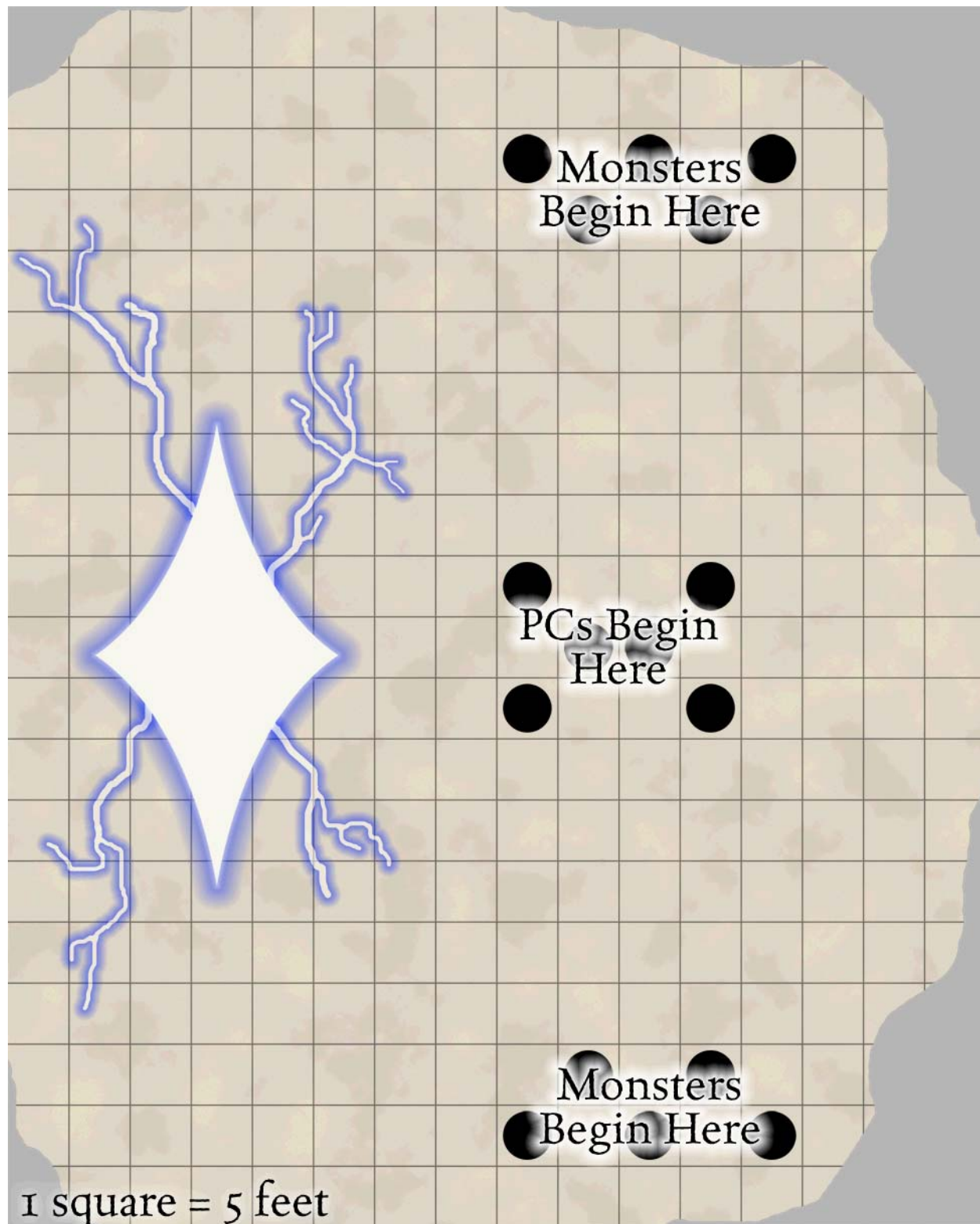
Destruction AC 15, hp 12 (all pods in one square)

Destruction AC 17, hp 22 (each plant stalk)

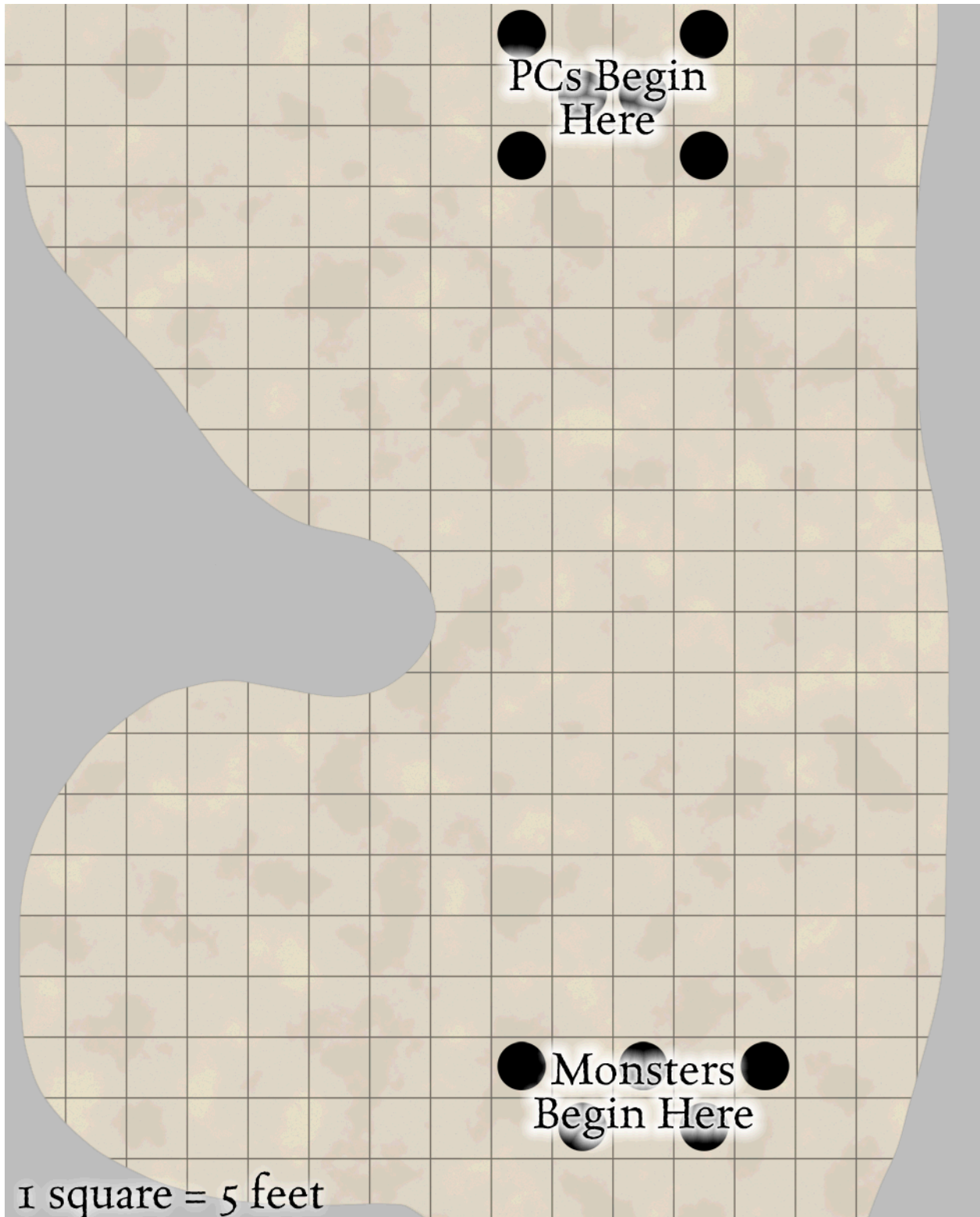
Disarm Disable Device DC 20 (all pods in one square)

Disarm Disable Device DC 25 (each plant stalk)

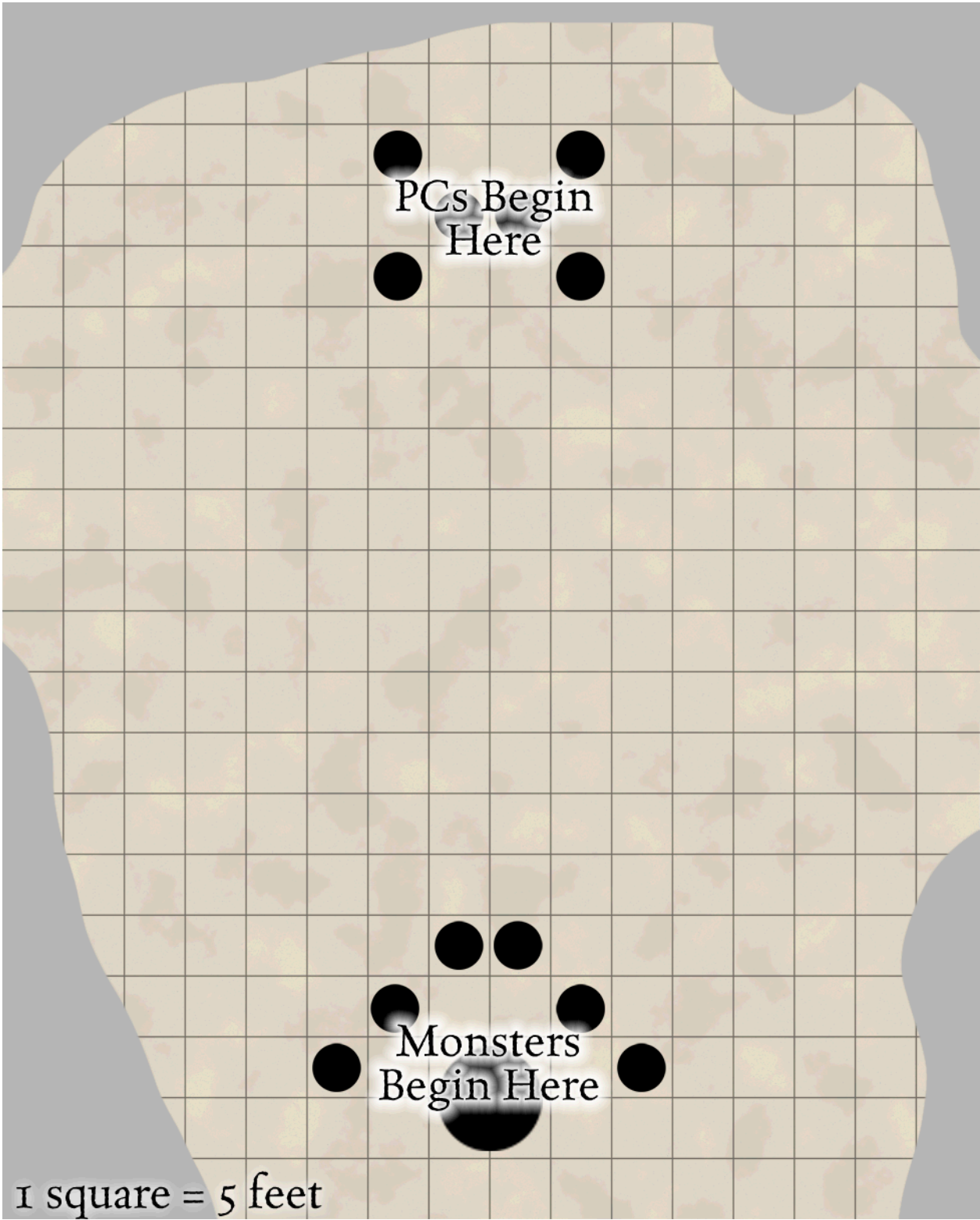
DM AID: MAP #1 – COMBAT AT THE GATE



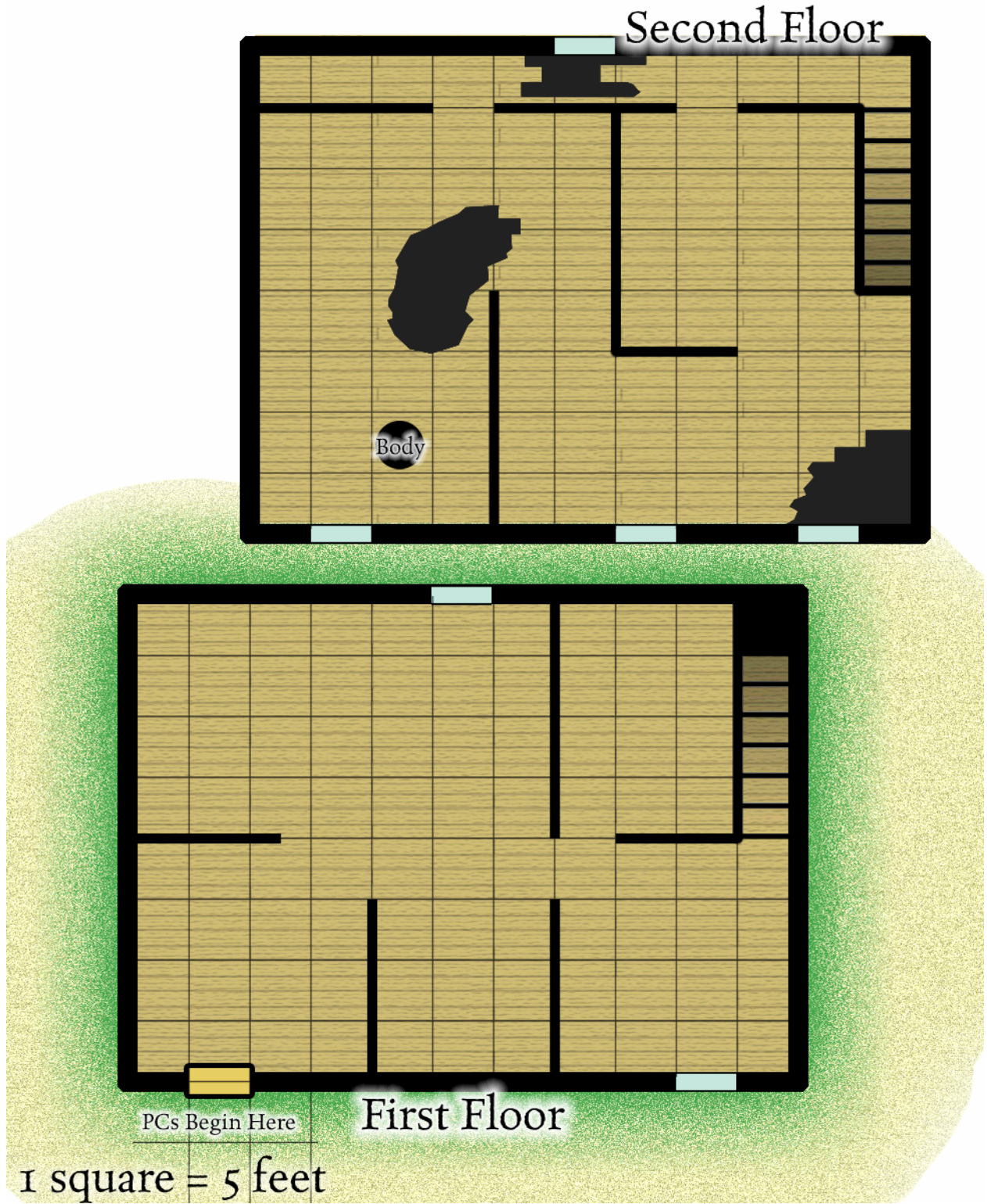
DM AID: MAP #2 – COMBAT WITH ELEMENTALS



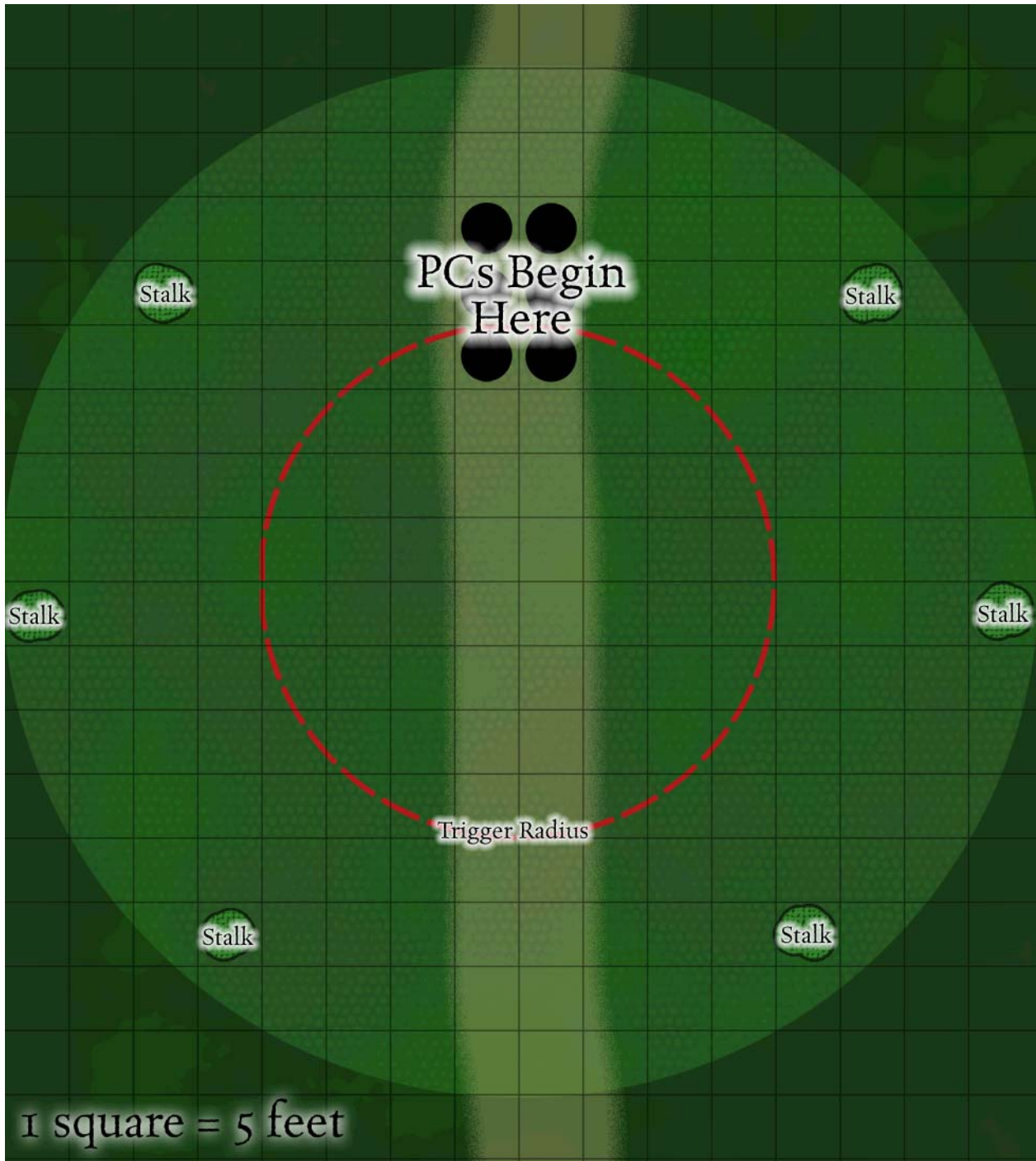
DM AID: MAP #3 – FATAL COMBAT



DM AID: MAP #4 – HOUSE FIRE



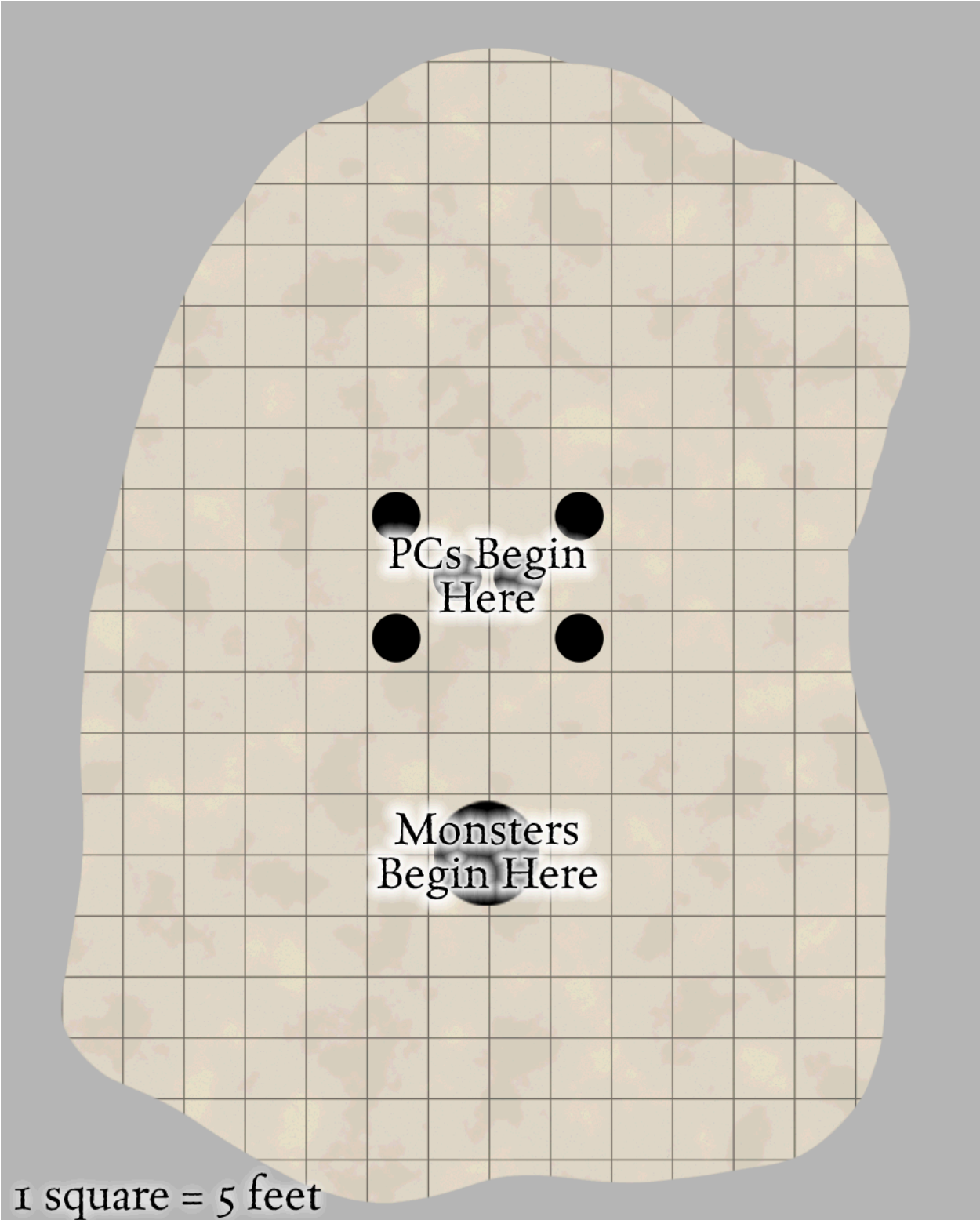
DM AID: MAP #5 – FLORAL ARRANGEMENT



DM AID: MAP #6 – COMBAT AT THE SHRINE



DM AID: MAP #7 – FINAL COMBAT



DM AID: PLANEWALKER CANT

Travelers of the planes tend to use different slang than those grounded in the Prime Material. Here is a guide to some of the terms that you can use to portray such an individual.

Addle-Cove: Idiot.

Bar That: Shut up.

Barmy: Crazy, insane.

Basher: Fighter.

Berk: Fool/Someone who should know better.

Blood: Expert who has achieved a lot. Calling someone a Blood is a mark of high respect for their capabilities.

Bob: Cheat, rob or mislead.

Bod: A corporal person who is not a Power.

Bone-Box: A berk's head. As in "Stop rattling your bone box".

Bubber: A drunk.

Chiv: Bladed weapon.

Cony-Catcher: Thief or con-man. Someone who bobs berks.

Cross Trade: Anything to do with the black market.

Chant: Any useful information about facts, moods or events.

Cutter: Someone who is resourceful and daring.

Clueless: Someone who does not understand basic planar politics ("So the Devas don't get on with the Tanar'ri then?") or how to survive in the planes ("So, you mean I should bring some sunblock to this Plane of Fire place, right?").

Dark: Secret or unknown.

Dead Book: The book of Charon. Anyone "In the Dead Book" is now a Petitioner. Someone who "Cheats the Dead Book" is some form of undead, or very lucky.

Garnish: Bribe.

Greybeard: A sage or scholar.

High-up: Powerful eg. "He's a high up in the government" or "That was a high up fireball!"

Hipp: To planedump someone; to strand someone on a foreign plane. Such a person is then considered Hipped.

Jink: Money.

Kip: Area deemed safe enough to have a nights sleep in. Often used to describe a cheap rented room.

Leatherhead: Twit.

Lost: Dead. "He got lost" means he ain't coming back without a resurrection.

Minder: A bodyguard. As in, "He's not so tough, but there's a couple of minders watching over him."

Path: Some form of inter-planar travel that requires actual physical movement to 'shift.

Peel: Swindle, con or trick.

Pike off: An expletive. As in "Pike off Leatherhead" or "He's really Piked Off!"

Planedump: To be moved to another plane without wanting to go there.

Planerunner/Runner: A planewalker adventurer.

Planewalker/Walker: A person who often planeshifts.

Power: A deity.

Prime: Either the Prime Material Plane or someone from that plane.

Ride: An adventure, task, or undertaking. As in, "What's the ride today, boss?"

Rube: Someone who is easily fooled.

Scan: Look/Listen/Learn as in "Scan this berk" or "You Scan?"

Scragged: Nabbed/nicked/taken/stolen/killed as in "I scragged the jewels as we walked out" or "I scragged him with a fireball!"

Shift: To intentionally move to another plane.

Sod: A generic expletive. As in "You sod!", or "Sod off!", or "What a sodding day!"

Spellslinger: Anyone who uses some form of magic.

Tech: Any technology as advanced as crossbows upwards. Often seen as just another form of magic

Tumble to: Realize, as in "He'll tumble to it sooner or later."

DM AID: SURVIVAL ON THE POSITIVE ENERGY PLANE

Matter and energy from the Prime Material Plane have leaked through the planar rift, creating a unique environment for several miles around. Beyond this pocket is the Positive Energy Plane (detailed in the *Dungeon Master's Guide*, page 157). The pocket environment has the following traits:

Subjective Directional Gravity

The strength of gravity on the Positive Energy Plane is the same as on the Material Plane. However, there is no definitive direction of 'down'. Each individual chooses the direction of gravity's pull. There is no gravity for unattended objects and nonsentient creatures. This sort of environment can be very disorienting to the newcomer, but is common on many planes.

Characters on the Positive Energy Plane can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a Wisdom check (DC 16) to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

When the PCs first enter the Positive Energy Plane, their personal gravity is oriented down, towards the landmass, and can move normally as if they were on their home plane. It will remain so until they figure out on their own that they can change it. (They may never figure this out). In contrast, Alben, their guide, is so accustomed to such environments that he can fly around at will.

Major Positive Dominant

A creature on the Positive Energy Plane must make a Fortitude save (DC 15) each round to avoid being blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants fast healing 5 as an extraordinary ability. In addition, those at full hit points gain 5 additional temporary hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the Positive Energy Plane. However, a creature must make a Fortitude save (DC 20) each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

The *positive energy protection* spell (and the *rings of positive protection*) prevents its target from receiving the fast healing extraordinary ability, risking blindness, or receiving the temporary hit points while on the Positive Energy Plane.

Radiant Burst

Even among the brilliant and deadly radiance of the Positive Energy Plane, some regions are more intense and dangerous than others. These regions erupt like miniature suns, suddenly granting those within the burst radius (usually 30 feet, but occasionally up to 120 feet) an additional 3d10 temporary hit points per round (straight to temporary hit points, skipping healing). The dangers of exceeding double one's full normal hit points still apply. In addition, those within the affected area of an energy burst must make a Fortitude save (DC 24) or be blinded for 1d10 rounds.

The *positive energy protection* spell (and the *rings of positive protection*) prevents its target from risking blindness, or receiving the temporary hit points while in the radius of a radiant burst.

Enhanced Magic

Spells and spell-like abilities that use positive energy, including *cure* spells, are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit.

Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)

Impeded Magic

Spells and spell-like abilities that use negative energy (including *inflict* spells) are impeded. To cast such a spell, the caster must make a Spellcraft check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Dimensional Lock

The rift causes an area of 100 miles around it to be under a *dimensional lock* spell effect. The landscape, however, only extends 10 miles from the rift, so the PCs will certainly be under its effect throughout their time at Truelight and the Positive Energy plane.

DM AID: NEW RULES

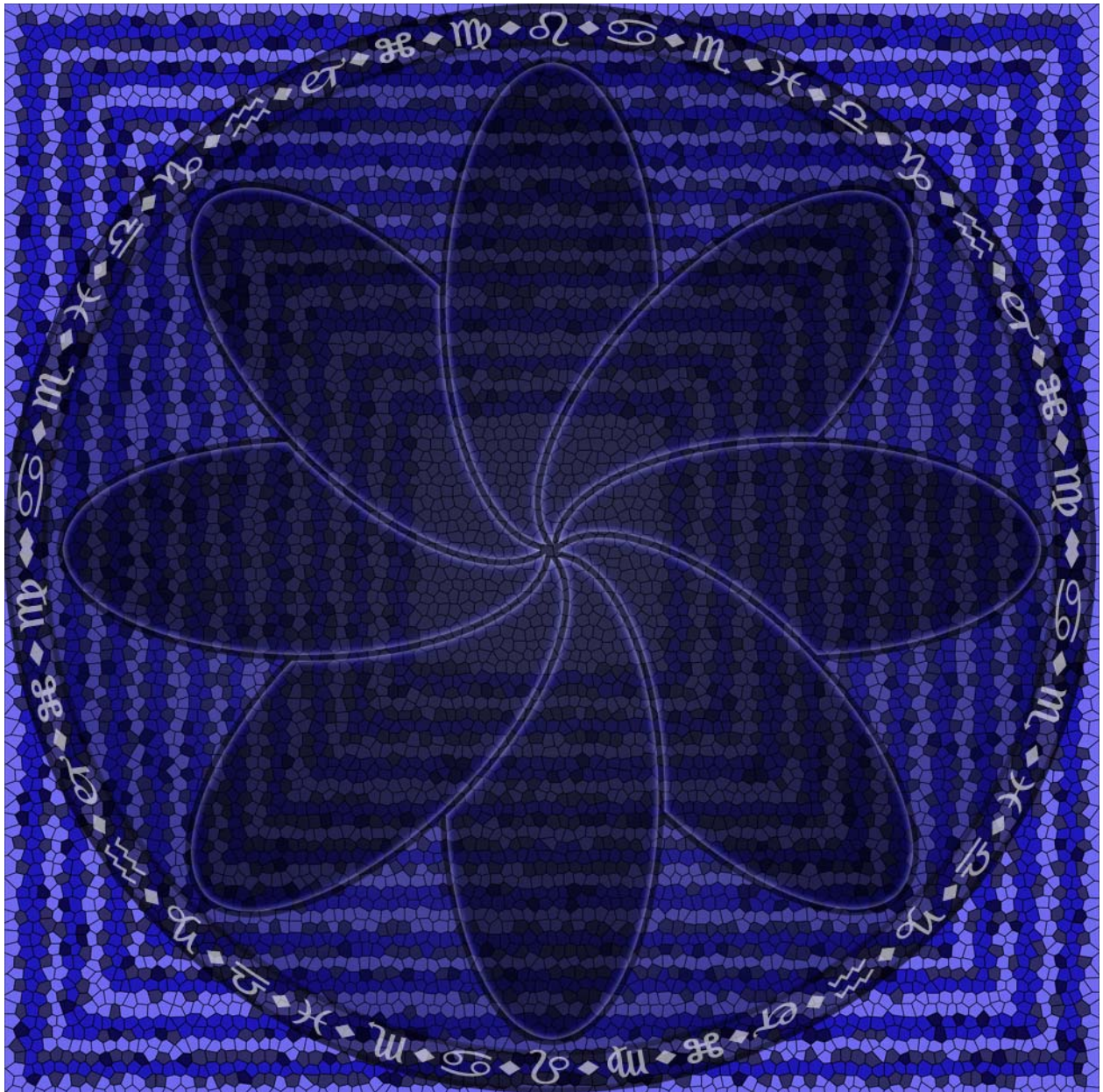
NEW ITEMS

***Ring of Positive Protection* (Planar Handbook, page 81)**

This black iron ring enables the wearer to ignore the blinding effect of positive-dominant planes, such as the Positive Energy Plane. In addition, the wearer does not gain the fast healing ability usually conferred by a positive-dominant plane, nor does the character gain additional hit points when he reaches his normal maximum. Spells that channel positive energy—typically healing spells—have no effect on the wearer (making this item very popular with intelligent undead).

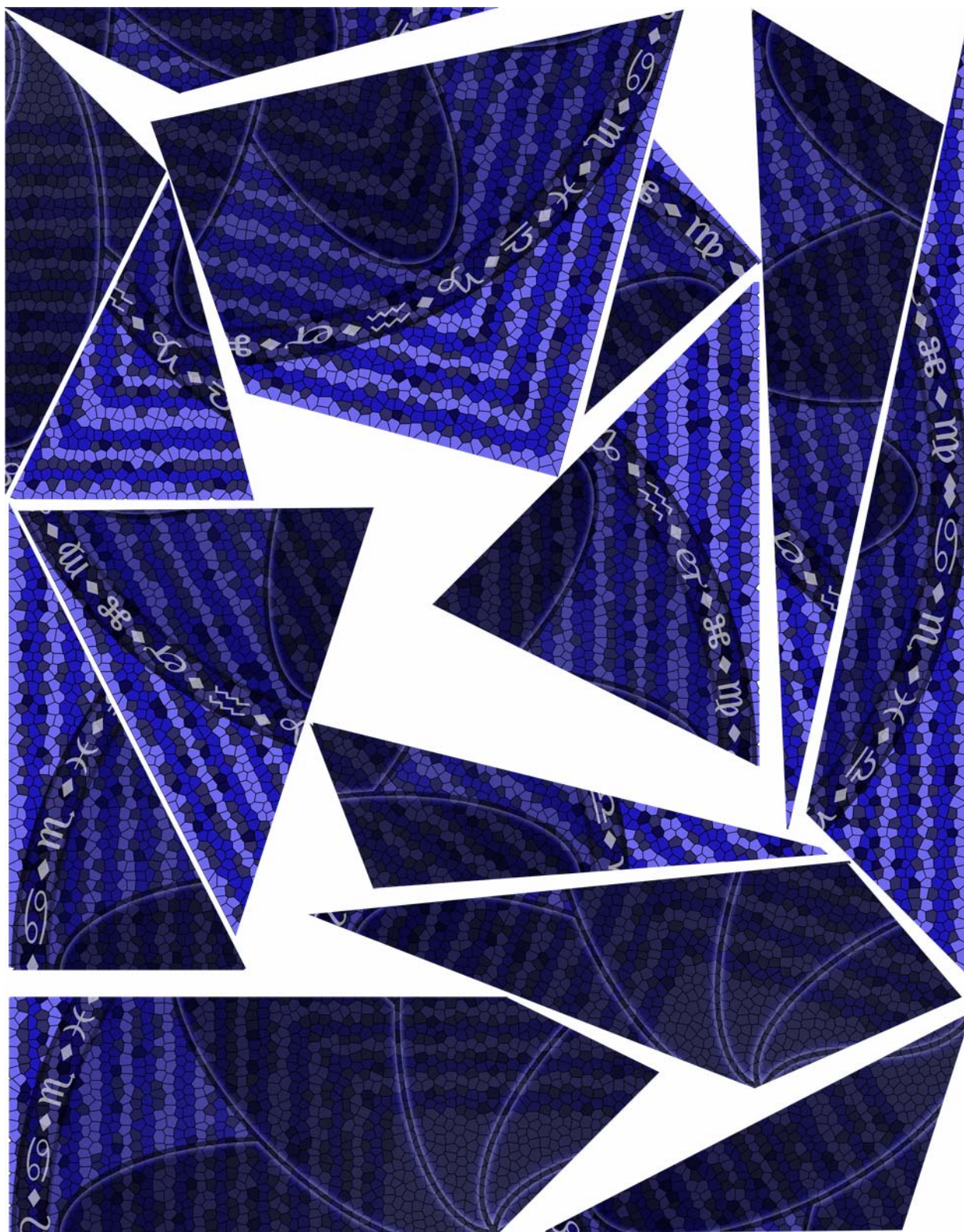
Strong abjuration; CL 12th; Forge Ring, *positive energy protection*; Price 72,000 gp.

DM AID: PUZZLE SOLUTION



PLAYER HANDOUT #1 – THE BROKEN DEVICE

These pieces should be cut out ahead of play.



PLAYER HANDOUT #2 – INSTRUCTIONS FOR CONVERSION

Before continuing with this adventure, you will need to convert your character. A half-hour of play time is allocated for this process. Please follow this procedure:

1) Get a Blank Character Sheet

Do not alter your regular character sheet. We will refer to this as your 'original character'.

2) Retain up to Four Character Levels

Choose up to four of your class levels, and recreate yourself as a character of that level. You must qualify for every class and level, and be a legal character. For instance, you will most likely not be able to retain levels in a prestige class.

When you allocate skills and feats, you may only choose from the ones your original character possesses.

If you have fewer than four character levels, keep your levels as they exist.

3) Do Not Write a Name on your Character Sheet

You have lost your old identity. You may or may not establish a new one during play.

4) Do Not Choose Equipment

You do not have any of your belongings with you.

5) Gain New Abilities

Add the following abilities to your character:

An extra 2d8 hit dice (10 + 2 x Con bonus hit points)

Fast healing 2

Darkvision 60 feet

6) Select Your Spells

If your new class choices grant you spells, choose them now. Avoid spells that have material components.

CRITICAL EVENT SUMMARY: *BIS7-07 RADIANCE AND RESOLUTION*

If you run this event in December of 2006 or January of 2007, please e-mail the results from this sheet to a member of the Bissel Triad by February 1st, 2007, or have the Senior DM of your event do so.

1. Did the PCs take charge of the island defenses in Encounter 14? Yes No

2. Did any of the PCs elect to remain in Elysium in Encounter 15? Yes No
If so, list player names/PC names here:

3. Did the PCs close the planar rift? Yes No

4. Did the PCs make it safely back to the Prime Material Plane? Yes No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):