

COR8-10



Chains of Darkness

A Two-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

by Pieter Sleijpen

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Old Wicked is on the verge of success, and the forces of good are desperately looking for ways to stop him. When Tenser hears of knowledge hidden on the Abyss, he suspects a trap, but he cannot ignore any chance at victory, however slim it might be - and Iuz is not without enemies in that place. So now he is looking for adventurers, hoping that they have an easier time of remaining undetected in that dismal place than he would have. Are you willing to go in his stead? A 2-round core adventure set in the Abyss for character levels 9 to 15 (APLs 10-16). Part four of “Ascension”.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Dungeonscape* [Jason Bulmahn, Rich Bulew], *Expedition to the Demon Web Pits* [Wolfgang Baur, Gwendolyn F.M. Kestrel], *Fiend Folio* [Eric Cagl, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], *Isle of the Ape* [Gary Gygax], *Libris Mortis* [And Collins, Bruce R. Cordell], *Monster Manual IV* [Gwendolyn F. M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Linquette, Chris Sims, Owen K. C. Stephens, Travis Stout, JD Wiker, Skip Williams], *Return of the Eight* [Roger Moore], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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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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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session 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). You need one copy of this for each participating player.

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard 2-round Core adventure set in the Abyss. All characters pay 4 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 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 benefits) as detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

COR8-10 *Chains of Darkness* is the fourth part in the Ascension series. It contains the following parts:

- Part 1: COR8S-01 *Whispers of the Obsidian Citadel*
- Part 2: COR8-08 *Entrapment*
- Part 3: COR8-09 *Lost Souls Eternal*

Check whether the PCs played these adventures beforehand. It is possible to pay part 2, 3 and 4 out of order, but it is more fun to play the adventures in the correct sequence. Part 1 must be played before this part, and once you have played part 5 this adventure makes no sense. Regardless, check whether or not the PCs earned any favors and disavors from Tenser in this series as well as in any previous series. This has an impact on the Introduction in how Tenser treats the PCs and that he might provide additional support. In addition it has an impact on the AR reward at the end.

Note that large parts of this adventure leave a lot of freedom to the DM to add flavor to the encounters. Do not be afraid to do so as long as you keep the fun of the players in mind, so be careful with providing too vivid descriptions or too disturbing personalities for the random NPCs the PCs might interact with.

PACING

The adventure has a tendency to run long, especially if the players immerse themselves in the role-playing parts of the adventure. So keep an eye on the time, especially when running the adventure in a time-sensitive

environment such as at a convention. A few points of advice for when running the adventure in a time sensitive environment:

- Do not run the cackle storm in Encounter 1.
- Keep the fight in Encounter 2 simple and do not make extensive use of spell-like abilities that have a tendency to grind combats to a halt such as *confusion* and *reverse gravity*. The goal of the encounter is to show that life is cheap in the Abyss and that demons are quick to start a fight.
- Try to avoid having the assassins escape from the ambush, and then run a second fight at their hideout. Make sure you do not spend too much time on the trap in the hideout.
- Do not let the PCs spend too much time on designing a plan to free Lorn Aldyr in Encounter 7. The checks are there to deal with the details.
- The fight in Encounter 9 and 11 are ultimately less important to the adventure than the fight in Encounter 12. Remember though that Lorn rushes the PCs on to do all three fights in the same day since he fears that his escape triggers a retaliation action by Iggwilv who knows about Lorn's plans. Both fights are not particularly difficult, but they do drain resources in regards to the last encounter.

THE ABYSS

COR8-10 *Chains of Darkness* is set in the Abyss, the outer plane of chaos and evil. The Abyss is mildly Chaotically aligned and mildly Evilly Aligned: Lawful and Good characters take a -2 penalty on Charisma-based checks. Lawful good characters take a -4 penalty on Charisma-based checks. Gravity and time are normal. All other traits depend on the layer. For more information on planar traits consult pages 147-150 of the *Dungeon Master's Guide*.

The adventure starts in the first layer, Pazunia or the Plain of Infinite Portals. Pazunia is a sun-scorched, wind-blasted desert, filled with ancient iron fortresses, towering rocks and deep pits. The pits are dangerous to the unwary, since they are likely to be portals to other layers, layers that might be extremely lethal to the unprepared.

No demon prince controls the whole layer, and it is the staging ground for many battles both between different demon princes and for the Blood War (the eternal conflict between demons and devils). Broken Reach is one of the more hospitable towns/fortresses in Pazunia.

Broken Reach is located at the gate leading into the Outlands, and the succubus sorceress, Red Shroud, rules it. She brooks no violence inside her city, and it has become a place of neutrality and a hub of trade. More information can be found in Appendix 3.

The second part of the adventure is set in Zelatar, capital of Azzagrat, the three layers ruled by the demon prince Graz'zt (and father of Iuz). Zelatar covers all three layers. For a demon city, it is relatively safe for mortals, although owning a merchant token granted by Graz'zt

helps. More information on the city and Graz'zt's palace can be found in Encounters 6 and 7, Appendix 4, and *Expedition to the Demon Web Pits*.

The third and final part of the adventure takes the PCs to the Wells of Darkness, the 73rd layer, and prison, of the Abyss. Unlike the other two layers, the 73rd layer is strongly Evil-aligned: a -2 circumstance penalty applies on all Charisma-based checks made by all non-Chaotic Evil creatures. In addition, the -2 penalty affects all Intelligence-based and Wisdom-based checks. A steel-blue sun covers this layer in an eternal twilight.

This layer is a vast gray plain, interrupted here and there by jagged tors and the deep black pools that form the prisons for those interned here. A 10-foot-wide marble path connects the wells. The custodians of the layer are advanced, ogre-sized bodaks who attack anybody leaving the marble path or lingering for more than a couple of hours.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Iuz does not fear divine interference. No god of power is allowed to directly intervene in the Flanaess. It is a rule enforced by all deities who fear the results of any such direct tampering and the snowball effect such tampering is guaranteed to create. One deity has proven to be willing to break this rule when confronted by great evil: St. Cuthbert.

Already a hated enemy, Iuz fears St. Cuthbert might well put an end to his plans by direct interference as he has done in the past. So, while making plans for his ascension, Iuz also made plans to deal with his nemesis. St. Cuthbert is a god of wisdom, though, and Iuz realizes that disposing of him would be a monumental task. While investigating Tharizdun, Iuz learned of a solar who had gone insane while guarding one of Tharizdun's chains.

The solar had come to the conclusion that everything in the world is evil, and that liberating Tharizdun would result in the world's cleansing. It started working towards this goal, and, due to its intimate knowledge on Tharizdun's prison, came very close to succeeding. The creature avoided capture by the forces of good, but was eventually caught in a Well of Darkness on

the 73rd layer of the Abyss by angry demons who didn't want to see the world destroyed.

Once Iuz learned about it, he looked for a high-ranking follower of St. Cuthbert desperate to find a weapon against Iuz. Finding such a person was not difficult due to the renewed war between Furyondy and Iuz, and his eyes soon fell on Lorn Aldyr. To keep his own hand hidden, Iuz manipulated his mother, Iggwilv, into aiding him, in return for helping her regain dominance over Graz'zt.

Using just enough tidbits of information, Iggwilv lured Lorn into the Abyss, where her servants quickly caught him. Before taking Lorn to a cell in Graz'zt's palace, Iggwilv left enough clues for others to trace Lorn to his new quarters. While waiting for adventurers to liberate him, Iggwilv fed him the information that would push him into setting up a trap at the Wells of Darkness.

Fear of Tharizdun, and the knowledge that Iuz is meddling with such dark forces, form powerful motivation for St. Cuthbert to intervene. The liberation of the solar will draw St. Cuthbert into the Abyss and, unless the PCs prevent it, they will witness the capture of St. Cuthbert and Iuz gaining another piece of Tharizdun.

ADVENTURE SUMMARY

COR8-10 Chains of Darkness is a two-round core adventure set in three different layers of the Abyss. The PCs can solve it through violence alone, but through investigation, good planning, and diplomacy they can forge an unexpected alliance in the struggle against Iuz's.

Introduction: Tenser invites the PCs to his keep. Recently, he received a message from an old friend, Lorn Aldyr, a follower of St. Cuthbert, who had found an interesting lead in the Abyss. Lorn wants to meet Tenser in the tavern *The Plucked Deva* in the fortress-town of Broken Reach, located in Pazunia (top layer of the Abyss).

It being the Abyss, Tenser suspects a trap, but he cannot afford to ignore it. He asks the PCs to go in his stead. If it is a trap, those waiting are expecting Tenser and not some adventurers – hopefully allowing the PCs to stay out of sight and learn what is going on. If it is no trap, no harm done, they get the information and leave.

Encounter 1 [Arrival]: Stepping through the *gate*, the PCs arrive about 10 miles away from Broken Reach in Pazunia. The PCs are powerful enough to survive such a short trip through the Abyss.

Encounter 2 [At the Gates]: Broken Reach is unlike any town in the Flanaess. The guards at the gates pose no threat for the wary, but others waiting in line decide to air their frustration at the weak-looking mortals nearby.

Encounter 3 [The Plucked Deva]: The only clue the PCs have is the tavern's name: *The Plucked Deva*. It is a shadowy, silent place, but since it caters to mortals, it is relatively safe and comfortable. It is here that the PCs can make contact with "Lorn's" agent and start investigating Lorn's fate.

INTRODUCTION

Encounter 4 [Assassins]: Whether by trailing “Lorn’s” agent to his hideout or by arranging a meeting with Lorn (and being ambushed by the assassins), the PCs get into a violent conflict with Iggwilv’s mercenaries. It is here that they learn about Lorn’s present location: a cell in Graz’zt palace.

Encounter 5 [Lorn’s Fate]: There are various paths through which the PCs can investigate the fate of Lorn. While it is not strictly necessary to learn his current whereabouts, doing so can reveal several useful pieces of extra information – information that can be a great boon in freeing Lorn. Care should be taken to prevent the wrong people learning about the PCs’ interest in Lorn.

Encounter 6 [Zelatar]: Once the PCs know about Lorn’s predicament, they travel to Zelatar. It is here they can acquire information on the palace and plan the breakout.

Encounter 7 [Into the Palace]: There are various methods of getting into the palace and locating the prison. Under normal circumstances this is a lot more difficult, but unbeknownst to the PCs, the lady of the palace wants the prisoner to be freed. She cannot make it too easy out of fear of making this obvious.

Encounter 8 [Talking with a Prince]: If caught in Encounter 6 or 7, or perhaps by arranging a meeting, the PCs are brought before Graz’zt, demon prince of Zelatar. They can try to forge an alliance, because Graz’zt holds no love for his son, let alone Iuz’s desire for power, and he has no desire to come under Iggwilv’s power again.

Encounter 9 [Freeing the Prisoner]: Before Lorn can be set free, his guards need to be defeated. Even if the PCs made an alliance with Graz’zt, this defeat is necessary in order to keep up appearances.

Encounter 10 [The Wells of Darkness]: Once freed, Lorn insists on going to the Wells of Darkness to free an imprisoned solar, in order to gain a much-needed ally against Iuz.

Encounter 11 [In the Service of a Prince]: When Graz’zt learns the PCs are planning to go to the Wells of Darkness, he asks them to free one of the imprisoned fiends, one of his generals.

Encounter 12 [Freeing Madness]: Once at the right Well, Lorn starts the ritual to free the solar. The first step to free the solar is to betray one’s allies, something the mad Lorn does without hesitation. The PCs should, by that time, realize the solar is not nearly as good as Lorn made him out to be, and if they do not stop Lorn and his new allies quickly enough, they set free the corrupted solar, even if only for a few seconds before St. Cuthbert and Iuz intervene.

Conclusion: If, at any point, the PCs leave Lorn, Lorn finds his own path and liberates the solar, causing St. Cuthbert to be trapped (although, in this case, Tenser might survive). The only way to prevent this from happening is by killing Lorn, preferably once the outcome of his plan becomes known.

The PCs have been summoned to the Fortress of Unknown Depths by Tenser, renowned wizard, one-time member of the Circle of Eight and implacable foe to Rary. Some PCs have earned the ire of Tenser either through an allegiance with Rary (assuming Tenser is aware of this) or through other actions in previous adventures. Under normal circumstances they would be unwelcome here (to say the least). Unfortunately for Tenser, he does not have much of a choice; time is of the essence and there are only so many adventurers skilled enough for the job at hand.

It was an ordinary day when you received a summons to attend the master of the Fortress of Unknown Depths. A missive from Tenser the Archmage, a surpassingly powerful wizard, and a force for good in the world, is not lightly ignored. So, several days later, you arrived at Magepoint, the village servicing Tenser’s mighty keep.

Tenser’s message spoke of black deeds wrought throughout the Flanaess, and of a terrible doom coming to Oerth.

Strange silvery golem-like creatures with eyes that shine with a lambent blue radiance greeted you at the fortress gates, conveying you inside and offering exotic refreshments. After your hunger and thirst has been sated these same creatures led you into the very centre of the castle.

Give the PCs some time to introduce themselves to each other before proceeding.

You are brought before a great throne of lapis lazuli set in a massive chamber of blue stone. Upon the throne sits a man radiating power – Tenser the Archmage. His once dark hair, now flecked with gray, frames dark-brown eyes and a prominent, aquiline nose.

“My friends, thank you for answering my call. The Flanaess stands in great peril and I have selected you to thwart the machinations of the Old One, whose forces have been very active since earlier this year. In the past few months, his armies have invaded his neighbors, committing one atrocity after another. His forces are dangerously overextended and he is likely to lose the coming battle. The Old One is no fool, and I suspect that this war is but a distraction.”

“For the past couple of months my agents and I have been trying to solve the riddle. So, when an old friend of mine, Lorn Aldyr, contacted me saying he had some vital information on the Old One’s true plan, I gained a little hope. There is a problem, though, and that is why I asked you to come to my abode.”

“Lorn is in Broken Reach in the Abyss, and he wants me to meet with him in person. He is my

friend, but this sounds too much like a trap. Still, if it is a trap, he might be in trouble, and the information he says he has might be genuine. So, can you travel in my stead, check what is going on, if necessary rescue my friend, recover the information, and report back to me?"

Once the PCs answer in the affirmative, Tenser continues speaking. PCs refusing to help are unceremoniously thrown out of the fortress. Unless the PCs have a mechanism to travel to the Abyss on their own, the adventure is over for those who refuse.

Tenser has more information to impart. Provide the following details as Tenser converses with the PCs. Some likely questions, and their answers, appear here. Use this information to extrapolate the answers to any other questions they ask. Keep in mind that Tenser wants Luz stopped and therefore he does not intentionally mislead or deceive the PCs.

🧙 **Tenser:** LG male human wizard 22.

Appearance: Tenser is a tall Oeridian male with short well-groomed dark hair, flecked with gray. He has dark brown eyes and a prominent aquiline nose. He looks worried and tired, but speaks with conviction and a steady voice like a man who is certain his cause is good.

Personality: Tenser is a proud good-hearted man who does not forgive easily. He is dedicated to the cause of good and has made many personal sacrifices to help others. After many betrayals he is wary of people that express favoring neutrality.

Current Quest

Where does Lorn supposedly want to meet you?

Lorn's message states that he can be found in the tavern the Plucked Deva at noon each day. If he is not there, he can be contacted through the barman if you show the barman a holy symbol of St. Cuthbert (in secret of course).

Why don't you go yourself? I suspect it is a trap. If it is one, the opponents are expecting an archmage and not a group of adventurers. You, however, will be able to keep your affiliation hidden long enough to learn what is going on, since you're not what the enemy is looking for.

How can we get to the Broken Reach? Shortly after sunrise tomorrow morning, I will open a *gate* to the Abyss. The gate leads to an area reasonably well hidden from prying eyes, located about 10 miles north of Broken Reach. From there you'll have to arrange your own transportation to cover those 10 miles.

How do we get back? I was hoping you'd have access to a *plane shift* spell and could arrange your own transport back. (Note: If the PCs succeed at a DC 30 Diplomacy check, or will otherwise refuse the mission, Tenser prepares a *refuge* spell. He gives the item to the, in his eyes, most trustworthy member of the group. With this item, that person can return to Tenser, who can then cast another *gate* spell to help the PCs to return home. He warns that the PCs should inform him in advance before

using the item or else they run the risk of ending up in a very dangerous situation.

What reward do we get for finding your friend? Tenser offers his favor as well as the gratitude of all the good people of the Flaeness. His friend is a well-respected member of the church of St. Cuthbert, and helping him would certainly earn the PCs friendship with said church. If that is not enough he offers [100 x APL] gp, half immediately, half when finished.

Why are you hiring us? There are three reasons why Tenser hires the PCs. First of all, he expects a trap to be set for him. Others have a better chance of avoiding this trap or, when in a group, a better chance of survival. Secondly, he has a lot of other things that really need his attention, which he cannot leave to a group of adventurers. The third reason is that he thinks the information is most likely worthless, and his friend dead, but he only admits that if pressed.

What can you tell us about Lorn Aldyr? Lorn is a middle-aged man about 6-feet tall, with graying black hair. He is a priest of St. Cuthbert, an active agent against evil. He has been opposing the Old One since the start of the Greyhawk Wars. The job has turned him into a grim, determined, unforgiving man. Tenser fears the battle has become a bit of an obsession for Lorn.

Why is Lorn on the Abyss? Lorn is looking for information and weapons to use against Luz.

What is Mordenkainen and the rest of the Circle up to? I don't know. Mordenkainen's goals and methods are normally incomprehensible to anyone but Mordenkainen. No doubt whatever he is doing, he is doing to maintain his own view of the balance.

The Abyss and Broken Reach

What can you tell us about the Abyss? It is a vile and dangerous place, the spawning ground of demons and home to many a black-hearted deity. It consists of an unlimited amount of layers, each different from the others, some more hostile than others, all dangerous to mortals if only because of the fiendish inhabitants. Lawful and Good people will feel rather uncomfortable, and it is a good idea for such people to hide their disposition behind magic. Tenser advises such people to cast *undetected alignment*, which is guaranteed to work, otherwise *misdirection* is a good spell. He is willing to sell a *wand of misdirection* for the standard DMG price.

Tenser can also provide the information on Pazunia found in the Preparation for Play section. He does not waste time providing his limited knowledge on the other layers since he has no idea where the PCs are going and there is a nearly unlimited number of layers (Tenser does not believe there are only 666).

What can you tell us about Broken Reach? Tenser can provide all the information given under the Knowledge section in Appendix 3.

What can you tell us about demons? Tenser can provide the general abilities of Tanar'ri and a few short notes on the demons as detailed in the *Monster Manual*. He knows a lot more about demons and their abilities,

but providing such information is time-consuming and he wouldn't know where to start. There are hundreds of different demons, and he has no idea which demons the PCs will face.

PREVIOUS AR ITEMS

PCs might have favors, or are noted as allies of Tenser on previous ARs. If a PC is noted as an ally of Tenser on an AR, it counts as one favor. Tenser knows that PCs with one or more his favors are reliable and skilled opponents of evil. Check the number of favors and reduce that number by the number of disfavor that PC has and check the following (PCs also gain the items from the lower number of favors sections):

- **1 favor:** Tenser provides the PCs with a *wand of misdirection* and, if requested, one *scroll* or *potion of nondetection*. If not used, he expects them to be returned or properly compensated if the PCs want to keep it. He allows a PC wizard to scribe *misdirection* or *nondetection* into their spellbook after the adventure as per the rules of the LGCS.
- **2 favors:** He provides the PCs with a scroll of a 5th-level or lower non-evil wizard spell from the PHB that is legal for use by PCs in the LG campaign. He expects it to be returned afterwards if not used.
- **3 or more favors:** He loans the PC either *boots of elvenkind*, *cloak of elvenkind*, or a *circlet of persuasion*.

Treasure: Refer to the Treasure Summary to determine what the PCs get here.

DIVINATIONS

It is possible the PCs cast certain divination spells to learn more about the fate of Lorn Adyr and what is going on. Below is the information provided by the most common divination spells. Use this information as a guideline for when the PCs use other spells by picking the spell that most closely resembles the spell used.

Commune/contact other plane. These spells function as normal but, due to the nature of the events in this adventure, they may reveal conflicting information. For example, the only way to prevent disaster from happening is when the PCs free Lorn, help him release the deva and kill the deva before it is completely free. Simply ignoring his plight or merely killing him causes Iggwilv to turn to another hapless hero. Still, the meeting is a trap, and freeing Lorn is extremely dangerous (it is just that not freeing him is more dangerous).

Keep in mind that these spells only allow simple questions that can be answered with one word. Also keep the fun of the players in mind. It is okay if the PCs gain information they would otherwise get anyway, but be careful in providing information that ruins the fun. Remember, the gods of the Flanaess are not omnipotent and omniscient and Iuz is actively blocking divinations.

Discern location. This spell functions as normal, but the PCs must remember to ask Tenser for an item that belonged to Lorn. If they do, this spell reveals the

following: Argent Palace, Azzagrat, the Abyss. The PCs could travel directly to Azzagrat, bypassing Broken Reach. Doing so would be foolish, since they miss the opportunity to gain much needed information. If they still insist, they can do so, but Tenser is curious about the clues they might gain by making the rendezvous. If this happens, place Encounters 1 and 4 somewhere in Azzagrat and make the necessary adjustments.

Divination. If the PCs cast *divination*, they receive a cryptic riddle:

*Darkness consumes the eternal light
Madness and betrayal are as one within ancient darkness
Awaiting rebirth at the place of four.*

Legend Lore. Casting *legend lore* is impracticable because the subjects of any likely questions is not present (see PH) and the casting would take too long to complete.

Scrying. This spell does not function when used on Lorn or any of the other major players in the adventure.

DEVELOPMENT

It is likely the PCs need time to prepare for the coming trip. Tenser gives them until sunrise the next day to buy supplies and prepare more appropriate spells. Tenser can sell them with any standard item including basic magical items as well as any items gained through favors from him or his close allies, such as Karistyne or Cymria of the Celedon.

Tenser has told the PCs everything he knows about the Abyss, Pazunia and Broken Reach and Lorn, which is about everything known about these subjects. Gathering more information in Greyhawk City provides nothing new – see Divinations below if the PCs use magic to learn more.

Proceed with Encounter 1 once the PCs have gathered together at the courtyard of the Fortress of Unknown Depths early the next morning.

1: ARRIVAL

Once all the PCs are present in the courtyard, Tenser casts the *gate* spell. Read the following, as the PCs step through the gate:

The change of scenery between the Fortress of Unknown Depths and what is on the other side of the gate is immense. One moment you are standing on a green vibrant field, the first rays of the sun chasing away the morning fog of an early summer's day, the next, you step into a scorched, wind-blasted region with a large, red sun baking the land with not a plant in sight. The air is thick with dust and the acrid smell of smoke and sulfur.

You are standing in the dark shadows of a large crack about halfway up a barren rock the size of a hill. From here you have a great view of a featureless, flat plain whose monotony is broken only by the occasional dark pit or lone rock, some as big as a hill. It is difficult to imagine that anything

would live in this desolate place, but you note several dust clouds in the distance that look like armies on the move, on one of the rocks far away you note what appears to be a fortress of some kind and flocks of large birds fly in the sky. Climbing down to the floor or up onto the rock through the crack is not hard, although, in the oppressive heat and dust-choked air, it's far from comfortable.

Estimating distances can be difficult due to heat distortion and the fact there is no curve in the Abyss. The birds are vrocks, but they are far away, as are the armies marching in the distance. If the PCs climb up, they easily spot Broken Reach, across an open extent of plain, about ten miles to the east. If they climb down, they note what appears to be a trail leading from the west to the east. From Tenser's instructions they know they need to follow it eastwards.

At higher APLs it is possible the PCs have access to travel methods with which they avoid the road, such as the spells *fly*, *greater teleport* and *wind walk*. These spells drop the PCs outside the gates of Broken Reach due to various protective spells that cover the fortified city. Otherwise the PCs need to walk to Broken Reach, a 10-mile-long journey over open terrain. The terrain itself poses little difficulty. The weather and locals are another matter.

The temperature is about 120° F and, without proper protection, a character must make a Fortitude saving throw every ten minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing, or armor of any sort, take a -4 penalty on their saves.

Development: Before proceeding, determine the marching order, and whether the PCs take any precautions or have any spells in place.

While on the road the PCs run across a cacklestorm before they arrive at their destination. A cacklestorm is an invisible breeze of demonic laughter capable of drawing victims into its insane cacophony. If the PCs succeed at a DC 10 Listen check they note soft giggling that seems to come from a dozen wicked voices. Recognizing the giggling for what it is requires a DC 20 Knowledge (the planes) check. Those who know about cacklestorms and who hear the giggling can plug their ears (or create a similar protection) just in time. In the next round the dozen voices become a hundred and then a thousand, until the landscape echoes with a chorus of insane laughter. Anyone able to hear the cacklestorm must succeed on a DC 16 Will save or fall under the effect of a permanent *Tasha's hideous laughter* spell that can only be broken by the ingestion of ten vials of holy water and the completion of an *atonement* spell administered by a 9th-level caster (or higher) (all available in Broken Reach for PHB prices).

The rest of the trip is uneventful. The PCs note several minor demons and fiendish animals staring at them from the shadows of the rock or from large cracks in the ground, but these keep their distance. Any mortal

wandering through the Abyss must be dangerous indeed. The PCs reach the gates of Broken Reach sometime later. Proceed with Encounter 2.

2: AT THE GATES

Read the following once the PCs approach Broken Reach:

From the middle of the sun-baked plain rises a large fortress made out of crumbling stone towers. At the foot of these towers lies a small town surrounded by thick walls. From a distance it looks not unlike a typical fortified town in the Flanaess but, when you get closer, you realize appearances can be deceiving. Its thick walls are made out of rusty iron and they are covered with razor-sharp claw-like extensions, discouraging anyone from climbing them. A huge ditch, riddled with iron spikes, caltrops, and barbed wire blocks any charge towards the walls. On top of the walls, march demonic soldiers. It has clearly been designed to withstand any assault the Abyss can throw at it.

The road you have been following takes you through a dusty field, riddled with strange iron statues varying from halfling to ogre size. The statues consist of several spikes and their sides appear to be razor sharp. The occasional rotting demonic or humanoid corpse is impaled on the spikes, and fiendish ravens stare hungrily at you. Flies the size of human thumbs are everywhere. The ground between these creations is riddled with bones and the rusted remains of weapons and armor.

From this field of spikes it doesn't take you long to get to the gates, masterpieces of defensive architecture. When you get closer, you spot a group of demons in front of the gate, and they do not appear to be happy.

The exact composition of the group of demons in front of the gate depends on the APL. Most are dretches who passively stare at the proceedings. The group's leaders consist of a high-ranking demon with its bodyguards, an envoy from the demon lord Luperico, the Baron of Sloth. They want to enter the town, and they have been arguing with the guards about the entrance toll for quite some time. As a result they are in a very bad mood, and as soon as they spot the PCs they decide to have some fun, which, in the case of demons, always involves violence.

The terrain in front of the gate is open and there are no areas in which to hide. Unless the PCs use magic, they are quickly spotted by the demons at the gate, which is immediately closed when the PCs cast any spells. Once the demons see the PCs, they immediately turn their attention away from the guards towards them. They do not attack immediately, demanding proper slavish behavior from mere mortals. They start with relatively reasonable demands (bows and groveling), asking for more and more just to see how far the PCs are willing to

go. As soon as the PCs lose their temper, become rude, or the demons tire of the game, they attack.

Note that the guards at the gate are *bulezau* (ogre-sized, goat-like demons armed with huge *ranseurs*) and *hezrous*. As long as the PCs do not target them with any attack, they keep their distance. They love the show and do not care who wins, although they are suitably impressed if the PCs are victorious. There are no rules against violence outside the city. In fact, many demons settle their feuds in the fields outside the gate, as the PCs realize with a DC 25 Knowledge (the planes) check.

Terrain: The dusty road is 20-foot wide and lies about 5-foot deeper than the surrounding area. Getting off the road costs 10 feet of movement. The region consists of flat cracked earth, interspersed with the occasional cold-iron pike-like construction. These provide the same cover as a small tree, but moving through or standing in the same square requires a DC 15 Reflex save to prevent taking 2d6 slashing and piercing damage from them. If somebody is bull rushed into one of these contraptions the pushed target takes 4d6 points plus double the Strength modifier of the pusher in damage. In addition, 5% of the region is covered in sharp bones and the half rotted remains of fiends that have died here in previous duels – these areas are considered difficult terrain.

Creatures: The group of demons consists of an envoy, his bodyguards and a couple of dretch servants. They are typical representatives of their race as described in the *Monster Manual*. They are bored, irritated and looking for a fight, thinking the PCs are an easy target.

All APLs

➤ **Dretches** (10): hp 13 each; MM 42.

APL 10 (EL 13)

➤ **Hezrou**: hp 138; MM 44.

➤ **Vrocks** (2): hp 115 each; MM 48.

APL 12 (EL 15)

➤ **Glabrezu**: hp 174; MM 43.

➤ **Hezrou** (2): hp 138 each; MM 44.

APL 14 (EL 18)

➤ **Nalfeshee**: hp 175; MM 45.

➤ **Hezrou Soldiers** (3): 14 HD advanced hezrou; hp 192 each; Appendix 1.

APL 16 (EL 20)

➤ **Marelith**: hp 216; MM 44.

➤ **Hezrou Soldiers** (3): 16 HD huge hezrou; hp 267 each; Appendix 1.

Tactics: A couple of dretches start the fight by casting *stinking cloud* at and around the PCs, not caring whether they hit any demons in the area (who are immune to the poison). The other dretches simply rush ahead, using aid-another to provide the bodyguards a bonus on their

attack rolls, and to block easy melee access. The bodyguards are looking for blood and simply rush ahead as well – although at higher APLs they do wait for the envoy to cast an *unholy aura* to gain its benefits.

The envoy simply uses whatever tactic works best, most likely starting with *unholy aura*, followed by an area *dispel magic*, *greater dispel magic* or *feblemind* (depending on APL) and eventually rushing into combat as well. Unless the PCs are clearly good aligned they are not expecting good aligned opponents and refrain from using *blasphemy*.

The soldiers fight to the death, stubbornly refusing to accept that the mortals might be stronger than they are. The envoy flees when at 20% or less of its hit points, or at 50% or less if all its bodyguards have been defeated.

Note that the demons have any at-will spell-like ability that lasts more than 1 round per level active at the start of the fight. The hezrou and envoy have a *potion of fly* that they immediately use if any PCs take to the air.

Treasure: None.

Development: Once the PCs have defeated the demons, they are free to go the gates of Broken Reach. Some of the guards grin at the PCs, others glare, and all are suitably impressed. Before they allow the PCs entry, the hezrou sergeant wants the PCs' names and reasons for visiting the city. It is just a formality, and the sergeant does not question the truth of the statement. In fact, if the PCs refuse to say anything, he is surprised, saying that any lie will do. He also tells them how to get to the Plucked Deva or any other place in the area even giving some helpful advice (such as explaining the laws of the town).

If the PCs, on the other hand, flee towards the gates, they find them closed but only if they are just avoiding the fight (in this case, the guards make it perfectly clear they are expecting the PCs to participate in one). If the PCs on the other hand are clearly losing, the guards allow them to enter, but they make fun of the PCs' weakness and demand a bribe (100 x APL gp, can be reduced to 50 x APL gp with a DC 40 Diplomacy or DC 26 Intimidate check) for the provided service as proof that the PCs are actually worth being allowed to live. They also offer no helpful advice, trying to get rid of the PCs as quickly as possible.

Once inside Broken Reach, the PCs are free to go where they want to go. Finding one's way in Broken Reach can be difficult for a stranger. The PCs can hire a guide for a suitable fee, hopefully paying after the guide has brought them to the right location. A guide may also try to lead the PCs into an ambush, but it is going to be a bluff since no violence is allowed inside the town and as soon as the PCs make any violent move the ambushers immediately scatter. Or the PCs can ask around, requiring a DC 15 Gather Information check as well as the associated coin to find a specific location.

Use your imagination to make sure the PCs feel like they are in a town in the Abyss, but keep an eye on the time and don't let them get into a real fight unless specifically detailed in this adventure. More information

on Broken Reach can be found in Appendix 3, as well as Encounter 5. Proceed with Encounter 3 if the PCs go towards The Plucked Deva or Encounter 5 when they try to gather intelligence on the fate of Lorn.

3: THE PLUCKED DEVA

The Plucked Deva lies one block away from the Bazaar in a better part of town inside a small hidden courtyard. On the outside it looks like most houses in the neighborhood: a two story red-stone building that looks more like a fortress than a house. It is overgrown with razor-vine, a local grayish plant with leaves as sharp as razors. A wooden sign of a plucked chicken with the head of a human and a golden trumpet in its wings hangs above the main door. When the PCs enter the tavern, read:

The Plucked Deva consists of many smaller rooms and is a shadowy place with many nooks and crannies to hide in. The narrow windows and a couple of strategic everburning torches provide just enough illumination for a human to see by. The furniture is made out of rusted iron, adorned with leering skulls and made to look like thin, bony, demonic creatures; it is all chained to the floor. The walls are decorated with soot-covered frescos of various battles between fiends and celestials; who is winning is unclear, and the celestials appear to be just as brutal and vicious as the fiends.

A single bar at the center seems to connect to most of the rooms. The barman looks like a human except for two small horns and a long red tail. He is cleaning glasses, smiling and nodding in welcome to you. You note several other guests staring at you from the shadows, keeping their features hidden in the darkness. These quickly resume their silent business. The Plucked Deva seems to attract the quieter crowd.

The barman is the tiefling, Veryl Minx, a charming man with a taste for the luxurious and the heart of a fiend. There are no barmaids and customers need to get their drinks and snacks at the bar. The selection of drinks is limited to the standard fare, twice as expensive as in the PHB, but of a good quality and not particularly poisonous to mortals. The only food sold in the tavern is snack food, which is salty and rather vile.

The clientele appears to be mostly human, all dressed in unassuming clothes and all very suspicious of everybody else. These are merchants and their servants willing to deal with demons, mostly selling supplies, weapons, armor and cannon fodder for the Blood War. It takes a greedy vicious and shrewd personality to successfully trade with demons and none are even remotely friendly to strangers unless it earns them some coin.

The customers love their privacy and they police their own. If anybody makes trouble for one of the guests

or Veryl they immediately spring into action. The two babau bouncers rarely have to do anything, and it has been ages since the bulezau guard had to teleport in to deal with troublesome guests.

☞ **Veryl Minx:** male tiefling bard 8 (AL NE; Bluff +19 - +49 with *glibness* active).

Appearance: Veryl is a tall thin man who looks human except for two small horns and a long red forked tail. He has a smooth skin, clean shaven and long black hair. He is always smiling, but the smile never reaches his eyes.

Personality: Veryl is a charming man who flirts with those of the opposite sex regardless of race and appearance. He has a good sense of humor. Underneath his charming personality hides a greedy cowardly bastard who would sell his mother if he thought it would make him a profit.

Development: Lorn Aldyr is not present at the tavern at the noted meeting time, nor will he ever be, since he is in a prison cell in Graz'zt's palace in Zelatar. None of the other guests has ever seen a man fitting Lorn's description, but most are only occasionally in town and all do their best not to stick their noses where they do not belong.

Veryl, the bartender, also denies knowing anything of Lorn until the PCs show him a holy symbol of St. Cuthbert. In that case he sends the PCs to their table, noting that he will be with them soon. Before going to the PCs he secretly casts *glibness*. He does so out of sight and earshot, but DMs should allow PCs who come up with a good plan to spot it. Once he has cast the spell, he goes over to the PCs' table with their drinks. As soon as he is certain nobody is eavesdropping, he notes that Lorn was expecting somebody other than the PCs. If the PCs tell the truth, Veryl nods, noting Lorn had warned him that Tenser might send somebody else in his stead.

Veryl tells them Lorn is worried somebody is on his trail, and that he went into hiding. He paid Veryl a sizable sum of gold to help cover his tracks. In case anybody came and asked for him showing him a holy symbol of St. Cuthbert, Veryl claims Lorn told him to bring them to his hideout.

Since the PCs showed him a holy symbol of St. Cuthbert, he calls one of his babau bouncers to take the PCs to the place. If the PCs express concern about the trustworthiness of the babau, Veryl reassures them that he has full magical control over the demons; it is just that he cannot leave his tavern at the moment. If the PCs refuse to go with the babau, Veryl is willing to guide the PCs himself, if they are willing to wait until the tavern closes around midnight.

If the PCs accept the invitation the babau or Veryl guides the PCs towards the underground parts of the town, straight into the ambush described in Encounter 4. The ambush takes place while the PCs are on their way specifically to prevent them from buffing up, and Veryl or the guide takes a round-about route to make sure

minute-per-level spells have ended, using the excuse that he wants to make sure they're not followed.

If the PCs refuse, for example, preferring a more neutral meeting spot, he shrugs. Veryl is willing to send a message to Lorn to arrange the meeting. In this case the PCs can try to trail the babau towards the hideout (see Encounter 4 – opposed Hide and Spot checks as normal). Otherwise the assassins still ambush the PCs, although at another time or location, for example, when the PCs are sleeping at their inn or are on their way to the new rendezvous point. The ambush still goes more or less as described in Encounter 4.

Note that if the PCs do something unexpected, use your imagination and make the necessary adjustments. Just keep in mind that Veryl is an excellent liar, and most likely under the effects of a *glibness* spell as well. He has seen Lorn, so he can give a detailed description, but Lorn never made a deal with Veryl. Iggwilv's assassins hired him to set up an ambush for Tenser, or whoever is sent after Lorn. Veryl is also a coward. If confronted with his lies or pressed for the truth (requiring a DC 25 Intimidate check; automatically successful if the PCs survived the ambush and threaten to expose his involvement to the authorities) he admits being hired by the assassins to set up the ambush. He has seen a man fitting Lorn's description in his tavern some time ago and he knows somebody captured the man. He does not know whom or why, but he suggests talking with the assassins or searching the assassins' hideout for information (to which he can guide the PCs). They might know more. He never talked with Lorn.

Lorn's Fate: Proceed with Encounter 5 if the PCs go into town to Gather Information on Lorn. To nudge the PCs toward this encounter have Veryl muse out loud about whatever could have happened to Lorn. If the PCs do not take this hint do not push them down this path again. While this is not necessary for the adventure, Encounter 5 provides them with information that can be very useful later on – astute PCs should be rewarded for their perspicacity.

4: ASSASSINS

Iggwilv hired three assassins, Yugoloths (neutral evil mercenary fiends), to try to kill anybody on the trail of Lorn Aldyr in Broken Reach. She did so in the name of Graz'zt and she wanted anybody surviving the attack to learn this with a bit of work. For the assassins this was not an unusual request since their employers often want their identity to be known to make sure people understand the reason for the assassination or to simply increase peoples' fear of them.

Ambushing the PCs: Expecting powerful adventurers, the assassins decided that it would be best to attack their targets at a time and place of their choosing. They made a deal with Veryl, the owner of the Plucked Deva, to help set up an ambush in the streets of Broken Reach or wherever the PCs are staying – see Ambush below.

Ambushing the Assassins: Of course, the PCs might not be that easily ambushed, instead learning where the assassins live and becoming the ambushers (or setting up an ambush of their own). See Hideout below for information on the living quarters of the assassins.

Finding the Hideout: There are four methods the PCs can use to find the hideout. The easiest two are: to trail Veryl's messenger (see above) or to press Veryl for information after the ambush (or with magic before). A bit more difficult is to press any captured assassin for information.

Searching for Lorn: Finally the PCs can learn of their hideout when investigating Lorn's disappearance in town (see Encounter 5), but it is unlikely this leads the PCs to the assassins before being ambushed.

AMBUSH

The descriptions below assume the PCs are walking down the streets of Broken Reach with Veryl or Veryl's servant, as their guide on their way to the supposed meeting with Lorn. Make the necessary adjustments if the assassins ambush the PCs under other circumstances.

Were it not for the alien red sun, the dusty dry air and the many fiends that walk the street, you might think you are walking on the cobbled streets of a town in the Flanaess. The stone houses tend to be decorated with somewhat disturbing imagery and, except for the occasional moan or scream of pain and terror, the streets are silent and the vermin consists of dretches and gigantic rats with red glowing eyes. The real difference, though, is the filth in the alleys, which does not consist of the expected rotting food and feces, for demons do not need to eat; instead, there are a surprisingly high number of corpses; mostly dretches, all of whom have died a violent death.

Your guide does not stick to the main road, but follows a convoluted route, backtracking and pausing several times to make sure nobody is trailing you. He is not very talkative and seems nervous.

Determine the marching order of the PCs, assuming that most streets and alleys are about 10-foot wide. Also check which spells are active during the trip. The assassins ambush the PCs about 20 minutes after the PCs leave the Plucked Deva – see the DM Maps. Veryl does not know where the ambush takes place and the babau does not know about it at all. The assassins are hiding among crates at a spot from where they can observe the PCs for some time before attacking. Roll surprise check as normal. Note that the assassins can be spotted with blindsense and blindsight, but the fact that there is a demon hiding nearby is no cause for automatic alarm – the town is crawling with demons, most are hiding, and almost none attack.

Terrain: The roads of Broken Reach are made of packed earth and rock. As long as it has not recently rained, they are not difficult terrain. Some areas are riddled with holes and junk (about 10%) that are considered difficult terrain. The town is riddled with large rocks against and on which houses are built; ramps and steep staircases lead up these rocks. Treat these as regular slopes and steep slopes respectively. The heaps of crates are considered difficult terrain, and they provide cover to those hiding within them.

The houses on average are 20-foot high, made out of stone and tend to have slanted roofs. It requires a DC 20 Climb check to climb them. The windows are closed with hatches but do not contain glass. They are bolted from the inside, and can be opened as a move action. The doors are made out of strong wood and they are locked with poor quality locks. Since virtually all demons can cast *greater teleport* these doors are just to keep out the lesser fiends (such as dretches) and to create some privacy, not to form a barrier against intruders. Most houses consist of single room apartments, sparsely decorated but without what humanoids would consider the usual comforts (demons do not need to eat or sleep, and hence most houses are little more than hiding places) and all are filthy. Any inhabitants of a house scamper out of the way of any intruder that uses force to get inside.

Creatures: The three assassins are highly skilled corruptors of fate, a kind of yugoloth demon. They are corpulent creatures with a sickly yellow skin, wearing black studded leather armor, and armed with rapiers and shortbows. Their heads are skull-like, with two upward pointing tusks, sharp teeth and long red hair. They smell of brimstone and, when they attack, a faint sound of rolling dice can be heard.

APL 10 (EL 13)

✎ **Corruptor of Fate Assassins (3):** male corruptor of fate assassin 5; hp 111 each; Appendix 1.

APL 12 (EL 15)

✎ **Corruptor of Fate Assassins (3):** male corruptor of fate assassin 6/shadow dancer 1; hp 128 each; Appendix 1.

APL 14 (EL 17)

✎ **Corruptor of Fate Assassins (3):** male corruptor of fate assassin 7/shadow dancer 1/rogue 1; hp 145 each; Appendix 1.

APL 16 (EL 19)

✎ **Corruptor of Fate Assassins (3):** male corruptor of fate assassin 7/shadow dancer 1/rogue 3; hp 162 each; Appendix 1.

Tactics: The assassins try to study their potential victims for 3 rounds before beginning the fight with a death attack, favoring spellcasters. After the first assault they switch to Spring Attacking, if possible from cover (either

the crates, houses or using their hide-in-plain sight). The assassins are highly skilled individuals who know the strengths and weaknesses of the various classes. Throughout the combat they use their spells as necessary. They try to kill the PCs, but they do not go out of their way to do so, especially not when doing so opens them up to an attack. They are cold-hearted assassins who have been hired to kill the PCs and, if an opportunity to kill somebody presents itself, they do so.

The assassins flee when at 20% or less of their hit points. They do not surrender.

Treasure: Refer to the Treasure Summary to determine what loot the PCs find here.

Development: If Veryl has lured the PCs into the ambush, they are likely to confront Veryl. At first he tries to deny having anything to do with it, but under pressure he quickly buckles. See Encounter 3 for more details on what he can and cannot tell.

The assassins are difficult to capture alive. They start talking when their attitude is changed to friendly through Diplomacy (but only when promised to be released) or a successful Intimidate check. Once talking they tell that they enlisted the help of Veryl for setting up the ambush, and that Veryl agreed to do so without any coercion. They can tell where their hideout is, and that they have been hired by Graz'zt. While this is not true, the assassins believe it is so, but they never met Graz'zt or Iggwilv. They were also responsible for capturing Lorn Aldyr alive and handing him over to agents of Graz'zt for transport to Graz'zt's palace. They do not know why, and nor do they care.

If the assassins were forced to flee, they first hide in their hideout. There they recuperate (healing fully) and attack again the next day. If defeated the second time, they flee, leaving their hideout behind exactly as described below. The PCs only get XP for defeating the assassins once. If the hideout is compromised, the assassins flee, never to return. In that case they leave the contracts behind.

If the PCs offer [1000 x APL] gp to the assassins at any point, they immediately stop fighting and tell everything they know. Yugoloths are mercenaries of the worst kind, working for the highest bidder, even betraying their former employer in the process.

Troubleshooting: Take care when the assassins attack the PCs while the PCs are resting for the night in an inn. The assassins only do so when it becomes apparent an ambush on the streets is impossible, since chances of witnesses at an inn are higher and they prefer to be able to come back to town in the future. Also give the PCs a fair chance, perhaps another guest at the tavern can warn them or something else wakes them up just in time. There is no fun if the PCs are killed by a coup de grace while asleep.

HIDEOUT

The assassins are staying in the underground section of the city in the demonic parts of town. The PCs learn of this location either from Veryl, the assassins or by asking around in town (see Encounter 5). The neighborhood is a dark, hot, filthy place, eerily silent except for the occasional inhuman growl echoing through the corridors. The various minor demons that call this place home keep their distance from the PCs.

The main entrance to the assassins' hideout lies at the end of a 10-foot wide side corridor about 30-feet away from the main corridor (which is 20-feet wide). There is no light source unless the PCs took it with them. See DM Maps for more details.

1. Entrance

The side corridor ends at a steel double door covered with scratched runes. The doors look like they have been bashed in at least once with the bends and tears hammered back into shape.

The doors are locked and quite sturdy, despite their worn look. They are not trapped. The runes on the door are in Abyssal and contain a warning not to enter or to prepare to face dire consequences.

🔒 **Steel doors:** 2 in.; hardness 10; hp 60; Break DC 28; Open Lock DC 30.

2. Entry Room

This is a roughly circular room about 30 feet in diameter. The vaulted ceiling is about 15-feet high in its center. The room is carved directly out of the surrounding red rock with pillar-like carvings to give the illusion that the roof is supported. These pillars look like they are made from human corpses, all wailing in agony. A 5-foot-high, 5-foot-wide walkway runs along the wall with two steep stairs leading up to it from the central part of the room. A steel door can be seen at the left, accessible from the walkway.

This area and Area 3 are covered by a *forbiddance* spell attuned to the Neutral Evil alignment and with a caster level equal to the amount of HD of the assassins (APL +2). The whole room is a trap, but except for the *forbiddance* spell all magical auras are hidden by a *Nystul's magical aura*. The steel door at the top of the spiral staircase is locked.

🔒 **Steel door:** 2 in.; hardness 10; hp 60; Break DC 28; Open Lock DC 30.

Trap: The trap is triggered when somebody steps in front of the steel door leading to the spiral staircase. It starts with a chained *dispel magic* starting with the character standing in front of the door and then jumping to all other creatures within 30 feet. After which you should roll initiative for the PCs and the trap. On the initiative of the trap, arcs of energy substituted *lightning bolts* (act exactly as the spell except it deals acid damage) shoot

from several pillars (the green dots on the map with the bolts traveling along the green line). Destroying a pillar stops a bolt from being shot in that area. The other bolts still fire.

Note that a rogue can find and disable the *dispel magic* trap if the players think of searching the square in front of the door. The acid arc trap can only be disabled if the PCs examine the individual pillars, and disable them one at a time. If the trap is triggered by a failed Disable Device check all pillars start shooting their acid bolts. Its trigger in front of the door cannot be removed (it has no central disabling point).

DMs Note: The main purpose of the traps in this room is to alert the assassins to the presence of intruders and, game mechanically, to drain some PC resources before the fight with the assassins. In itself these traps are no real challenge. If the assassins are already defeated, consider simply assuming the PCs dealt with the traps in order to save time for role-playing and the remaining combat encounters, especially when running this adventure in a time sensitive environment. The PCs still gain experience as normal.

All APLs (EL 6)

🔪 **Forbiddance:** CR 6; magical; area trigger; automatic reset; spell effect (*forbiddance*, caster level APL+2, AL NE); Search DC 31; Disable Device –.

APL 10 (EL 10)

🔪 **Chained *dispel magic*:** CR 8; magical (hidden by *Nystul's magical aura*); touch trigger (door to spiral staircase); automatic reset; spell effect (chained *dispel magic*, 11th-level wizard); Search DC 31; Disable Device 31.

🔪 **Acid Arc Trap:** Appendix 1.

APL 12 (EL 12)

🔪 **Chained *greater dispel magic*:** CR 10; magical (hidden by *Nystul's magical aura*); touch trigger (door to spiral staircase); automatic reset; spell effect (chained *greater dispel magic*, 14th-level wizard); Search DC 34; Disable Device 34.

🔪 **Acid Arc Trap:** Appendix 1.

APL 14 (EL 14)

🔪 **Chained *greater dispel magic*:** CR 12; magical (hidden by *Nystul's magical aura*); touch trigger (door to spiral staircase); automatic reset; spell effect (chained *greater dispel magic*, 16th-level wizard); Search DC 34; Disable Device 34.

🔪 **Acid Arc Trap:** Appendix 1.

APL 16 (EL 18)

🔪 **Chained *greater dispel magic*:** CR 14; magical (hidden by *Nystul's magical aura*); touch trigger (door to spiral staircase); automatic reset; spell effect (chained *greater dispel magic*, 20th-level wizard); Search DC 34; Disable Device 34.

🔪 **Acid Arc Trap:** Appendix 1.

3. Living Quarters

The living quarters of the assassins lie about 30 feet below the entry room down a steep slippery spiral staircase. There is no door at the bottom.

You are in a relatively large underground room, but it is difficult to tell exactly how large. The whole room is filled with thin blue veils that flutter and move on a soft draft. Through it you note a large desk and chair in one corner and what appears to be some kind of sitting area in another corner. The floor around the spiral staircase is covered with loose rubble.

The veils do not hinder movement, but provide concealment to everything more than 5 feet away, and limit visibility to about 30 feet. Individual curtains can be pulled down with a standard action, clearing 5 by 10 feet of the effects of the veil. The curtains are easily destroyed by area of effect spells that deal damage. The rubble is considered difficult terrain. The hole in the corner is about 10 feet deep and it can be covered with an iron grate. It can function as a holding cell of sorts, but it is empty now. The ladder in the corner leads to a secret exit in another house in the main corridor. The sitting corridor contains the furniture to keep a couple of yugoloths busy and comfortable, but there is nothing of value.

The desk contains writing gear. In a locked drawer the PCs can find the ledger (written in Abyssal) used by the assassins to detail their contracts. The drawer is trapped with an alchemist fire trap, obviously designed to destroy the contents of the drawer and not the thief. Most of the contents of the ledger are useless to the PCs, except for the last two contracts. The first contract details how the three assassins have been hired by Graz'zt to capture, alive, a human cleric of St. Cuthbert named Lorn Aldyr and deliver the man to the Argent Palace in Zelatar. Notes state that this contract was fulfilled. The last contract is to kill whoever is looking for Lorn Aldyr in Broken Reach for a sum of [1,000 x APL] gp.

PCs that are suspicious of the ease with which they found the contracts are correct. Iggwilv specified that the two contracts should be found without raising too much suspicion. All the contracts are real, but none are of a sensitive nature and most are very old. Even if the trap is triggered, the relevant portions of the ledger "miraculously" survive.

↗ **Alchemist fire trap:** CR 1; mechanical; touch trigger; manual reset; Atk +5 touch (1d6 fire, 1 splash damage in surrounding squares, risk of catching fire as per alchemist fire); Search DC 20; Disable Device 20.

Tactics: Outsiders do not need sleep, and the three assassins spend their time contemplating their next contract and playing games here. They hear when the trap is triggered upstairs, and immediately hide between the curtains at a point where they can see the spiral

staircase. Otherwise they can be surprised as normal. They try to study any intruder for 3 rounds before beginning the attack with a death attack after which they switch to Spring Attacking tempting targets using the veils (and at higher level their ability to hide in plain sight) to hide behind. The assassins are highly skilled individuals who know the strengths and weaknesses of the various classes. Throughout the combat they use their spells as necessary.

If brought to 20% or less of their hit points try to flee through the escape hatch never to return. If that is impossible they fight to the death.

DEVELOPMENT

After the PCs have dealt with the assassins and have found their hideout they should have the impression that Graz'zt is behind the attack and that Lorn has been taken to Graz'zt palace in Zelatar. It is commonly knowledge on the streets of Broken Reach that reaching Zelatar is difficult and dangerous. Merchant tokens are the only way that outsiders (in particularly mortals) can visit there without being instantly attacked. This information is available with a DC 10 Gather Information check or a DC 20 Knowledge (the planes).

If the PCs decide to research Zelatar, and succeed with the required skill check, provide them with the information under the Knowledge section in Appendix 4. The PCs can substitute Knowledge (the planes) with Gather Information. Without the help of Rule-of-Three (see Encounter 5), the PCs need to enlist the aid of one of the local merchants to get into Zelatar and to acquire a merchant token. Finding an active portal to a location near one of the gates of Zelatar requires a DC 20 Gather Information check, otherwise the PCs are directed to the tiefling merchant Xephilos. (He is also the only one who can provide merchant tokens – except the Rule-of-Three.)

Xephilos is a tall gaunt man, pale-skinned and sweaty, who doesn't say more than is needed. He is willing to sell the merchant tokens for 500 gp per PC, and can be negotiated down to 100 gp per PC, if they succeed at a DC 20 Diplomacy check. He also warns them about the elder viper trees that form the gate of Zelatar (see Encounter 6). The location of the portal and the key to Azzagrat, located a couple of hours outside Broken Reach, if the PCs pay him 50 gp for each piece of information. The PCs can certainly risk visiting Zelatar without a token, but doing so is very dangerous because, without the protection of Graz'zt, they are fair game for the locals.

Proceed with Encounter 6 once the PCs leave Broken Reach for the portal to Azzagrat. If they instead spend time in town to learn more about Lorn, proceed with Encounter 5.

Note that, if the PCs contact Tenser, he tells them to proceed with their investigation and at least try to free Lorn. He is aware that freeing somebody from Graz'zt's prison requires great heroics, but that is why he hired powerful PCs in the first place. In the unlikely case the PCs return to the Flanaess, the adventure is over for them. They gain XP and treasure up until this point, but

they do not get any favors. Note that, in this case, St. Cuthbert is imprisoned and Tenser is killed.

When the PCs are ready to proceed to Zelatar, proceed to Encounter 6.

5: LORN'S FATE

Warning: While searching for information on Lorn, the PCs should either deal with the assassins at the same time (as a change of pace) or have dealt with them already. If Encounter 4 does not happen before talking with Rule-of-Three the PCs might either leave Broken Reach too soon, or have difficulties convincing Rule-of-Three to help them (since the contracts are needed to enlist his help).

Without much difficulty, the PCs learn that Lorn has been imprisoned and that he has been taken to Graz'zt. All they have to do is to defeat the assassins and either confront Veryl, owner of the Plucked Deva, or search the assassins' hideout. This is detailed in Encounter 3 and 4. PCs that go out of their way to learn more get some more clues on what is going on. They might also gain an ally which makes things easier later on in the adventure.

GETTING INFORMATION

Gaining the sought after information requires skill, costs time, and takes effort.

- To simulate this effect each PCs involved in this search should make a DC 15 Gather Information, DC [10 + APL] Knowledge (the planes), or DC [10 + APL] Search check.
- Each check represents about 3 hours of work. Count the amount of successes and failures after each PC makes one check, but ignore the lowest result.
- To gain the information, the PCs must collect 8 successes before 4 failures. PCs can use the same skill multiple times or switch to another.

Try not to make it just a series of dice rolls with on interaction with NPCs. Dress up this encounter with minor role-play encounters. Use your own judgment when designing NPCs, events and scenery, just make sure the PCs do not get into a fight or spend too much gold and items on bribes. The goal of the encounter is to have fun and role-play, not to drain resources. Use the information provided in Appendix 3 for this.

If the players think of a good reason to use another skill, allow them to use that skill once (and make sure the players are aware that they can select other skills). Don't be too critical, but don't make it too easy either. Remember that, for Bluff, Diplomacy and Intimidate to work, you need a specific target for that skill.

Example: A generic Diplomacy check to gain information does not work, but a player who decides to visit the Red Guard and to bribe/befriend them could use Diplomacy to acquire a victory. The DC of the check should be the same, except for Bluff, Diplomacy and

Intimidate that is DC [20 + APL] (the locals are rather resistant when dealing with more famous heroes).

Failure

If the PCs fail the challenge, they learn that Lorn Aldyr stayed at the Snoring Fiend (his rooms have been cleaned) and that he has been talking with various people about Iuz (most notably agents of Pazrael and Graz'zt). The locals were not very helpful with his investigations, fearing that his enquiries would draw the wrong kind of attention, which it did. Lorn was kidnapped by agents of Graz'zt and taken to the demon prince's prisons in Zelatar. Lorn was definitely alive, and most likely still is. Graz'zt wanted some kind of information and Lorn did not appear to be a man that gives up easily. If the PCs express an interest about going to Zelatar, they are directed to Xephilos as discussed in the Development section of Encounter 4.

Success

If the PCs collect enough successes, they learn the following things:

- Lorn Aldyr has lived in Broken Reach in the Snoring Fiend for some time. He stayed in town for a couple of weeks, leaving on occasion for a few hours to days, often returning wounded and exhausted. Lorn was trying to gain information about Iuz from various demon princes most notably Pazrael, a known enemy, and Graz'zt, his reputed father.
- A couple of days before the arrival of the PCs Lorn drew the attention of Graz'zt and was kidnapped by his agents. People wonder why he used yugoloths, common mercenaries, and they suspect somebody close to Graz'zt is behind the kidnapping instead. The yugoloths captured Lorn alive and took him to Zelatar (capital of Graz'zt's domain). The locals suspect he is still alive, why else go to all the trouble?
- Lorn was kidnapped from the Plucked Deva with the aid of its owner Veryl Minx. Lorn certainly was not friendly with Veryl or any other resident of town.
- The location of the hideout of the agents that kidnapped Lorn as well as the fact that they are yugoloths.
- While searching his room and equipment (now in the care of the innkeeper of the Snoring Fiend), the PCs learn he did send a message to Tenser.
- Some personal notes remained behind. One contains an off-hand remark about an apparent alliance between Iggwilv and Iuz against Graz'zt is circled, scribbled in smaller letters Lorn offers a suggestion of an alliance with Graz'zt against Iuz might be a possibility. Names are mentioned, but there is no hard evidence included with the papers. There are also references to a great weapon/person (the notes are unclear on this) against Iuz, but Lorn never put the specifics to paper, considering the information too sensitive.

Rule-Of-Three

The PCs' investigations draws the attention of Rule-of-Three, one of Graz'zt's many sons. PCs who have played *Expedition to the Demon Web Pits* have met (and perhaps befriended) him before – adjust his attitude towards the PCs accordingly (assuming they recognize him in his current disguise). Rule-of-Three is an agent of his father. Recognizing the hand of Iggwilv, he arrived recently in Broken Reach in an attempt to find out what was going on. He knows very little, and, if not for the PCs, he leaves quickly, his curiosity satisfied (it appears to be Iggwilv removing a nosy adventurer). The PCs can change his mind and enlist his help.

Through their investigation the PCs learn about a nameless githzerai (Rule-of-Three prefers to remain incognito) who is also investigating the kidnapping of Lorn. If the PCs do not approach Rule-of-Three out of their own accord, he contacts them at an opportune time.

☞ Rule-of-Three: male cambion rogue 5 (AL CE – wears an *amulet of mind shielding*). [Cambions are the sons of demon princes and mortals, in their natural form they are demonic humanoids, but they can take on a single alternate form.]

Appearance: Rule-of-Three's alternate form is that of an unassuming githzerai, wearing black hooded robes that tend to keep his face hidden. In this role he is a quiet withdrawn sage.

Personality: Rule-of-Three seems to believe deeply in the rule of three, namely that all things come in three or multiples of three. Other than that, he is good judge of character, a shrewd negotiator who has inherited the love for manipulating others from his father. He is a bit of a sage on planar knowledge with a good eye on politics. He cares little about others, but abhors violence.

Goals: Rule-of-Three wants three things from the PCs:

- Information on their current mission, to make sure they pose no threat to Graz'zt, and the guarantee that Lorn poses no threat to Graz'zt.
- Proof of an alliance between Iuz and Iggwilv against Graz'zt. The list of names found among Lorn's personal stuff is a good start since it allows Rule-of-Three to verify the story. The assassin's contracts is the second piece of required proof since Graz'zt would never be so sloppy unless he needs to lure PCs for something and if he needs adventurers he is much easier to get them from Sigil as opposed to some backwater place such as the Flanaess. Finally, information on Iuz's sudden interest in things Tharizdun related would be the third and last proof Rule-of-Three needs.
- A minor service from the group, as yet undetermined but the task will not go against the PCs ethics and morality. (This is the same service that Graz'zt demands in Encounter 8 if the PCs enter his palace uninvited.) The group can instead offer a useful magical item (worth at least [500 x APL] gp).

In return Rule-of-Three can provide the PCs with the following three things, trading one piece for another. This is not open to negotiations (neither is the price):

- Knowledge of a portal to Azzagrat and helpful advice on how to survive in Zelatar.
- A merchant token for each PC.
- A private audience with Graz'zt and guarantee to leave the palace and city in one piece, alive and unharmed, with all the equipment they arrived with and when the PCs want to do so. [Note that while Graz'zt intends to keep up his side of the bargain since the PCs are more useful alive and free than dead, he cannot give absolute protection. Rule-of-Three admits this if pressed, but he does not mention it otherwise.]

Rule-of-Three cannot immediately arrange an audience with Graz'zt; instead he tells the PCs to take a room in the "The Snapping Tree" inn in Zelatar where he contacts the PCs in twenty-seven hours from now. Before that time the PCs should act as if they had never met Rule-of-Three to make sure Iggwilv does not become suspicious. He is not insulted when the PCs express any fear of being duped, but he can offer no real hard guarantee except his word. Still, since both sides are better off because of the deal, the PCs should not fear being double-crossed, and they are free to go on without his help.

Troubleshooting: If the PCs do not search for more information about Lorn, their battle with the assassins provokes Rule-of-Three's interest in them and he engineers a meeting with them.

Development: Assuming the PCs have dealt with the assassins, they have found all there is to learn in Broken Reach. See the Development section in Encounter 4 if they still need to find a gate to Azzagrat, or want to contact Tenser.

If Tenser is contacted, he advises against making any contact with Graz'zt, but leaves it up to the PCs as to whether they want to make a deal with the devil so to speak. He does not trust the adage that the enemy of your enemy is your friend, especially when that enemy is a black-hearted manipulative fiend that has done a lot of evil in the Flanaess in the past (even though that was under the control of Iggwilv and that he has shown little interest in the Flanaess since).

Azzagrat: Proceed with Encounter 6 when the PCs go to the portal to Azzagrat.

6: ZELATAR

Use this encounter when the PCs are ready to proceed to Zelatar.

The portal to Azzagrat is a huge pit a couple of hours traveling from Broken Reach. An iron fortress guards its entrance, manned by a variety of demons, but a small group of powerful adventurers can sneak past the guards with the right magic and skill, or they can simply show

their merchant tokens. If there is time, role-play the negotiations otherwise quickly summarize it.

Once the PCs enter the pit, read:

From the vantage point at the top of the pit you note a small path winding its way down into the abyss. You cannot see the bottom of the pit due to darkness below, but many have assured you it takes you to the 45th layer of the Abyss and the city of Zelatar. It certainly fits what you know of how travel to other layers works in this place.

Determine the PCs' marching order, active spells, and potential tactics to get to and inside the pit, but don't spend too much time on it. Continue:

The path is steep and crumbling in places, but you soon reach the bottom of the pit – it looked much deeper from the top than it really is.

The trail takes you into a small winding tunnel that takes you deeper and deeper into the ground. It is rather cool, and the air becomes moister the farther you go.

After about thirty minutes, the tunnel suddenly ends. You look over a windy, foggy plain; the sky threatens rain. It is a dreary, gray place without any bright colors and even any hues you or your companions are carrying are subdued and darker. In the distance you note what looks like the outline of a large city and, in it you note the only bright thing for as far as you can see: a silver glitter like a star shining in the darkness.

At the same time you feel the hairs rise on your neck, a feeling some would describe as if somebody walked over your grave. It is only there for a moment, but it chills you to the core.

This is the 45th layer of the Abyss and the city in the distance is Zelatar. PCs that make a DC 20 Knowledge (the planes) check realize this. The portal is not one of the main routes into Azzagrat due to its size, but it terminates very close to the gates of Zelatar and, as a result, a well-maintained road leads from the cave entrance to the nearby city gates. It is also guarded by an ancient evil and it is its scrutiny the PCs felt for a second or two. Usually it would confront anybody using the path but, even if the PCs do not have a merchant token, the evil leaves them alone. Iggwilv informed it of the PCs' pending arrival.

From here, the PCs need to travel to the city by whatever mode they want. Without a merchant token, they should stay out of sight, which is not too hard until they want to get into the city. The plains around the city are featureless, but the nature of the layer keeps the PCs hidden from prying eyes. Closer to the city, the plains turn into huge fungi fields worked by dretches and manes, with the occasional babau overseer. The city itself is equally gray-looking but appears normal from a distance. When the PCs get closer the flocks of vrocks above the city, black smoke from fires larger than that of ordinary hearths, and the scythe-topped city walls leave

no doubt to its nature. The strange crystalline river, the River of Salt, and the ships that sail it are also hard to miss.

Once the PCs approach the city and its single gate, read:

The city appears to have one gate, a rusted construction of iron or steel with demonic heads impaled on pikes along the top of the arch; some of the eyes and tongues are still moving. A large road leads through the gate, heavily trafficked by demons of all kinds, mostly lesser ones. On each side of the gate tower stand two large, white-barked leafless trees and the entrance seems only lightly guarded. Dozens of vrocks caw and screech from their roosts on the walls, and lesser demons walk in and out of the city gate; none fly over the walls.

The two trees are elder viper trees. They detect Good-aligned creatures and both trees attack any such creatures that pass through the gates for 1 round. Treat it as a trap if the PCs forget to disguise their alignment, forgetting Tenser's or other people's advice.

Fighting the trees would draw a lot of attention, but see Appendix 2 if the PCs insist. If they fight for four or more rounds the vrocks from the walls take an interest. Make sure the PCs see the vrocks turning their attention to them to allow them to flee into the city as quickly as possible. Flying over the walls draws the attention of the vrocks as well, and they immediately attack anything bypassing the gate in this way. The vrocks attack until the PCs flee indoors somewhere in the city but no town watch comes to pursue them – courtesy of Iggwilv (although this is not completely out of the ordinary for this city and it does inconvenience Iggwilv, since it is harder for her to keep the PCs' presence hidden from her consort).

➤ **Viper Tree Gate (2):** bites +18/+18/+18/+18 (2d6+12/19-20 plus paralyzing poison; Fort DC 23, 1d4 Str plus 2d6 rounds paralysis/2d8+2 Str); Appendix 2.

Development: See Appendix 4 for more information on Zelatar.

Once inside, the PCs need a place to rest. Their safest bet is to hire a guide. The usual price is 400 gp per day, with a day's wages payable up front. Most guides are crippled in some way. Guides are never whole – they are always the weak, the elderly, and the addicted rather than healthy demons still able to make a living through war or terror. A guide's initial attitude toward prospective clients is friendly, though this worsens by one category if the guide is underpaid or if the guide is threatened or targeted with spells. This might eventually result in the PCs being guided into a group of hungry vrocks in Darkflame.

If treated well, the guide gives honest advice and brings his charges where they want to go. The PCs are advised to book a room in one of the many inns in the Gallenghast district, which is also where the PCs find the

Snapping Tree (an unassuming inn, like any other in Gallenghast). Iron gateways are the public portals between the three different layers of the city, if the PCs prefer more private paths they either need to risk another pass by an elder viper tree or one of the green flamed ovens (which deals 2d6 points of fire damage). If the PCs don't mind staying even more alert, they could invade one of the many hovels in Fogtown, kick out the dretches and manes living there, and use it as their own. These ramshackle buildings are filthy, wet and devoid of furniture or food, and far from safe. Still, it might give the PCs some sense of privacy, and the nature of the layer certainly offers some protection. Adjust the adventure as necessary.

Once the PCs are settled in the city, they are likely ready to plan the rescue mission. Proceed with Encounter 7. If they arranged a meeting with Graz'zt through Rule-of-Three that meeting takes place either during the planning phase of the prison break or when the PCs are too impatient to wait for Rule-of-Three during phase three. See Encounter 8 for the meeting with the demon prince.

Troubleshooting: The adventure assumes the PCs acquire a merchant token or at least craft a passable forgery. Without it they are fair game to all the inhabitants of Azzagrat, which means that they cannot wander the streets of Zelatar or talk with its inhabitants without it eventually ending in a fight. They cannot gather information on the defenses of the Argent Palace, and the only option to enter it is through stealth. Take this into account when running Encounter 7.

7: INTO THE PALACE

Once the PCs are in Zelatar, they are likely to check whether Lorn Aldyr is still alive, and to plan his prison break. Even if the PCs have made an alliance with Graz'zt they are expected to actively work on a plan and to put it into motion to avoid raising suspicion with the wrong crowd. Besides, it would also be good in case of betrayal; something one always has to keep in mind when dealing with demons.

No prisoner inside the palace stays alive for long, and each day longer in Zelatar increases the chance of getting into a violent conflict with its inhabitants. Hence the PCs are on a tight schedule. They have about 24 hours to collect all the information they can find and formulate a plan for a rescue that has rarely been done before. The process to free Lorn can be divided into four phases: planning, getting inside the palace, getting to the cells and getting out. Of these four, the first three are important to determine whether or not the wrong people learn what is going on. Since people in charge of the palace's defenses want the PCs to succeed, they are able to get to Lorn regardless.

In each phase the PCs should make two group-checks. During a group-check all PCs should make one skill check, the skill and DC depending on the phase and

the preferences of the PCs as detailed below. The DCs should remain secret for the PCs, the possible skills not. The results of the skill checks are combined to create a group-check. To succeed, the group needs three or more successes to pass the group check. However, if there are only four PCs in the group they need only two group-checks for success. In all phases, reward creative play; if the PCs come up with a good plan, or use a magic item or spell in a particularly creative and relevant fashion, simply rule they have won the phase and move on to the next one.

If the PCs gain four group-successes before accruing three group-failures they get to Lorn's cell without triggering an alarm. If they accrue three group-failures they trigger an alarm. See Development for what happens.

Note: PCs who have an alliance with Graz'zt have a +5 circumstance bonus on any check in Phases 2 and 3. Graz'zt does not provide more aid, since he does not want to alert Iggwilv, but more importantly, he has mixed feelings about adventurers sneaking into his palace and doesn't completely trust the PCs.

"Allied" with Rule-of-Three: If the PCs did a deal with Rule-of-Three and he promised to provide them with a private audience with Graz'zt the PCs must still make their way into the the palace undetected. Graz'zt will meet the PCs but must do so secretly – spies are everywhere and he cannot risk some other demon prince learning of his meddling.

PHASE 1 – PREPARATIONS

The first step in a prison break is in making a good plan. To do so the PCs need to gather information on the Argent Palace and its inhabitants.

You have made it to Zelatar, but that is easier than getting a prisoner out of Argent Palace, home of Graz'zt, the Dark Prince. But what do you know of his mansion? It looks like a beautiful castle on the outside, made of sixty-six ivory white towers built on top of a plateau 50 ft above the city. You have no illusion about its deadliness to the unwary visitor even when invited. First you must learn as much as you can about the palace before attempting to break in.

There are several methods that can be used to collect information. The method determines the skill check and the DC. Make sure the players are aware they have to pick one skill and what basic choices are available without mentioning the DC. Reward creative thinking by allowing a skill check not mentioned against a DC of a similar information gathering skill.

- Knowledge (architecture and engineering), Knowledge (religion) and Knowledge (the planes): DC 25.
- Observing the Palace: DC 26 Bluff or DC 24 Hide check to remain hidden long enough to make useful observations. The PC gains a +2 cumulative synergy

bonus on this check if the character has 5 or more ranks in Listen, Profession (soldier, guard or something similar) or Spot. Using the right spell to hide one's presence can be counted as an automatic success, but keep in mind that nalfeshnee have *true seeing* continually active. If the check fails by 5 or more, and you have the time, the group is approached by a noble lamia before Phase 2 for questioning as described with Gather Information.

- Divination Spells: Instead of dealing with the results of individual spells, a character who casts several useful divination spells rolls an automatic success as his part of the group-check. Use your judgment to determine whether the divination spell in question is useful – for example, *commune* is useful, while *augury* is not.
- Questioning Employees, Inhabitants and Visitors: DC [15 + APL] Bluff, DC [20 + APL] Diplomacy, or DC 20 Intimidate check. Before asking for a check ask whom the PC is questioning. Intimidate **only** works on low-ranking employees and unimportant guests. Against other creatures it automatically fails. Bribes provide a +1 circumstance bonus for every 100 gp spend. The use of the right spells, such as *charm monster* and *detect thoughts*, lead to an automatic success for the individual PC part of the group check.
- Gather Information: DC 20. If the check fails, and you have the time, a noble-lamia, Parmath, in his human shape approaches the PCs at a logical time and location later that day. The man is part of the secret police, and he does not hide his allegiance. He wants to know who the PCs are and why they are poking around the Argent Palace. At the end of the interrogation, he warns the PCs to stay out of trouble and leaves.

☛ **Parmath:** male noble lamia (AL CE; Bluff +16, Intimidate +9, Sense Motive +0).

Appearance: Parmath looks like a handsome dashing young human male, clean-shaven with long black hair. He wears expensive silk clothes of subdued colors. If he sees something he does not like he stares at it, never blinking his eyes.

Personality: Parmath flirts with women of all races. He is grim and straightforward with his questions, showing a strong dislike for convoluted elaborate answers. He is quick to threaten with violence and pain if the PCs are not quick enough in answering any of his questions.

Regardless of the result of the group-check, give the PCs Player Handout 1 before the PCs make their plan.

Now that you have all the information on the Argent Palace and its inhabitants you can acquire on such short notice, it is time to think about a plan. How will you get into the palace without triggering an alarm and facing its formidable defenses head on?

There are three basic methods that can be used to get inside the Argent Palace: bluff, combat, and stealth. Opting for combat is counterproductive at best, suicidal at worse. A combination of bluff and stealth has the biggest chance of success.

Once the PCs have the information and the plan, it is time to set things in motion. Proceed with Phase 2.

If the PCs chose to use a combination of bluff or stealth to enter the palace they gain a +2 bonus to skill checks made to infiltrate the palace. If they chose to fight their way in, they take a -2 penalty in the next phase.

PHASE 2 – INFILTRATING THE PALACE

The first step of getting into the palace is getting to its gates.

The Argent Palace can be seen from everywhere in the city, glittering like a silver-white light in the darkness although you have no doubt this jewel is flawed on closer inspection as is everything in these parts of the Abyss. Located on a 50-foot high bluff, one can either go towards the keep through air, one of the few heavily guarded paths or by climbing the crumbling cliff side. Groups of vrocks fly around it almost immediately spotting anybody approaching the keep by air. Goat-like demons under leadership of nalfeshnee patrol the paths. All look carefully at the cliffs on occasion.

By now the PCs should have a plan on how to approach the castle without triggering an alarm.

The Approach

If they opt for an open approach, attacking and/or intimidating anything that blocks their path, they still get to the keep, but automatically fail the whole group-check. If they actually try to finish a fight instead of rushing on, they are eventually overwhelmed and either killed or brought before Graz'zt (see Encounter 8).

Any other plan, assuming it is not utterly foolish, should at least appear to succeed. The PCs should make a skill check dependent on the chosen method. If the plan involves a Disguise, one PC can make a Disguise check for all PCs. Since the check can be made in advance, a PC could take 10. Reward a particularly good plan with an additional +2 circumstance bonus on the skill check, while a particularly unworkable plan gives an additional -2 circumstance penalty on the skill check. If they choose to fight their way to the gates they automatically succeed, but this counts as a group-failure.

- Bluff: DC 16*
- Climb: DC 20
- Disguise: DC 24*
- Hide: DC 24*, DC 14* if the PCs are hidden inside a wagon or something similar.
- Move Silently: DC 24*.
- Other: Reward creative use of skills not mentioned above, by allowing the attempt as long as it fits the

chosen plan and can work (err on the side of the PCs).

- Spells: Spells such as *disguise self*, *invisibility*, *iron silence* and *teleport* (to get at a gate) can be a great boon, making a specific check easier or generating an automatic success. Keep in mind that the nalfeshnee officers have *true seeing* continually active and can pierce illusions and see in the Ethereal plane within 120 ft. Note that it is impossible to *teleport* into the palace.

* The DCs are based on the Sense Motive and Search skill of the vrock guards modified for the fact that at this point they just give cursory glances. Do not forget to apply any modifiers based on the skill description in the *Player's Handbook*.

Note: Different PCs can attempt different checks if they choose to reach the gate in different ways. For example, one could sneak up to the gate while another could try to bluff his way forward.

Getting Inside

Once at the gates, the PCs need to get through them.

No windows pierce the palace's outer walls. The only obvious entrances are a handful of sturdy wooden doors, attended by several ogre-sized goat-like demons and their nalfeshnee officers. They have a bored look about them and are not paying much attention, but few things are more dangerous than a bored demon! They have not yet spotted you, and you must get through the doors before they do so.

Getting at the castle's walls is easier than getting inside. The PCs either need to find a secret door and open it while remaining hidden or they need to bluff their way past alert bored guards. Just like earlier, violence can get the PCs into the palace, especially if they only keep fighting long enough to rush inside, but it results in an automatically failure of the whole group-check.

- Bluff: DC 33*
- Diplomacy: DC [20 + APL]. Only if the PCs offer a bribe of 50 gp x APL. Regardless of the result the demon accepts the bribe and lets the PCs pass.
- Disguise: DC 41*
- Hide: DC 41* or DC 25** when hidden in a wagon or something similar.
- Move Silently: DC 41*
- Open Lock: DC 35. Take 10 is allowed. Only once character can make an Open Lock OR Strength check (see below) as part of the group check.
- Strength: DC 28. Bashing open a gate is certainly possible, but unless covered with a *silence* spell results in an automatic failure. Using a steel weapon to hack open a door costs too much time and results in one failure.
- Search: DC 30. Only one character can make a Search check assuming the group wants to enter in

one place since it represents finding one of the few secret doors. The door is going to be locked.

- Other: Reward creative use with unnamed skills by allowing it as long as it fits the chosen plan and can work (err on the side of the PCs).
- Spells: Spells such as *disguise self*, *invisibility*, and *iron silence* can be a great boon, making a specific check easier or generating an automatic success. Keep in mind that the nalfeshnee officers have *true seeing* continually active and can pierce illusions and see in the Ethereal plane within 120 ft.

* The DCs are based on the Sense Motive and Search skill of the nalfeshnee officers. Do not forget to apply any modifiers based on the skill description in the *Player's Handbook*.

** The DC is based on the Search skill of the vrocks who search any wagons.

Once the PCs are inside, they need to find their way to Lorn's cell without triggering an alarm. Proceed with Phase 3.

PHASE 3 – GETTING TO THE PRISON

Once inside the palace the PCs need to navigate the mirror-maze-like interior and reach the prison cells.

You are in a large hallway beautifully decorated with gold-plated woodcarvings, cleanly polished walls, and painted vaulted ceilings. On closer inspection you realize the wooden carvings all contain sinister and carnal elements ranging from cherubs eating babies and playing instruments made out of bone and other horrific images, all hidden in what looks lovely at first glance. Blood-red velvet curtains, tied together with golden ropes, drape on either side of the mirrors and various corridors that lead away from the room. The light in the room seems to come from the mirrors, although you do not see any light source.

Finding Lorn's cell requires a good sense of direction, searching and, for the bold, asking for directions. The PCs need to make two consecutive group-checks, and each time at least two PCs should make a Bluff, Disguise or Hide check to simulate the fact that the PCs try to remain out of sight. At least one player should make a Knowledge (architecture and engineering), Search or Survival check to remain on track.

- Bluff: DC [15 + APL]
- Disguise: DC [10 + APL]
- Hide: DC [15 + APL]
- Knowledge (architecture and engineering): DC 30
- Search: DC 30
- Survival (direction sense): DC 30

At the end of phase three the PCs should have made 6 group-checks. Total the amount of successes and failures

to see what happens next. Proceed with the Development section.

PHASE 4 – GETTING OUT

No jailbreak is successful before the escapees are out of prison and in safety, which is complicated by the fact that the prisoner wants to do more than just go home. This phase is detailed in the development section of Encounter 9.

DEVELOPMENT

If the PCs are successful in getting to Lorn without triggering the alarm, they still need to get him out of his cell. The regular guards are relatively easy to avoid, but the Argent Palace is crawling with hidden ones, many unaware of what their masters are plotting. Proceed with Encounter 9.

When the PCs trigger an alarm, accruing three or more group-check failures, two things can happen. In case they made an allegiance with Graz'zt everything happens as planned, but Iggwilv realizes something odd is going on. After all, the PCs are making enough racket that even her own machinations cannot keep it hidden from Graz'zt's more loyal servants. Further investigations reveal the alliance, lowering its impact on Iuz's plotting – see the Conclusion for more details. Proceed with Encounter 9 as normal.

On the other hand, if the PCs have no alliance with Graz'zt, they trigger the alarm and, unbeknownst to them, draw his attention. Ever curious about the audacity of heroes to invading his home, Graz'zt uses his control over the palace to lead the PCs to a private meeting room. Proceed with Encounter 8.

8: MEETING A PRINCE

The read-aloud text below assumes the PCs are here without invitation. Make the necessary adjustments if they have formed an alliance with Graz'zt or are captured while trying to free Lorn (see Encounter 7).

You have been wandering through the mirror-corridors for some time when you step into a different room. It is about 30 by 30 feet and its walls are made out of white plaster and decorated with disturbing and horrific images. The floor is made out of cold red marble. Directly across from the door is a small platform, on it a large comfortable looking chair and a standing mirror.

On the chair sits a large, darkly handsome, ebony-skinned man with slightly pointed ears, small black horns, and six-fingered hands. His smile shows his yellow fangs and gives you the feeling of looking at a grinning shark. His voice is warm and sensual, "Welcome to my humble abode adventurers. I am Graz'zt and with whom do I have the pleasure of speaking?"

A DC 20 Knowledge (religion) and Knowledge (the planes) recognizes the demon on the throne as Graz'zt himself or at least an aspect. He is the patron of corrupt rulers and decadence and he is said to be the keeper of innumerable secrets. Obviously, if the PCs are here on his invitation he knows who the PCs are, but considers a formal introduction to be more polite.

If the PCs blundered in, he lets them stand while discussing business. In this case they cannot make an allegiance. Graz'zt is much less friendly, and more demanding. If they speak the truth about why they are here, he allows them to go, in return for a service, of course, to be given once they have freed Lorn. The service will not go against the PCs' sensibilities. Graz'zt has more than enough enemies in the Abyss that the PCs would gladly hinder. The PCs earn Iggwilv's ire since their blundering around alerted her consort to her plotting.

If the PCs are here by invitation, after proper introductions dretches quickly bring in comfortable chairs, a table and a feast. The meal and drinks are of the highest quality, made out of normal non-sentient products and neither enchanted nor poisoned. Graz'zt allows the PCs to check with magic, acting somewhat insulted. During the meal, Graz'zt acts like a pleasant host, offering idle chitchat, flirting and going out of his way to put the PCs at ease. He loves to hear stories about the PCs past exploits, showing a surprising amount of knowledge about the Flanaess (although it is somewhat outdated).

Once the meal is finished he gets down to business: he wants to know why the PCs are here and why they think Graz'zt should help them. Rule-of-Three told him, but he wants to hear it from the PCs in their own words. Graz'zt does not know Iggwilv's plans, but he is not very pleased that she tried to blame Lorn's kidnapping on him – not necessarily because he dislikes being associated with assassins, but more because it appears to be such a sloppy job.

He suspects there is some kind of hidden motive behind her sloppy work, one that goes beyond motherly protection, but he keeps these suspicions to himself. If the PCs had not thought of it by themselves, why tell them? Still, at a first glance it does not seem to concern him much, so why should he help the PCs?

Only when the PCs tell him about Iuz's plans to gain power, and Iggwilv's potential involvement do they get his attention. He hates the idea of Iuz gaining power, especially since Iuz tried to conquer layers of the Abyss in the past. Iuz would become a dangerous rival in Graz'zt bid for power as the ultimate ruler of the whole Abyss.

Once Graz'zt is convinced that aiding the PCs is in his favor, he is willing to help them. Since the PCs do not have solid proof of their claims, and Iuz is not guaranteed to succeed in his planning, Graz'zt wants to keep any such an alliance secret for now, and he wants some kind of direct gain as well. He is unsure about what kind of direct gain he wants at the moment, promising to think of something by the time they have freed Lorn, and to make sure it is not something that goes against their sensibilities. Graz'zt has enough evil enemies in the

Abyss, enemies even the PCs would not mind seeing get hurt.

Once the PCs agree to his conditions, Graz'zt confirms that Lorn Aldyr is still alive and imprisoned in the palace as a personal toy of Iggwilv under the protection of Taz'zak, an excellent performer in the art of torture. He doesn't mind if Taz'zak is killed, the man has become too proud for his own good anyway. Since the alliance needs to remain a secret, the PCs must proceed with freeing Lorn as they have planned, albeit Graz'zt promises secret and subtle aid.

If they fail with their original plan, Graz'zt promises to intervene more directly, but that would most certainly betray his involvement to Iggwilv and anger her greatly (earning the PCs the Enmity of Iggwilv).

If the PCs refuse his conditions, so be it. He allows them to go as promised (mainly because he does not mind upsetting Iggwilv) and the adventure can proceed as normal.

☞ Graz'zt: male demon prince (AL CE; Bluff +44, Diplomacy +48, Sense Motive +35).

Appearance: Graz'zt is a darkly handsome, 9 feet tall ebony-skinned man. He has slightly pointed ears, yellow fangs and six-fingered hands.

Personality: Graz'zt is a sensual hedonist who would rather persuade his enemies to assist him than fight them. He can be charming, always flirting with women of all races. He has no respect for mortals, but he uses them for pleasure or as pawns when the opportunity presents itself, leaving the mortal none the wiser about his true opinion. His goal is nothing less than total conquest of the Abyss.

Development: Once the PCs have finished talking with Graz'zt, or if you decide the demon prince grows bored with their conversation, read:

With a wave of his ebony hand Graz'zt dismisses you and promptly disappears.

If they are still in the planning phase to free Lorn, they are escorted outside where they can proceed as planned with or without the subtle aid of Graz'zt. Return to Encounter 7 at whatever point the PCs are at, and if they made an alliance give them a +5 circumstance bonus on any subsequent checks during that encounter. On the other hand, if the PCs triggered the alarm, they are directed to Lorn's prison where they can try and free the poor man. Graz'zt does not order the guards to stand down, so the PCs still need to fight them. Proceed with Encounter 9 as normal.

Troubleshooting: In the unlikely case that the PCs attack Graz'zt, he teleports away, leaving the PCs to deal with one wave after another of extremely powerful demons. Unless the PCs immediately flee the Abyss, simply assume they are captured and killed. Regardless, the adventure is over.

9: FREEING A PRISONER

At some point the PCs enter the area in which Lorn is held prisoner. Before they can free Lorn, however, they must defeat his jailers. Read:

You have been wandering through the corridors of the Argent Palace for quite some time when you step into a room different from the rooms you have been in before. The decorations and mirror-walls are the same, except for two large, empty suits of ornate full plate, several comfortable chairs of various sizes, and a stage directly across the room from where you are standing. The smell of blood and burnt meat is strong, and on the stage you note a torture rack. Behind the stage you see an opening leading into a bare, stone circular room lit by several glowing braziers. In its walls you see several sturdy wooden doors with small barred windows which look like prison doors.

Lorn is locked up in one of the cells. He has been tortured, but has been completely healed afterward to prolong the fun. He is lying on a remarkably comfortable cot, ignoring anybody until the PCs actually defeat the demons that guard the room. Lorn has been fooled several times before and it takes some convincing before he realizes the PCs are truly there to free him.

Inside the surrounding rooms and the tower are several demons, two (or at APL 16, three) guards and the torturer. These are all hidden out of sight from where the PCs start. As soon as they move into the room and can look to the right and left through the first opening roll Spot checks as a surprise check to see whether they spot the mirror demons hiding in the mirrors (assume the mirror demons took 10 on their Hide checks, gaining a +5 circumstance bonus due their unusual hiding place inside a mirror). At this point, the torturer is still hidden on the ceiling in the tower. He appears as soon as combat starts. PCs can roll a Listen check opposed by his Move Silently to prevent being caught flat-footed by his attack.

Terrain: See DM Maps for a tactical map of the area.

Braziers: These iron braziers are filled with hot glowing coals. They can be pulled over with a DC 15 Strength check, covering the squares around them with hot coals. Treat these as caltrops except that they deal fire damage. The braziers provide cover.

Cell Doors: AC 4; hardness 5; hp 20; Break DC 25; Open Lock DC 30.

Chairs: These chairs are comfortable sitting chairs with red velvet cushions. The provide cover and a square with a chair is considered difficult terrain. Medium chairs can be kicked aside as a move action; large chairs require a standard action.

Curtains: AC 2; hardness 0; hp 4. These are thin red curtains that provide concealment against targets on the other side of the curtain. Medium and Small creatures need to spend 2 squares of movement to move through a

curtain. Large-sized creatures are unhindered by the curtains. They can be pulled down with a standard action.

Mirrors: AC 1; hardness 1; hp 12; Break DC 13. Shattered mirrors fill its surrounding squares with razor-sharp shards. Treat the area as filled with caltrops. These shards can be used as makeshift weapons for a spell like *telekinesis*.

Suits of Armor: AC 2; hardness 10; hp 30; break DC 23. The two large suits of armor are ornate large versions of full plate, unusable and inanimate. It is considered difficult to pass through a statue, but a character cannot end his turn in a square containing a suit of armor. Treat a broken statue as difficult terrain.

Creatures: Taz'zak rests on the ceiling in the tower. Here it is contemplating its next performance – a torture session on Lorn Aldyr. It is a chasme, the tanar'ri demons that serve as torturers and taskmasters. It looks like a large fly with a vaguely humanoid head and two long thin-fingered hands. It does not like to be disturbed or deprived of its instruments and fights any intruder other than its masters.

The mirror demons are the guardians of Lorn, watching the surrounding areas from their mirrors. They attack anything entering the area that does not belong here and nobody told them about the presence of the PCs. They are tall gaunt demons with heads like that of a large ram with massive curved horns and thin, needlelike fangs. Their snakelike tails writhe their tips a twisted tangle of glass spines. Instead of hair or color they are made out of a mirror-like surface with rounding curves and no facial expression. They each wield a great ranseur, far too large for their size, and with unnerving grace.

APL 10 (EL 12)

☛ **Taz'zak:** chasme demon; hp 76; Appendix 1.

☛ **Mirror Demons (2):** mirror bulezau; hp 115 each; Appendix 1.

APL 12 (EL 14)

☛ **Taz'zak:** advanced 11 HD chasme demon; hp 93; Appendix 1.

☛ **Mirror Demons (2):** advanced 14 HD mirror bulezau; hp 161 each; Appendix 1.

APL 14 (EL 16)

☛ **Taz'zak:** advanced 15 HD chasme demon; hp 127; Appendix 1.

☛ **Mirror Demons (2):** advanced 18 HD mirror bulezau; hp 207 each; Appendix 1.

APL 16 (EL 18)

☛ **Taz'zak:** advanced 19 HD chasme demon; hp 161; Appendix 1.

☛ **Mirror Demons (3):** advanced huge 20 HD mirror bulezau; hp 270 each; Appendix 1.

Tactics: At the start of the combat Taz'zak is hiding on the ceiling of the cell-tower (assume he has taken 10 on

his Hide check). As soon as he is aware of the PCs (and remember he has *see invisibility* constantly active and the PCs have to pass through a silk curtain), he starts by shooting a quickened (and on higher APLs empowered) *ray of enfeeblement* on a character wearing heavy armor, followed by an area *dispel magic* or, when there is no other demon within 60 ft., his drone attack. He uses his speed and maneuverability to maintain ranged superiority, while constantly harassing foes with his spells. It only uses Power Attack against lightly armored opponents.

The mirror demons start the battle inside the various mirrors in the side rooms. As soon as they spot somebody moving through the room (and remember their *see invisibility* spell) they step out of the mirror as a free action and either use *shout* if they can hit multiple opponents without hitting another demon, or they charge. If they cannot reach an opponent, they shatter a nearby mirror and use their *telekinesis* ability to let the shards fly into the PCs. Treat these as if there are 1d6 longswords and 2d4 daggers as per the *telekinesis* spell description. The mirror demons make liberal use of Power Attack, especially on the charge or when facing lightly armored opponents.

The mirror demons are likely to enter blood frenzy early on in the fight, and they fight to the death. Taz'zak tries to use its drone ability when at 10% or less of its hit points before trying to flee. Remember that Taz'zak cannot teleport away within the palace. When cornered, it fights to the death, neither expecting nor giving quarter. Note that since demons do not care about others, Taz'zak never considers taking somebody as a hostage.

Treasure: Refer to the Treasure Summary to determine what loot the PCs find here.

Development: In the unlikely case the PCs are defeated and flee, the guardians do not follow for more than one or two rooms before they return to their duties as guards. PCs can return sometime later or, in case of an alliance with Graz'zt, request his help. In the latter case, treat it as if the PCs failed to infiltrate the palace without triggering an alert, revealing their alliance with Graz'zt and earning the Enmity of Iggwily in the process. If the PCs surrender, the same happens.

On the other hand, when the PCs defeat the demons, Lorn is ecstatic. He frantically tries to get them to open his cell door, trying to convince them to make haste before more guards appear or Iggwily returns. He knows the perfect weapon in the struggle against the Old Wicked One, and the world cannot afford that knowledge to be lost.

If the PCs first want to verify he is truly Lorn, he reacts irritated, but more due to impatience than because he feels insulted. He is aware of the wisdom of such a check and voluntarily fails any save against spells that can confirm his identity. Note, that at this moment, he still is Lawful Good and is detected as such.

Once the PCs acknowledge he is Lorn, he again presses them to release him. If they keep being suspicious he wants to know how he can lessen any fears they might

have, trying to help them, but there are limits to what he accepts and it must make sense or else he refuses to do what is asked. Since he truly is Lorn he can answer any question Lorn could conceivably answer including the story of how he was captured and what he was doing in the Abyss.

Assuming the PCs set him free, Lorn immediately walks over to another cell to get his equipment from a chest. If the PCs are suspicious about it, he mentions that Iggwilv loved seeing him in his gear while he was being tortured; something about making it all the clearer he was a St. Cuthbertite. He suggests that they walk away from the cells before the PCs stop to patch themselves up. If the PCs refuse, he protests, but allows himself to be convinced.

As soon as it is safe to do so, he begins telling what he learned: A servant of St. Cuthbert or another Good-aligned deity (he is uncertain) was imprisoned long ago in the Well of Darkness. The solar has a powerful magical weapon and is a strong agent of good who is the type of creature that would rally against Iuz. The Wells of Darkness are apparently a prison layer of the Abyss with the cells being wells filled with darkness. A DC 20 Knowledge (the planes) check confirms this, although there are no stories of good creatures being held there.

Lorn learned about it, because the Old One and Pazuzu had taken an interest in using it during their struggle sometime ago. With that war over, both sides again forgot the weapon, considering the trouble of prying it from the hands of its current owner and the likely chance of uniting several demon princes against them not worth it. Lorn and the PCs, being heroes and all, do not suffer the same risks. The current owner, a solar, is on their side and the PCs are beneath the demon princes' notice, especially once the solar is freed.

At first Lorn did not know where the solar was imprisoned but, early on during the torture sessions, Lorn managed to trick Iggwilv into revealing the location of the well and how to break the chains of darkness that keep the solar bound. He does not tell the PCs the details, afraid that it might scare them away.

The PCs are right when they react with suspicion to this news, but Lorn is convinced that Iggwilv revealed it because of her arrogance and to torture him even more. After all, he could not do anything with the information while slowly dying in the cells of Graz'zt.

He begs the PCs to go to the Wells of Darkness with him and to aid him in liberating the solar, another innocent prisoner in the Abyss and a great ally in the war against Iuz. Lorn knows about a portal somewhere in the palace, and he needs the PCs to get there safely and he could use their help against whatever is guarding the Well.

If the PCs accept, Lorn is ecstatic, wanting to go immediately, but willing to rest if the PCs insist. He does want to get away from Azzagrat as quickly as possible, since he is certain Iggwilv is going to start a hunt as soon as she is aware he's been freed. He also fears that she is going to place guardians at the Well in question since she knows of his interest in that particular Well. If the PCs

point out they have recruited the help of Graz'zt, Lorn is surprised, advising the PCs against such an unreliable ally, but saying that he is sure the PCs know best.

When the PCs contact Graz'zt, he can provide them a room to rest as well as a portal to the Wells of Darkness. (If the PCs do not do this, Graz'zt proactively contacts them.) Like Lorn, he advises the PCs to go immediately though for the same reasons. When Graz'zt learns the PCs want to go to the Wells of Darkness, he also knows what he wants the PCs to do as a service for his aid: free one of his generals, the demon Ebulon, from one of the wells. Demogorgon caught Ebulon during the last war, keeping the general alive for information. The demon prince appears to have forgotten all about the general, giving the PCs the perfect opportunity to release Ebulon.

Even if the PCs do not tell Graz'zt about their intention to go to the Wells of Darkness, he asks them to go there as the task required to appease him or to get his help against Iuz.

In case the PCs ask Graz'zt for advice on the solar, he confirms Lorn's story. He is not particularly happy when the PCs mention that they want to free the solar, saying that he has not heard of any Good-aligned creature imprisoned in the Wells of Darkness.

Lorn argues in private that Graz'zt obviously does not want the solar to be freed, since the solar would pose a threat to him as well.

If the PCs refuse to help Lorn, he asks to be returned to the Flanaess where he will look for other allies who have a better inkling of what is good for the world and who are brave enough to act upon it. PCs who succeed at a DC 20 Sense Motive check, realize that Lorn has become obsessed with freeing the solar. Even if the PCs do not help, he tries to do so or die while trying. Lorn is not under any magical compulsion, nor can his insanity be cured with a *heal* spell.

If the PCs accept and go to the Wells of Darkness, proceed to Encounter 10. Otherwise the adventure is over. Unless the PCs somehow permanently kill Lorn, though, Lorn returns to the Abyss with other adventurers, where he snaps and St. Cuthbert is imprisoned just as if the PCs failed. Note that if they still free Ebulon, the PCs earn Graz'zt alliance and Ebulon's gratitude as normal and, by freeing Lorn they also gain Favor of Tenser's Friends as well. They do not gain St. Cuthbert's Disfavor, but you should note on the AR that St. Cuthbert was imprisoned.

Divinations: Any divination spells that ask for advice return the same cryptic answer provided earlier (see the Introduction). To defeat evil, they need to aid it and change sides at the right time, any other action results in a victory for evil. A few deities know more about the solar, but, as per the agreement keep silent on the matter to mortals except for the same cryptic advice mentioned above.

Tenser has no advice for the PCs, pointing out that he trusts Lorn, but that the PCs are in a much better position to judge the sanity of the plan. He has never heard of this solar (and neither have the PCs, regardless

of their Knowledge skills – the deities of good and evil have tried to remove any record of its existence from the world), which doesn't say anything since the universe is vast and Tenser is more interested in what happens closer to home.

Knowledge on the Wells of Darkness: A DC 20 Knowledge (the planes) reveals that the Wells of Darkness is a layer that is sort of a prison. The cells are pools of darkness from which the prisoner can be freed with the right ritual. It is a dark lifeless layer covered in eternal twilight. The guards are large, advanced bodaks that attack anybody who strays from the paths or stays too long (more than one hour). The blue sun above the layer is weak and does not harm undead or other creatures sensitive to sunlight. The layer is infused with chaos and evil, and good and lawful creatures feel very uncomfortable in this place.

Graz't and Tenser can provide the same information.

10: WELLS OF DARKNESS

The PCs learn of a portal to the Wells of Darkness either through Lorn or from Graz't. It appears to be a simple door in the dungeons of the Argent Palace, but it leads to the dark layer known as the Wells of Darkness. When the PCs step through, read:

One moment you are inside a beautiful, if somewhat disturbing, warm palace and the next you stand in a desolate lifeless region. A small blue sun provides a little light, but it is no brighter than twilight on the Flanaess. Around you is a gray rocky region, interrupted by the occasional mesa. On the highest peak nearby you note the outline of some kind of ruined keep, but in this light it is impossible to see any details. You are standing on a 10-foot-wide road made out of red marble, smooth and as cold as the rest of this layer. Behind you stands a crumbling arch – the portal through which you came.

The ruined keep is known as the Overlook. It is only inhabited by spectres and wraiths (DC 20 Knowledge (the planes)) and is unimportant to this adventure. The marble path goes to various wells, which give this layer its name, the cells of those imprisoned here.

Lorn knows where to go in order to free the solar, and if the PCs accepted the task from Graz't, they know how to get to Ebulon's prison.

If Lorn is aware of the PCs' mission, he advises them to go there first. He is unsure the PCs can stick around after freeing the solar since that is likely to draw in a lot of powerful demons. Otherwise it is up to the PCs, but note that Lorn is correct, albeit for a different reason. After the PCs have set things in motion to free the solar, there is no time to stick around and free Ebulon.

If the PCs decide to free Ebulon, proceed with Encounter 11. If they first go to the solar proceed with

Encounter 12. Determine their marching order and check what spells they might have active before proceeding.

Note that resting within the Wells of Darkness is extremely dangerous, since it is guaranteed to draw the attention of the custodians of the layer, even if the PCs hide in an extra-dimensional space or a hidden hut. The guardians seem to be drawn in the PCs direction like moths to a flame. If the PCs insist, two custodians (27 HD advanced bodaks; MM 28) arrive after 1d4 hours, their gaze somehow piercing the PCs' hideout. If the PCs flee quickly, the bodaks do not pursue them, only returning if the PCs again settle down on the layer. If the PCs defeat the bodaks, four more arrive after 1d4 hours (and so on) until the PCs are finally killed or gone.

11: IN SERVICE OF A PRINCE

It is about a one mile walk towards the pit in which Ebulon is held. Luck is with the PCs, and they do not meet a single living thing. They do spot two of the layer's custodians, but these pass in the distance without disturbing the PCs.

The marble path you have been following for about a mile has taken you to a strange rock-like construction. It is about 40-feet high, roughly 150 feet in diameter and has a rough surface, easy to climb. A cave-like entrance leads into it. A shimmering violet screen blocks entrance into the huge cave. Inside you see the vague outline of a perfectly round pool of darkness, a large stone altar, and a large elephant-like humanoid. According to your information this is the well of darkness in which the general Ebulon is imprisoned; and according to that same source you have to destroy that altar to free the demon in the pool.

A PC that succeeds at a DC 24 Spellcraft check recognizes the screen as a *dispelling screen*, a wall that targets anybody passing through it with a targeted *dispel magic*. The guardian can be recognized as a maelephant of extraordinary size with a DC 18 Knowledge (the planes) check.

Maelephants are guardians created by baatezu long ago, and those whose masters died, have found employ amongst many other powerful creatures, only requiring meat as payment. They are extremely loyal to their task, fighting to the death to keep it safe.

If the PCs succeeded on their Knowledge (the planes) check by 5 or more they remember it fights better when it remains on the same location in some kind of defensive stance. If they succeed by 10 or more they know of its poisonous breath weapon that causes a victim to literally forget everything it knows until cured – turning the greatest hero into a useless fool.

A PC who casts *detect magic* notes the faint abjuration aura that seems to radiate from the maelephant, and a

strong conjuration aura from the dark well. The violet wall radiates a moderate abjuration aura.

Terrain: See DM Maps for a tactical map of the battlefield. Most of the area consists of gray rocks and sand. Running or charging is only possible if the creature succeeds at a DC 12 Balance check. Otherwise movement is unhindered in these areas. There is no plant-life in the region. The area is riddled with bones, the remains of the meals of the maelephant, but these do not hinder the PCs.

Altar: AC 4; hardness 8; 1,800 hp; break DC 45. The altar is solid slab of rock. It is 5 ft. high and flat on top.

Dispelling screen: A permanent *dispelling screen* has been placed at the entrance. Anybody passing through the violet shimmering screen is the target of a *dispel magic* (CL APL). It can be suppressed with a *dispel magic* for 1d4 rounds after a successful dispel check (caster level of the screen is equal to the APL).

Light: The region of the Wells of Darkness is covered in perpetual twilight. Without a light-source, creatures with only normal vision suffer a 20% miss chance on their attack rolls.

Paved Road: No Balance check is required to charge or run on the road.

Rock Wall (5-ft. section): AC 4; hardness 8; 900 hp; break DC 65; Climb DC 15. It has a roof, roughly 30 feet high.

Well of Darkness: The well appears to be filled to the rim with liquid darkness. In reality it is harder than rock, but it is as slippery as ice and incredibly cold. It is considered difficult terrain, and a DC 12 Balance check is required to move. If the check fails by 5 or more a character falls prone. Creatures standing on the well take 1d6 points of cold damage per round. The surface cannot be broken with mere weapons, requiring a ritual instead (see Development).

Creatures: The guardian of the well is a single powerful maelephant. These extraplanar guardians look like elephant-humanoid with several sharp horn-like extrusions and large clawed hands. It does not allow anybody to enter the cave immediately attacking as soon as somebody steps through the *dispelling screen*, neither giving nor expecting quarter.

Note that the maelephant is protected by an *anticipate teleportation* spell (CL 20th).

APL 10 (EL 12)

➤ **Guardian:** male advanced 14 HD maelephant; hp 105; Appendix 1.

APL 12 (EL 14)

➤ **Guardian:** male advanced 16 HD huge maelephant; hp 152; Appendix 1.

APL 14 (EL 16)

➤ **Guardian:** male advanced 20 HD huge maelephant; hp 190; Appendix 1.

APL 16 (EL 18)

➤ **Guardian:** male advanced 24 HD huge maelephant; hp 252; Appendix 1.

Tactics: The guardian's tactics are simple: it tries to prevent anybody from passing through the opening. If the PCs do not seem to have another entrance it goes into its defensive stance at that point, otherwise it does so at the altar (but only if doing so makes sense). It liberally uses its spell-like abilities to block the PCs' entrance. It fights to kill, but its primary goal is to defend the Well of Darkness, so it does not risk its life unnecessarily. It does not surrender.

Treasure: Refer to the Treasure Summary to determine what loot the PCs find here.

Development: Once the PCs have defeated the guardian, they are free to examine and destroy the altar. It is covered with glyphs. PCs who can read Abyssal recognize the text as stating that the general Ebulon is held inside, captured by Demorgorgon during one of many wars with Graz't over dominion of the Abyss.

As soon as the PCs start to destroy the altar, the well starts to shimmer. Once it is broken, the darkness is gone and a balor rises from the pit. He is suspicious about the PCs' motives, but for now does not attack, feeling somewhat grateful for his release.

If they tell him Graz't sent them he is surprised. Graz't has let him rot in that pit for quite some time. He thanks the PCs for their interference, promising them a proper reward in the near future. With that he teleports away, leaving the PCs behind.

If the PCs proceed from here to the pit of the solar, proceed with Encounter 12. If they return home, see the Development section of Encounter 9.

12: FREEING MADNESS

From Ebulon's prison, it is about a three mile walk towards the pit in which the solar is held and from the entrance from Argent Palace it is about one mile. Luck is with the PCs, and they do not meet a living thing. They do spot two of the layer's custodians, but these pass in the distance without disturbing the PCs.

The red marble path takes you around one of the many rocky bluffs that separate the layer in different areas. In front of you, you see your destination: a perfectly circular well filled with absolute darkness. A roughly circular perimeter of pits surrounds the well. The path crosses one of these crags over what appears to be a sturdy looking stone bridge flanked by medium-sized statues of wicked looking angels.

At three sides of the well you note stone altars, covered in various glyphs and markings and what appears to be dried blood. In between these altars and the path stand four large white marble statues of decaying angels holding large trumpets. Behind the

well, but within the perimeter of crags you note the skeletal remains of some kind of gargantuan creature half buried in the rocky surface and covered in gray dust.

The whole area in between the crags is covered with a *calm emotions* effect with a save DC equal to [APL + 10]. This reflects that the power of the effect has degraded more over time on lower APLs.

Lorn immediately rushes to the Well, not caring about examining the glyphs on the altars or the statues. He knows what needs to be done and has no reservations about doing it.

He makes his save against the *calm emotions* spell. Lorn does not want to risk aggravating the PCs yet, so he waits if they want to investigate the area first, although he insists on being part of that investigation instead of observing from a distance.

Such investigations reveal little out of the ordinary. The Well radiates a strong conjuration aura. The altars have a strong abjuration aura. The whole area is covered with a faint enchantment aura. Everything in this layer radiates chaos and evil. The statues and skeleton are not magical. There are no visible (or any invisible) guardians.

The glyphs and markings on the altars are Abyssal. They tell how four demon princes, whose names mean little now-a-days, captured a solar named Pelalial, guardian/captor of the Doom of the World, and bound it with chains of darkness. It contains several warnings against releasing the solar, but Lorn argues that of course demons want to keep a solar imprisoned. It does not explain why the solar was captured and imprisoned.

The ritual to free Pelalial starts with spilling the blood of an innocent, followed by a voluntarily act of betrayal by a good person who knows the consequences and who is under no magical influence to do so.

Once that is done, mere violence within the area is enough to weaken the bonds, until after four rounds, Pelalial can snap them and break free of the well.

Lorn knows this and he is the perfect person to start the ritual, sacrificing his own soul and the lives of the PCs for the greater good. At some point, he mentions that he is going to start the ritual by spilling his blood over one of the altars. He fears that may alert any guardians, using it as an excuse to cast any buff spells on himself. The PCs can do the same. If the PCs want to stop him, roll initiative as normal, but remember the *calm emotions* effect in the area.

The PCs can roll a DC 20 Sense Motive check to determine whether or not they are surprised when, once his blood is spilled, Lorn attacks the nearest PC with a lethal effect. This single act of betrayal instantly shatters the *calm emotions* effect and releases two servants of Pelalial who were imprisoned with him.

Everybody who failed his save against the *calm emotions* cannot commit a violent act until these servants attack. The servants turn on the PCs at the start of the next round. The void slayer appears among the bones of the skeleton. Kaziel appears above the well, fully buffed

(including at higher APLs with a *shard of entropy*) and ready for a fight.

Terrain: See DM Maps for a tactical map of the battlefield. Most of the area consists of gray rocks and sand. Running or charging is only possible if the creature succeeds at a DC 12 Balance check. Otherwise movement is unhindered in these areas. There is no plant-life in the region.

Altars: AC 4; hardness 8; 900 hp; break DC 45. The altars are solid slabs of rock. They are 3 ft. high and flat on top.

Light: The region of the Wells of Darkness is covered in perpetual twilight. Without a light-source, creatures with only normal vision suffer a 20% miss chance on their attack rolls.

Pit: Surrounding the well are several wide cracks in the earth. The side of these pits consists of crumbling rock and it is a DC 20 Climb check to traverse. They are about 20 feet deep.

Paved Road: No Balance check is required to charge or run on the road.

Skeleton: These are the remains of some gargantuan unnamed beast half buried in the rock. It poses no threat to the PCs. Areas with bones are considered difficult terrain, but they provide partial cover just as trees.

Statues: 10 ft thick; AC 4; hardness 8; 1,800 hp; break DC 45; Climb DC 15. A creature cannot enter a square containing a statue without climbing it. The statue provides cover. If broken, a statue fills its squares with dense rubble.

Well of Darkness: The well appears to be filled to the rim with liquid darkness. In reality it is harder than rock, but it is as slippery as ice and incredibly cold. It is considered difficult terrain, and a DC 12 Balance check is required to move. If the check fails by 5 or more a character falls prone. Creatures standing on the well take 1d6 points of cold damage per round. The surface cannot be broken with mere weapons.

Creatures: Lorn started out as a cleric of St. Cuthbert, but his act of betrayal immediately puts him out of grace. Unbeknownst to him, Tharizdun instantly takes St. Cuthbert's place, changing spells and domains where necessary. Astute PCs note a sudden change in appearance of Lorn's holy symbol (DC 15 Spot check), but Lorn is too far gone to register the change.

In his madness, Lorn never realizes the true depth of his betrayal and, throughout the fight, he keeps apologizing to the PCs, saying that nobody has to die, and that mere acts of violence are enough to finish the ritual.

At the same time, though, he instinctively fights to kill, lamenting the loss of any character he might murder, and becoming even more apologetic about the whole affair. Note that he considers Kaziel and the Void Slayers his allies in regards to spells such as *recitation* and healing.

Kaziel the Dark was a servant of Pelalial, corrupted shortly after her master. She sees the whole world as evil, convinced that everybody has done injustice or will do so

sometime in the future. In her eyes everybody deserves to be executed for their past and future crimes, something she shouts out loudly at the start of the fight.

She looks like a typical justice archon, a regal woman with feathery wings, except that her armor is tarnished, her eyes are completely black and her greatsword seems to be made out of the void. Each move through the air with the blade causes the sword to wail, and it seems to suck in dust and air around it.

The void slayer looks like a corporeal humanoid creature without any distinctive features. Its flesh is so dark that it seems to draw in light and its eyes look like small stars in the night sky. It has no visible mouth, nose or ears. It is not particularly bright, simply trying to destroy all living creatures within reach except any followers of Tharizdun (who are also immune to its death gaze ability).

If the PCs realize what is going on and refuse to fight or try to avoid committing any acts of violence (and using nonlethal attacks does not count as violence for the freeing-ritual), Kaziel and the void slayer attack Lorn instead. If that is impossible, they try to attack one another as a final desperate maneuver. If the PCs try to stop this from happening, give them full XP for this fight. If they just stand back and observe, they should not get any experience points.

APL 10 (EL 13)

➤ **Lorn Aldyr:** Male human cleric 9; hp 66; Appendix 1.

➤ **Kaziel the Dark:** Female corrupted justice archon blackguard 5; hp 123; Appendix 1.

➤ **Void Slayer:** evolved bodak; hp 58; Appendix 1.

APL 12 (EL 15)

➤ **Lorn Aldyr:** Male human cleric 11; hp 80; Appendix 1.

➤ **Kaziel the Dark:** Female corrupted justice archon blackguard 7; hp 160; Appendix 1.

➤ **Void Slayer:** Advanced 13 HD large evolved bodak; hp 84; Appendix 1.

APL 14 (EL 17)

➤ **Lorn Aldyr:** Male human cleric 13; hp 94; Appendix 1.

➤ **Kaziel the Dark:** Female corrupted justice archon blackguard 7/entropomancer 2; hp 184; Appendix 1.

➤ **Void Slayer:** Advanced 21 HD large evolved bodak; hp 136; Appendix 1.

APL 16 (EL 19)

➤ **Lorn Aldyr:** Male human cleric 15; hp 108; Appendix 1.

➤ **Kaziel the Dark:** Female corrupted justice archon blackguard 7/entropomancer 5; hp 220; Appendix 1.

➤ **Void Slayer:** Advanced 29 HD large evolved bodak; hp 217; Appendix 1.

Tactics: Lorn Aldyr starts the fight with a single spell intended to harm at least one PC, preferably from a distance (such as *mass inflict light wounds* or *flame strike*), but at ranged touch if necessary. He keeps an eye on any buffing spells the PCs might have cast beforehand changing the chosen spell based on what he knows. The next round he starts with *recitation* to buff his new companions followed by whatever spell makes sense (most likely *confusion*). As long as the PCs do not have an *anticipate teleportation* active, he uses his *anklets of translocation* to make sure fighters do not get a full round attack on him, saving one use in case he needs to get out of grapple.

At APL 14+ he uses his *hellcat gauntlets* when targeting a PC with a single damaging spell, most likely an *inflict wounds* spell. He wants to finish the ritual, which requires lethal damage to be inflicted every round. He is not afraid to kill, unless too many already died, but prefers to heal Kaziel and the Void Slayer.

Kaziel's tactics are simple: try to hurt her opponents as much as possible every round. If too many opponents are killed too quickly, she can always attack her allies or herself. If possible she tries to outflank opponents, attempting to get likely targets of spells cast by Lorn within her aura of despair. She only tries a *death knell* or curing herself if there are no other actions possible or when she is at death's door. After all, she only has to last a couple of rounds and damage needs to be dealt every round of the fight.

At APL 14 she starts with an entropic shard ready, which she uses to prevent being flanked or to deal guaranteed damage if prevented from dealing damage through one action or another. Do not forget her Divine Armor feat and entropic aura at APL 16.

The void slayer's tactics are simple. During the first round he starts off with its single spell-like ability targeting as many opponents as possible. After which he maneuvers into a position from where his gaze hits as many opponents as possible. From that moment it simply slams away at the closest target unless directed otherwise by Lorn or Kaziel (who send him away if too many PCs fall below 0 hit points).

All three opponents fight to complete the ritual knowing it requires four rounds of combat where lethal damage is dealt each round. They do not flee, fighting to the death if necessary, never surrendering or contemplating flight.

Treasure: Looting Lorn Aldyr (most likely by grabbing his corpse before fleeing the scene); refer to the Treasure Summary to determine what the PCs find here.

Note that when Kaziel is killed, the Well of Darkness swallows her and she leaves no equipment behind.

Development: Throughout the fight, as long as any blood is spilled (lethal damage is dealt), each round after the betrayal, one of the altars snaps in two and a statue crumbles to dust. Each hit that deals lethal damage, regardless of whether the PCs or the villains are the source of the attack, within a round, causes a statue and

altar to form cracks until the end of the round, when it shatters. This gives a clearly visible countdown to when bad things start happening. Note that the source of the damage is unimportant, even lingering damage from a previous spell effect or a PC cutting himself is enough for the effect to trigger.

The Spiral of Shothragot: If any of the PCs have the *Spiral of Shothragot*, Iuz is immediately aware of the fact and steals it with a quickend *telekinesis*; the spiral does not resist.

Ritual Concludes

At the end of the fourth round of combat, where lethal damage is dealt (and this does not need to be consecutive), the last remaining statue animates, sounding the trumpet in alarm. At that moment, the darkness covering the well audibly cracks, shattering with a loud explosion, and raining harmless debris over the whole region. If that happens proceed with the Conclusion: Failure.

When the PCs kill any of the three opponents during the fight a tendril of darkness shoots to the corpse from the Well of Darkness. Kaziel and the void slayer are sucked into the Well, leaving nothing behind. Lorn's corpse crumbles into dust, but his equipment is left behind. This might scare the PCs, but nothing happens when they die since they have not pledged their soul to Tharizdun.

Ritual Disrupted

If the PCs truly disable all three opponents before the rounds are up, the ritual is disrupted. To count as being disabled, an opponent must have no chance of even hurting himself for at least a couple of rounds (which can be difficult without killing especially at APL 14+ when Kaziel can direct her *shard of entropy* as a move action even when paralyzed or when grappled). Killing all three opponents in under four rounds counts as a success.

As soon as the fighting stops (provided it ends without lethal damage being dealt in the fourth round), tendrils of darkness shoot to any still-living opponent from the Well of Darkness, instantly killing them. Tendrils also shoot to the PCs, the statues and the altars. The tendrils restore the statues and altars, adding new glyphs telling the story of the PCs. PCs touched by the tendrils feel an immense cold and an evil presence before a force of good intervenes, leaving them unharmed except for a strange mark on their chest. Proceed with Conclusion: Success.

CONCLUSION: FAILURE

Read aloud or paraphrase the following as soon as the ritual in Encounter 12 is finished:

There is an audible crack and debris rains down upon you, quickly covering everything in a fine black dust. The remaining statue sounds its trumpet.

The clear notes of warning seem out of place in the Abyss. Meanwhile you see a large powerfully-built humanoid rise from the pit. Its silvery skin is tarnished, covered with black streaks, its eyes are so dark they seem to suck up the surrounding light, and its feather-wings are wrinkled and riddled with sores and festering wounds. When it turns its eyes on you, you feel coldness grasp at your heart and for a moment you get the sense of dying.

Suddenly a large crackling sound can be heard in the sky above. The creature looks up in surprise, and you see what can be best described as a tear made out of light in the sky. Through it steps a regal-looking muscled man in full plate, armed with a heavy shield and a simple wooden cudgel. He glares angrily at you, his fiery gaze searing your soul, before turning his attention on the creature in the pit. The corrupted solar looks worried for a moment, drawing its greatsword made out of some kind of shadowy energy and taking a defensive posture.

A DC 15 Knowledge (religion) check reveals the man to be St. Cuthbert. Give the PCs one standard action, even allowing them to attack the solar (*Monster Manual* 12; it is fully buffed and virtually untouchable by the PCs), and then read,:

Before the battle starts in earnest, you feel an almost electric aura of tension. Flickers of black fire rime every living and dead creature in the area. A moment later, a 20-foot-tall humanoid demon with rippling muscles and curving black horns manifests in a blast of chilling black fire just outside the circle surrounding the now broken darkness. In its hands it holds a huge book from which it speaks several mystic words of immense power, making the whole layer tremble.

Black tentacles rimmed with a red pulsing energy erupt from the empty well below, grasping both the regal warrior and the corrupted solar. Both look surprised when they are pulled into the well, an event followed by a bright flash of red light.

When you look again, the well is sealed once more, except that the inky darkness is now riddled with streaks of red glowing energy, and both the warrior and solar are gone. The demon still stands at the side with his book, laughing in loud glee over his apparent victory.

A DC 15 Knowledge (religion) check recognizes the demon as Iuz. A DC 30 Knowledge (arcana) or Knowledge (the planes) recognizes the book as the *Codex of the Infinite Planes*. Any character within 30 feet of Iuz at the start of his manifestation must succeed on a DC 20 Will save or be dazed by the power exuding from his being for as long as that individual remains within 30 feet. Iuz is a 30-HD outsider cleric 20/assassin 10, and he possesses a wide range of divine abilities. However, since the PCs are not expected to challenge him directly (and are nearly incapable of harming him anyway), statistics

are not provided for him. Iuz ignores the PCs for one round after St. Cuthbert and the solar disappear, before turning towards them.

The demon stops his mad cackling after a few seconds, finally turning his attention to you. "Now mortals, what should I do with you? You acted like the perfect pawns, but something tells me, it would be better for me to kill you now before it is too late. So, time to die, mortals!"

Before he can lift his blade, several bolts of bright light slam into his body, momentarily disorienting him and making him release his grip on your mind. In the direction the bolts came from, you note an open gate and the familiar form of Tenser. "Get over here, you poor fools. I will hold the Old One off. Flee! Avenge me, and try to rectify the mistakes you made today!" With that Tenser turns his attention to Iuz again. While it looks to be an epic battle, you realize Tenser is sacrificing himself to enable you to escape.

Tenser urges any PC to flee while he still can. He is in no position to force the PCs to leave the Abyss. Any PC that valiantly remains behind is removed from the game permanently unless his companions have access to true resurrection (and even then the PC comes back without any equipment and must invoke Charity of Friends [see LGCS for more information]). There is no special AR or reward for this needless sacrifice. Once the PCs step through the gate they end up in Tenser's keep. The gate closes seconds after the last PC willing to flee steps through, leaving Tenser behind in his struggle with Iuz. Whether or not Tenser is killed, manages to escape or is imprisoned, remains a mystery for now.

Tenser's friends feel honor bound to fulfill his promises, so they provide the PCs with the promised monetary award and their favor. The PCs after all, successfully rescued Lorn from his imprisonment in the Argent Palace.

They blame Lorn's treachery for the failure and not the PCs, although they do want an oath from the PCs that they will go out of their way to stop Iuz from achieving his goals and to keep Tenser's disappearance secret for now. Give them the Favor of Tenser's Friends on the AR. St. Cuthbert is much less forgiving, and his anger left a mark on the PCs. They get the Mark of St. Cuthbert AR item.

Whether the PCs were successful in preventing the ritual has no impact on any alliance the PCs might have forged with Graz'zt. If they freed Ebulon, they get the Favor of Ebulon AR item, and if they did so to forge an alliance, they also gain Alliance with Graz'zt AR item, which has an impact in the fifth part of the series. If Iggwilv learned of this alliance since Graz'zt had to show his hand too early in Encounter 7, the PCs earn the Enmity of Iggwilv AR item. If on the other hand, the PC were charged with task of liberating Ebulon because of their debt to Graz'zt and they fail doing so, they earn the Ire of Graz'zt AR item.

Note that if the PCs never even approach the prison of Pelalial, but they do not permanently kill Lorn, the end result is the same. In this case though, they do not earn the Mark of St. Cuthbert, but note down in the note section that St. Cuthbert was imprisoned, since it does have an impact on the fifth and final part of the Ascension series.

Regardless, St. Cuthbert has been imprisoned and is at the mercy of Iuz. What Iuz wants to do with his prisoner, if anything, remains a mystery for now. Even though St. Cuthbert is imprisoned, he still provides spells and powers to his worshippers; either that or other lawful good deities have stepped in. The end result is the same: nobody loses his powers over St. Cuthbert's imprisonment. He will be unable to directly manifest himself, though, for the moment, which is a serious blow in the struggle against Iuz. How this is going to end will be revealed in the fifth part of the series COR8-02 *Wheels within Wheels*.

Treasure: The PCs receive any reward Tenser promised them. Refer to the Treasure Summary to determine what the PCs get here.

CONCLUSION: SUCCESS

Read the following as soon as the ritual in Encounter 12 is permanently disrupted:

The fight is over, and it appears that for now you have stopped whatever is held in that well of darkness from escaping its chains of darkness. All altars and statues are restored, carrying a new set of glyphs, telling about your battle here in the Wells of Darkness.

Before you can decide what to do next, you feel an almost electric aura of tension. Flickers of black fire rime every living and dead creature in the area. A moment later, a 20-foot-tall humanoid demon with rippling muscles and curving black horns manifests in a blast of chilling black fire just outside the circle around the now broken darkness. The demon appears to be furious as it turns toward you. "Meddlesome fools! Good for nothing heroes. You will die for your impudence!"

A DC 15 Knowledge (religion) check recognizes the demon as Iuz. Any character within 30 feet of Iuz at the start of his manifestation must succeed on a DC 20 Will save or be dazed by the power exuding from his being for as long as that individual remains within 30 feet. Iuz is a 30-HD outsider cleric 20/assassin 10, and he possesses a wide range of divine abilities. However, since the PCs are not expected to challenge him directly (and are nearly incapable of harming him anyway), statistics are not provided for him. Allow the PCs one move action, before proceeding.

Slowly the demon lifts up its huge greatsword, menace in his eyes, ready to strike down on the one nearest to him. Before the blade comes down, several bolts of bright light slam into his body, momentarily disorienting him and releasing its grip on your mind. In the direction from where the bolts came, you note an open gate and the familiar form of Tenser. "Get over here. I will hold the Old One off. Flee! Avenge me and keep on the good fight against Iuz!" With that Tenser turns his attention to Iuz again. While it looks to be an epic battle, you realize Tenser is sacrificing himself to enable you to escape.

Tenser urges any PC to flee while he still can. He is in no position to force the PCs to leave the Abyss. Any PC that valiantly remains behind is removed from the game permanently unless his companions have access to true resurrection (and even then the PC comes back without any equipment and must invoke Charity of Friends [see LGCS for more information]). There is no special AR of reward for this needless sacrifice. Once the PCs step through the gate they end up in Tenser's keep. The gate closes seconds after the last PC willing to flee steps through, leaving Tenser behind in his ultimate futile struggle with Iuz. Whether or not Tenser is killed, manages to escape or is imprisoned remains a mystery for now.

Once the PCs step through the gate they end up in Tenser's keep. Since the friends of Tenser feel honor bound to fulfill Tenser's promises, they provide the PCs with the promised monetary award and their favor. The PCs after all, successfully rescued Lorn from his imprisonment in the Argent Palace. They thank them for a job well done, especially their swift recovery from Lorn's betrayal. They do want a promise from the PCs to keep Tenser's disappearance a secret, fearing such news would be a serious blow to morale of all those opposing Iuz and Rary. Give them the Favor of Tenser's Friends on the AR. They also have been Touched by Darkness the moment they prevented the ritual, which has become a blessing due to St. Cuthbert's interference.

Whether the PCs were successful in preventing the ritual has no impact on any alliance the PCs might have forged with Graz'zt. If they freed Ebulon, they get the Favor of Ebulon AR item, and if they did so to forge an alliance, they also gain Alliance with Graz'zt AR item, which has an impact in the fifth part of the series. If Iggwilv learned of this alliance since Graz'zt had to show his hand too early in Encounter 7, the PCs earn the Enmity of Iggwilv AR item. If on the other hand, the PC were charged with task of liberating Ebulon because of their debt to Graz'zt and they fail doing so, they earn the Ire of Graz'zt AR item.

Regardless, even though the PCs have been unable to prevent Iuz from killing Tenser, they did prevent him from capturing St. Cuthbert and the corrupted solar Pelalial. While it apparently is not enough to stop his plans, it certainly hurts his bid for power. How this is going to end will be revealed in the fifth part of the series COR8-02 *Wheels within Wheels*.

Treasure: The PCs receive any reward Tenser promised them. Refer to the Treasure Summary to determine what the PCs get here.

TENSER'S DEATH

At the end of this adventure, Tenser disappears in a noble effort to rescue the PCs – and is either killed or imprisoned by Iuz. If he is killed, it remains uncertain whether he dies permanently, since, as of yet, it is unknown whether his enemies destroyed all his clones or his friends can afford a *true resurrection*. If captured, it might take some time before he is rescued, or perhaps killed some time in the future. Regardless, he is definitely out of action for at least a short time.

Since Tenser is an important player in many LG adventures, both in the past and potentially in one or two future adventures, his disappearance might cause conflicts when players play in other adventures after having played this adventure. To prevent such a clash from disrupting the sense of disbelief from the players, notify them of this potential problem. If they play such an adventure with a different character, simply assume the adventure takes place before or during this one. If it is with the same character, the player should treat it as a well-disguised ally of Tenser who wants to keep Tenser's disappearance hidden as long as possible, fearing any such news would be a serious blow against morale of those opposing Iuz and Rary.

Your quest over, you return to the Fortress of Unknown Depths. With Tenser's loss, the forces of good have lost a powerful champion and in the days to come such a hero will be sorely needed. Now is the time for rest, however, for momentous events are now in motion and soon someone must stand between the Flanaess and the rising tide of darkness in one final, epic battle.

CAMPAIGN CONSEQUENCES

This scenario has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to rolspeel@planet.nl as soon as possible. General comments about the module are also welcomed at this address.

1. Did the PCs made an alliance with Graz'zt?
2. Did Iggwilv learn about the alliance?
3. Did the PCs ever go to the Wells of Darkness and was the ritual to set Pelalial free ever started with them being present?
4. Was St. Cuthbert imprisoned by Iuz?

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.

2: At the Gates

Defeating the fiends

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

4: Assassins

Defeating the assassins

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Defeating or bypassing the traps in the hideout

APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

7: Into the Palace

Getting to Lorn's prison

APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

9: Freeing a Prisoner

Defeating the guardians and freeing Lorn

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

11: In Service of a Prince

This encounter does not give xp, either it gives the PCs the opportunity to recover from a screw-up or it provides its benefit through a favor and winning an alliance in their struggle against Iuz.

12: Freeing Madness

Fighting Lorn and his new allies

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Story Award

Preventing the ritual from being finished after it has started:

APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

Discretionary roleplaying award

APL 10	240 XP
APL 12	270 XP
APL 14	300 XP
APL 16	330 XP

Total Possible Experience

APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 XP
APL 16	4,050 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.

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

Introduction

Reward money for accepting the job

APL 10: Coin 500 gp.

APL 12: Coin 600 gp.

APL 14: Coin 700 gp.

APL 16: Coin 800 gp.

4: Assassins

Looting the assassins

APL 10: Loot 250 gp; Magic 3,392 gp; 3x +1 rapiers (193 gp each), 3x +2 mithral chain shirt (417 gp each), 3x amulets of natural armor +1 (167 gp each), 3x potions of cure serious wounds (63 gp each), 3x potions of fly (63 gp each), 3x potions of remove blindness (63 gp each), 3x rings of protection +1 (167 gp each); Total 3,642 gp.

APL 12: Loot 81 gp; Coin 1 gp; Magic 5,686 gp; 3x +1 rapiers (193 gp each), 3x +1 mighty composite shortbow (223 gp each), 3x +2 mithral chain shirt (417 gp each), 3x amulets of natural armor +1 (167 gp each), 3x boots of striding and springing (458 gp each), 3x cloak of resistance +1 (83 gp each), 3x potions of cure serious wounds (63 gp each), 3x potions of fly (63 gp each), 3x potions of remove blindness (63 gp each), 3x rings of protection +1 (167 gp each); Total 5,768 gp.

APL 14: Loot 81 gp; Coin 1 gp; Magic 8,686 gp; 3x +1 rapiers of deadly precision (693 gp each), 3x +1 mighty composite shortbow (223 gp each), 3x +2 mithral chain shirt (417 gp each), 3x amulets of natural armor +1 (167 gp each), 3x boots of striding and springing (458 gp each), 3x cloak of resistance +1 (83 gp each), 3x potions of cure serious wounds (63 gp each), 3x potions of fly (63 gp each), 3x potions of remove blindness (63 gp each), 3x rings of protection +2 (667 gp each); Total 8,768 gp.

APL 16: Loot 81 gp; Coin 1 gp; Magic 11,936 gp; 3x +1 rapiers of deadly precision (693 gp each), 3x +1 mighty composite shortbow (223 gp each), 3x +2 mithral chain shirt (417 gp each), 3x amulets of natural armor +2 (667 gp each), 3x boots of striding and springing (458 gp each), 3x cloak of resistance +2 (333 gp each), 3x gloves of dexterity +2 (333 gp each), 3x potions of cure serious wounds (63 gp each), 3x potions of fly (63 gp each), 3x potions of remove blindness (63 gp each), 3x rings of protection +2 (667 gp each); Total 12,018 gp.

4: Assassins

Looting the assassins' hideout (this is partial compensation if any of the assassins manages to flee)

APL 10: Coin 100 gp.

APL 12: Coin 200 gp.

APL 14: Coin 400 gp.

APL 16: Coin 600 gp.

9: Freed Prisoner

Looting the demon guards

APL 10: Magic 1,390 gp; 2x huge +1 ranseur (195 gp each), amulet of mighty fist +1 (500 gp), cloak of resistance +2 (333 gp), ring of protection +1 (167 gp); Total 1,390 gp.

APL 12: Magic 2,723 gp; 2x huge +1 ranseur (195 gp each), amulet of mighty fist +2 (1,000 gp), 2x cloak of resistance +1 (83 gp each), cloak of resistance +2 (333 gp), deep red sphere ioun stone (667 gp), ring of protection +1 (167 gp); Total 2,723 gp.

APL 14: Magic 5,253 gp; large +1 chain shirt (113 gp), 2x huge +1 ranseur (195 gp each), amulet of mighty fist +2 (1,000 gp), 2x cloak of resistance +1 (83 gp each), cloak of resistance +4 (1,333 gp), deep red sphere ioun stone (667 gp), 2x raptor's mask (292 gp each), 2x ring of protection +1 (167 gp each), ring of protection +2 (667 gp); Total 5,253 gp.

APL 16: Magic 9,489 gp; large +1 chain shirt of moderate fortification (1,363 gp), 3x huge +1 ranseur (195 gp each), amulet of mighty fist +2 (1,000 gp), 3x cloak of resistance +2 (333 gp each), cloak of resistance +4 (1,333 gp), deep red sphere ioun stone (667 gp), 3x raptor's mask (292 gp each), 4x ring of protection +2 (667 gp each); Total 9,489 gp.

11: In Service of a Prince

Looting the maelephant

All APLs: Loot 35 gp.

12: Freed Madness

Looting Lorn Aldyr

APL 10: Loot 41 gp; Magic 1,021 gp; +1 full plate (221 gp), anklet of translocation (117 gp), periapt of wisdom +2 (333 gp), ring of counterspells (333 gp), scroll of obscuring mist (2 gp), scroll of remove fear (2 gp), scroll of remove paralysis (13 gp); Total 1,062 gp.

APL 12: Loot 41 gp; Magic 1,871 gp; +2 full plate (471 gp), anklet of translocation (117 gp), hellcat gauntlets (267 gp), periapt of wisdom +2 (333 gp), ring of counterspells (333 gp), scroll of obscuring mist (2 gp), scroll of remove fear (2 gp), scroll of remove paralysis (13 gp), vest of resistance +2 (333 gp); Total 1,912 gp.

APL 14: Loot 41 gp; Magic 3,038 gp; +2 full plate (471 gp), anklet of translocation (117 gp), hellcat gauntlets (267 gp), lesser iron ward diamond (167 gp), periapt of wisdom +4 (1,333 gp), ring of counterspells (333 gp), scroll of obscuring mist (2 gp), scroll of remove fear (2 gp), scroll of remove paralysis (13 gp), vest of resistance +2 (333 gp); Total 3,079 gp.

APL 16: Loot 41 gp; Magic 5,069 gp; +2 full plate (471 gp), anklet of translocation (117 gp), hellcat gauntlets (267 gp), lesser iron ward diamond (167 gp), minor cloak of displacement (2,000 gp), periapt of wisdom +4 (1,333 gp), ring of counterspells (333 gp), scroll of obscuring mist (2 gp), scroll of mass aid (31 gp), scroll of remove fear (2 gp), scroll of remove paralysis (13 gp), vest of resistance +2 (333 gp); Total 5,110 gp.

Conclusion

Reward money for rescuing Lorn from the cells in the Argent Palace.

APL 10: Coin 500 gp.

APL 12: Coin 600 gp.

APL 14: Coin 700 gp.

APL 16: Coin 800 gp.

Treasure Cap

APL 10: 4,600 gp; APL 12: 6,600 gp; APL 14: 13,200 gp;

APL 16: 19,800 gp

Total Possible Treasure

APL 10: 7,229 gp; APL 12: 11,838 gp; APL 14: 18,935 gp;

APL 16: 28,852 gp.

ADVENTURE RECORD ITEMS

☛ **Favor of Tenser's Friends:** You gain a +1 inherent bonus to an ability score of your choice. If you have Tenser's favor from COR8-01 *Whispers of the Obsidian Citadel* and/or COR8-08 *Entrapment* you gain a +2 bonus instead. If you have Tenser's disfavor, that disfavor is removed and you do **not** gain any ability bonus at all. Ability selected: ____

☛ **Alliance with Graz'zt:** You made an alliance with Graz'zt against Iuz.

In addition you can one time cast a *summon monster* [APL divided by 2]. You can only summon Chaotic Evil creatures with this favor.

☛ **Ire of Graz'zt:** Graz'zt does not forget a betrayal lightly; he instructs his agents to steal some of your treasure. You lose access to any item with a "G" in the Items Found section below.

☛ **Enmity Iggwilv:** Servants of Iuz and Iggwilv recognize you on sight, favoring you above any other target unless doing so is clearly suicidal. They are considered to have you as their favorite enemy with a +2 bonus like the ranger ability.

☛ **Mark of St. Cuthbert's:** The starting attitude of followers of St. Cuthbert is one step worse than normal and can never be better than indifferent. In addition, your alignment is treated as one step worse for spells that only affect creatures with a specific alignment such *unholy blight* (good instead of neutral) or *holy smite* (neutral instead of good, evil instead of neutral).

If you are a divine spellcaster of St. Cuthbert you lose all spellcasting abilities, requiring an *atonement* spell (the version that does not cost experience points for the caster) to regain them.

☛ **Favor of Ebulon:** You gain access to the items marked with an * in the Item's Found section below.

☛ **Touched by Darkness:** You disrupted a fell ritual and have been touched by darkness, absorbing a small amount of negative energy as a result. Subsequently, you can expend negative energy with a touch attack (as an *inflict wounds* spell). Each day you can expend three

charges of energy, each dealing 2d8+2 points of damage (DC 13 + your Wis modifier halves). You can choose to expend 1, 2, or 3 charges with each attack up to a maximum of 3 charges a day. While you still have daily charges remaining, healing spells are slightly less effective than normal on you (suffering a -1 penalty per die rolled; minimum 1). A *break enchantment* beating caster level 25 removes this effect.

ITEM ACCESS

APL 10:

- +2 *mithral chain shirt* (Adventure; DMG)
- *Anklet of translocation* (Adventure; MIC; 1,400 gp)^G
- *Crystal of life drinking* (least, lesser and greater) (Any; MIC; 400 gp/1,500 gp/6,000 gp)*
- *Skin of the Fiend* (Any; MIC; 6,000 gp)*
- *Ring of counterspells* (Adventure; DMG)
- *Wand of misdirection* (Adventure; PHB)

APL 12 (all of APL 10 plus the following):

- *Boots of striding and springing* (Adventure; DMG)
- *Deep red sphere ioun stone* (Adventure; DMG)
- *Hellcat gauntlets* (Adventure; MIC; 3,200 gp)^G
- *Retributive amulet* (Any; MIC; 9,000 gp)*

APL 14 (all of APLs 10-12 plus the following):

- +1 *rapier of deadly precision* (Adventure; MIC; 8,320 gp)
- *Banner of the storm's eye* (Any; MIC; 15,000 gp)*
- *Lesser iron ward diamond* (Adventure; MIC; 2,000 gp)
- *Raptor's mask* (Adventure; MIC; 3,500 gp)
- *Shirt of demon skin* (Any; MIC; 15,000 gp)*^G

APL 16 (all of APLs 10-14 plus the following):

- +1 *medium fortification chain shirt* (Adventure; DMG)
- *Minor cloak of displacement* (Adventure; DMG)
- *Scroll of mass aid* (Adventure; SC; 375 gp)
- *Skin of fiendish embrace* (Any; MIC; 24,000 gp)*^G

APPENDIX I: APL 10

4: ASSASSINS – AMBUSH

ASSASSINS (3)

CR 10

Male corruptor of fate* assassin 5

*MM IV 190

NE Medium outsider (evil, yugoloth)

Init +12; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

AC 24, touch 17, flat-footed 18

(+6 Dex, +6 armor, +1 deflection, +1 natural); Dodge, Mobility, improved uncanny dodge, uncanny dodge

hp 111 (12 HD)

Immune acid, energy drain, necromantic effects, negative energy effects, poison

Resist cold 10, fire 10, electricity 10; **SR** 19

Fort +11, **Ref** +17, **Will** +6

Speed 30 ft. (6 squares); Spring Attack

Melee +1 rapier +19/+14 (1d6+4/18-20 plus bestow curse)

Ranged mwk mighty composite shortbow +19/+15 (1d6+3/x3 plus poison)

Base Atk +10; **Grp** +13

Atk Options aligned strike (evil), death attack (DC 16), poison (shadow essence, DC 17, 1 Str drain/2d6 Str), sneak attack +3d6

Special Actions corrupting gaze

Combat Gear 3 doses of shadow essence, *potion of cure serious wounds*, *potion of fly*, *potion of remove blindness*

Assassin Spells Known (CL 5th):

2nd (2/day)—*cat's grace*, *ice knife*, *spider climb*

1st (4/day)—*critical strike*, *distract assailant* (DC 12), *obscuring mist*, *true strike*

Abilities Str 16, Dex 26, Con 20, Int 13, Wis 10, Cha 8

SQ poison use, unluck, yugoloth traits

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

Skills Balance +20, Disguise +9, Escape Artist +18, Hide +23, Jump +5, Listen +15, Move Silently +23, Sleight of Hand +18, Spot +15, Tumble +23, Use Rope +8 (+10 involving bindings)

Possessions combat gear plus +1 rapier, masterwork short sword, 3 daggers, masterwork mighty composite shortbow (+3 Str bonus), 20 arrows, 10 cold iron arrows, 10 silver arrows, +2 mithral chain shirt, *amulet of natural armor* +1, *ring of protection* +1

Bestow Curse (Su) as the *bestow curse* spell; at will; Will DC 21; caster level 12th. This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 17 Fortitude save or take 1d6

points of damage and a –1 penalty on attack rolls, skill checks, and saving throws for 1 minute.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

4: ASSASSINS – HIDEOUT

ACID ARC

CR 8

Description see text.

Search DC 23; **Type** magic

Trigger touch; **Init** +4

Effect energy substituted (acid) *lightning bolt* (8d6 points of damage, Reflex DC 14 half) shoots from four pillars

Duration 11 rounds

Destruction AC 18; hp 20; hardness 8 (each pillar)

Disarm Disable Device DC 28 (each pillar)

Dispel DC 19 (each pillar)

9: FREEING A PRISONER

TAZ'ZAK

CR 10

Male chasme demon*

*Fiendish Codex I

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +3; **Senses** darkvision 60 ft., *see invisibility*; Listen +14, Spot +14

Aura fear (5-ft. radius, Will DC 16)

Languages Abyssal, Celestial, Common; telepathy 100 ft.

AC 27, touch 13, flat-footed 24

(–1 size, +3 Dex, +14 natural, +1 Deflection); +1 Deflection vs. good

hp 76 (9 HD); DR 10/cold iron or good

Immune electricity, poison, *protection vs. good*

Resist acid 10, cold 10, fire 10; **SR** 21

Fort +12, **Ref** +11, **Will** +10

Speed 30 ft. (6 squares), climb 30 ft., fly 50 ft. (perfect); Flyby Attack

Melee claws +15/+15 (1d6+5 plus wounding) and bite +12 (1d8+3 plus wounding) and gore +12 (1d8+3 plus wounding)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +17

Atk Options Flyby Attack

Special Actions drone, *summon tanar'ri*

Spell-Like Abilities (CL 9th):

At Will—*contagion* (DC 15), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self plus 50 pounds of objects only), *insect plague*, *ray of enfeeblement* (+11 ranged touch), *protection from good*[†], *see invisibility*[†], *telekinesis* (DC 17)

3/day—quicken *ray of enfeeblement* (+11 ranged touch)

1/day—*unholy aura* (DC 20)

† Already cast

Abilities Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14
SQ tanar'ri traits

Feats Flyby Attack, Multiattack, Quicken Spell-Like Ability (*ray of enfeeblement*), Weapon Focus (claw)
Skills Bluff +14, Climb +24, Concentration +16, Diplomacy +6, Hide +11, Intimidate +16, Listen +14, Move Silently +15, Search +14, Sense Motive +14, Spot +14
Possessions combat gear plus *amulet of mighty fist +1*, *cloak of resistance +2*, *ring of protection +1*

Drone (Su) As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 16 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect.

Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 16 negates). If this save is successful that creature cannot be affected again by that chasme's fear aura for 24 hours.

Summon Tanar'ri (Sp) Once per day, a chasme can attempt to summon 1d4 rutterkins or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 9th).

Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

MIRROR DEMONS (2) CR 9

Male mirror* bulezau**

*base on nerra, *Fiend Folio* 127; ** *Fiendish Codex I* 33 CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft., see *invisibility*; Listen +14, Spot +14

Languages Abyssal, Common; telepathy 30 ft.

AC 21, touch 11, flat-footed 19 (-1 size, +2 Dex, +10 natural)

hp 115 (10 HD); DR 10/cold iron or good

Immune electricity, gaze, poison

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

Fort +14, **Ref** +9, **Will** +8

Weakness sonic vulnerability

Speed 30 ft. (6 squares)

Melee huge +1 *ranseur* +17/+12 (3d6+10/19-20/x3) and tail +13 (1d8+3) or

Melee gore +15 (2d6+6) and claws +13/+13 (1d6+3) and tail +13 (1d8+3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with *ranseur*)

Base Atk +10; **Grp** +20

Atk Options Power Attack, blood frenzy

Special Actions powerful charge, mirror jump, *summon tanar'ri*

Spell-Like Abilities (CL 10th):

At Will—*command* (DC 11), see *invisibility*[†], *solid fog*, *telekinesis* (DC 15)

3/day—*fear* (DC 14)

1/day—*mirror image*, *shout* (DC 14)

† Already cast

Abilities Str 22, Dex 14, Con 24, Int 6, Wis 12, Cha 10
SQ reflective spell resistance, wield oversized weapon, tanar'ri traits

Feats Improved Critical (*ranseur*), Multiattack, Power Attack, Weapon Focus (*ranseur*)

Skills Climb +19, Intimidate +13, Jump +19, Listen +14, Spot +14, Swim +19

Possessions combat gear plus huge +1 *ranseur*

Blood Frenzy (Ex) A bulezau that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and Constitution, and it takes a –2 penalty to Armor Class. A bulezau cannot end its frenzy voluntarily.

Mirror Jump (Su) Mirror demons can move through mirrored and reflective surfaces at will. This effect is similar to *greater teleport*. As a standard action, the mirror demon must touch a mirror or other highly reflective surface. The mirror demon then exists from another mirror within range. It can only take itself plus 50 lbs. in objects with it.

If a mirror demon touches a regular mirror, the mirror jump happens automatically. A mirror demon can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough for the mirror demon to make the mirror jump.

However, a mirror demon can only enter a nonmirrored surface – it can return only through a normal mirror.

Powerful Charge (Ex) A bulezau typically begins battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows a bulezau to make a single gore attack with a +2 attack bonus that deals 4d6+9 points of damage.

Reflective Spell Resistance (Su) A mirror demon has a special type of spell resistance that causes any targeted spell it successfully resist to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, mirror demons are immune to gaze attacks, and such an effect is reflected back to its origin.

Wield Oversized Weapons (Ex) A bulezau is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

Summon Tanar'ri (Sp) Once per day, a bulezau can attempt to summon 1d6 dretches or 1d4 rutterkin with a 50% chance of success. This ability is the equivalent of a 3rd-level spell (CL 10th).

11: IN SERVICE OF A PRINCE

WELL GUARDIAN

CR 13

Male maelephant*

**Fiend Folio* 120

LE Large outsider (evil, extraplanar, lawful)

Init +1; **Senses** darkvision 240 ft., keen senses, low-light vision, scent, *true seeing*; Listen +23, Spot +23

Aura *anticipate teleportation* (100 ft.)

Languages Common, Infernal

AC 25, touch 10, flat-footed 24

(-1 size, +1 Dex, +4 armor, +11 natural); 5 ranks Balance

hp 105 (14 HD); fast healing 2; DR 10/magic

SR 17

Fort +12, **Ref** +10, **Will** +15

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee claws +19/+19 (1d6+6) and trunk spike +17 (2d6+3)

Ranged mwk crossbow +15 (2d6/19-20)

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

Base Atk +14; **Grp** +24

Atk Options breath weapon (DC 20) 3/day, frenzied charge, improved grab, Power Attack

Special Actions defensive stance

Combat Gear

Spell-Like Abilities (CL 14th):

At Will—*alarm*, *entangle* (DC 13), *gust of wind* (DC 14), *light*, *true seeing*[†], *warp wood* (DC 14), *web* (DC 14)

3/day—*baleful polymorph* (DC 17), *blade barrier* (DC 18)

† Already cast

Abilities Str 22, Dex 12, Con 16, Int 14, Wis 19, Cha 15

SQ

Feats Alertness, Armor Proficiency (light), Iron Will,

Multiattack, Power Attack

Skills Appraise +19, Balance +17, Concentration +20, Diplomacy +, Jump +22, Knowledge (the planes) +19, Listen +23, Search +19, Sense Motive +21, Spellcraft +19, Spot +23, Survival +6 (+8 following tracks)

Possessions combat gear plus masterwork light crossbow, 20 cold iron bolts, masterwork chain shirt

Breath Weapon (Su) 3/day a maelephant can breathe out a cloud of noxious vapor 10 feet wide and 30 feet long. Victims within the area of the cloud must make a Fortitude save (DC 20) or suffer complete memory loss. Memory loss suppresses all of a creature's ranks in its skills and its feats, and it prevents the use of any class abilities (including spellcasting). Currently prepared spells are not lost; they are simply not accessible to be cast. Racial abilities are retained. Additionally, the victim no longer knows who its friends and enemies are, doesn't remember its past, and can't even remember its name. The victim can create new memories, but each time it sleeps or rests, any new memories it has created vanish. This condition can be cured by any affect that cures poison (a *heal* or *neutralize poison* spell, for example); otherwise, it is permanent.

Frenzied Charge (Ex) Once per minute, a maelephant can make a frenzied charge. During the round in which this occurs, the maelephant's speed increases to 45 feet and it gains a +2 bonus on all attack rolls. This bonus stacks with any bonuses gained from making a charge attack.

Improved Grab (Ex) If a maelephant hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its trunk-spike. Thereafter, the maelephant has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the maelephant is considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Defensive Stance (Ex) One per encounter, a maelephant can adopt a defensive stance as a free action on its turn. In this defensive stance, the maelephant gains +2 Strength, +4 Constitution, a +2 resistance bonus to all saves, and a +4 dodge bonus to Armor Class. The benefits persist for a number of rounds equal to 3 + maelephant's newly improved Constitution modifier, or until the maelephant moves. While in a defensive stance, a maelephant cannot use skills or abilities that require it to shift its position. A maelephant can end its defensive stance at will. At the end of the defensive stance, the maelephant takes a -2 penalty to Strength for the duration of the current encounter.

Keen Senses (Ex) A maelephant's sight is four times as good as a human's.

12: FREEING MADNESS

LORN ALDYR

CR 9

Male human cleric 9

CE Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3

Languages Abyssal, Celestial, Common

AC 25, touch 12, flat-footed 25

(-1 Dex, +9 armor, +4 shield, +3 deflection)

hp 66 (9 HD)

Immune grapple, magical paralysis and movement constraints (*freedom of movement*)

Resist acid 20

Fort +8, **Ref** +2, **Will** +8

Speed 20 ft. in full plate (4 squares), base speed 30 ft.

Melee mwk heavy mace +7/+2 (1d8) or

Melee spiked gauntlet +6/+1 (1d4)

Ranged sling +5 (1d4)

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

Atk Options domain spontaneity, smite 1/day (+4 atk, +9 dmg), spontaneous inflict

Special Actions rebuke undead 4/day

Combat Gear *anklet of translocation*, *ring of counterspells (dispel magic)*, *scroll of obscuring mist*, *scroll of remove fear*, *scroll of remove paralysis*

Cleric Spells Prepared (CL 9th):

5th—*mass inflict light wounds*^D (DC 21), *slay living* (DC 21)
 4th—*confusion*^D (DC 18), *extended magic vestment*[†], *freedom of movement*[†], *recitation*
 3rd—*bestow curse* (DC 19), *blindness/deafness* (DC 19), *contagion*^D (DC 19), *cure serious wounds*, *dispel magic*
 2nd—*calm emotions* (DC 16), *resist energy* (2)[†], *silence* (DC 16), *touch of madness*^D (DC 16)
 1st—*bless*, *cure light wounds*, *entropic shield*, *inflict light wounds*^D (DC 17), *shield of faith* (2)[†]
 0—*detect magic* (2), *detect poison* (2), *guidance*, *light*

D: Domain spell. Deity: Tharizdun. Domains: Destruction, Madness

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 14, Wis 18, Cha 12

Feats Domain Spontaneity (Madness), Extend Spell, Greater Spell Focus (necromancy), Skill Focus (concentration), Spell Focus (necromancy)

Skills Concentration +17, Diplomacy +13, Knowledge (arcana) +8, Knowledge (the planes) +8, Knowledge (religion) +14, Spellcraft +16

Possessions combat gear plus masterwork heavy mace, spiked gauntlet, dagger, sling, 10 bullets, +1 *full plate*, masterwork heavy wooden shield (+2 due to *magic vestment*), *peripart of wisdom* +2, wooden holy symbol, spell component pouch

Madness (Ex) –1 to wisdom based skill checks and Will saving throws. 1/day +4 to one such check or save.

KAZIEL THE DARK

CR 11

Female justice archon* blackguard 5

*MM IV 80

CE Medium outsider (archon, chaotic, evil)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +12, Spot +12

Aura aura of despair (10 ft., -2 saves), magic circle against good (10 ft.), menace (20 ft., DC 18)

Languages Celestial, Draconic, Infernal, tongues

AC 21, touch 11, flat-footed 21 (+0 Dex, +10 armor, +1 deflection)

hp 123 (11 HD) plus 10 temporary hp (*aid*); DR 10/good

Immune electricity and petrification

SR 18

Fort +19 (+23 against poison), **Ref** +10, **Will** +13 (+14 against fear (*aid*))

Speed 20 ft. in full plate (4 squares), base speed 30 ft., fly 40 ft. (good) in full plate, base fly speed 60 ft.;

Melee* +1 *corrupt vampiric greatsword* +19/+14/+9 (2d6+10 plus 1d6/17-20) or

Melee* spiked gauntlet +18/+13/+8 (1d4+6)

Ranged* mwk composite longbow +13/+8/+3 (1d8+4/x3)

* Include +1 morale bonus due to *aid* spell.

Base Atk +11; **Grp** +17

Atk Options Cleave, Improved Sunder, Power Attack, aligned strike (chaotic, evil), justice strike, poison use smite good 2/day (+3 atk, +5 dmg), sneak attack +1d6

Special Actions command undead 6/day (lv 3),

Combat Gear *potion of remove blindness*

Blackguard Spells Prepared (CL 2nd):

3rd—*inflict serious wounds* (DC 16)

2nd—*cure moderate wounds*, *death knell* (DC 15)

1st—*corrupt weapon*[†], *resurgence*

Spell-Like Abilities (CL 6th):

At Will—*aid*[†], *continual flame*, *detect evil*, *detect good*, teleport (self plus 50 lb. Of objects only)

† Already cast

Abilities Str 22, Dex 10, Con 23, Int 10, Wis 16, Cha 16
SQ archon traits

Feats Cleave, Improved Critical (greatsword), Improved Sunder, Power Attack

Skills Concentration +17, Diplomacy +16, Hide +2, Intimidate +14, Knowledge (religion) +4, Knowledge (the planes) +7, Listen +12, Move Silently -1, Sense Motive +12, Spot +12, Survival +3 (+5 on other planes)

Possessions combat gear plus +1 *vampiric greatsword*, spiked gauntlet, masterwork might composite longbow, 20 arrows, +2 *full plate armor*, *cloak of resistance* +1, *ring of protection* +1, wooden holy symbol, spell component pouch

Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Justice Strike (Su) A justice archon that hits with a melee attack can choose to use this special ability instead of dealing normal weapon damage. Justice strike deals the damage of the struck opponent's primary melee attack. This damage includes effects that apply automatically on a hit, such as energy damage or poison, but not those from optional effects or feats, such as Power Attack.

Magic Circle against Good (Su) A *magic circle against good* effect always surrounds an archon (caster level 11th). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su) Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su) All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

VOID SLAYER**CR 9**

Evolved* bodak

**Libris Mortis 99*

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Listen +11, Spot +11**Languages** Abyssal

AC 21, touch 12, flat-footed 19

(+2 Dex, +9 natural); Dodge

hp 58 (9 HD); fast heal 3; DR 10/cold iron**Immune** electricity, undead immunities**Resist** acid 10, fire 10**Fort** +3, **Ref** +5, **Will** +7**Weakness** vulnerability to sunlight

Speed 20 ft. (4 squares);**Melee** slam +7 (1d8+2)**Base Atk** +4; **Grp** +6**Special Actions** death gaze (30 ft., DC 16)**Spell-Like Abilities** (CL 9th):1/day—*confusion* (DC 16)

Abilities Str 15, Dex 15, Con –, Int 6, Wis 12, Cha 14**Feats** Alertness, Dodge, Improved Initiative, Weapon

Focus (slam)

Skills Listen +11, Move Silently +10, Spot +11

Death Gaze (Su) Death, range 30 feet, Fortitude DC 16 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later.**Vulnerability to Sunlight (Ex)** Bodaks loath sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

4: ASSASSINS

ASSASSINS (3)

CR 12

Male corruptor of fate* assassin 6/shadow dancer 1
*MM IV 190

NE Medium outsider (evil, yugoloth)

Init +8; **Senses** darkvision 60 ft.; Listen +17, Spot +17

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

AC 24, touch 17, flat-footed 18

(+6 Dex, +6 armor, +1 deflection, +1 natural); Dodge, Mobility, improved uncanny dodge, uncanny dodge

hp 128 (14 HD)

Immune acid, energy drain, necromantic effects, negative energy effects, poison

Resist cold 10, fire 10, electricity 10; **SR** 20

Fort +13, **Ref** +21, **Will** +8

Speed 40 ft. (8 squares); Spring Attack

Melee +1 rapier +20/+15/+10 (1d6+4/18-20 plus bestow curse)

Ranged +1 mighty composite shortbow +20/+15/+10 (1d6+4/x3 plus poison)

Base Atk +11; **Grp** +14

Atk Options Combat Reflexes, aligned strike (evil), death attack (DC 17), poison (shadow essence, DC 17, 1 Str drain/2d6 Str), sneak attack +3d6

Special Actions corrupting gaze, hide in plain sight,

Combat Gear 3 doses of shadow essence, *potion of cure serious wounds*, *potion of fly*, *potion of remove blindness*

Assassin Spells Known (CL 6th):

3rd (1/day)—*false life*, *find the gap*, *magic circle against good*

2nd (3/day)—*cat's grace*, *ice knife*, *phantom foe* (DC 13), *spider climb*

1st (4/day)—*critical strike*, *distract assailant* (DC 12), *obscuring mist*, *true strike*

‡ Already cast

Abilities Str 16, Dex 26, Con 20, Int 13, Wis 10, Cha 8

SQ poison use, unluck, yugoloth traits

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Balance +20, Disguise +9, Escape Artist +15, Hide +25, Jump +14, Listen +17, Move Silently +25, Perform (dance) +4, Sleight of Hand +13, Spot +17, Tumble +25, Use Rope +8 (+10 involving bindings)

Possessions combat gear plus +1 rapier, masterwork short sword, 3 daggers, +1 mighty composite shortbow (+3 Str bonus), 20 arrows, 10 cold iron arrows, 10 silver arrows, +2 mithral chain shirt, amulet of natural armor +1, ring of protection +1, boots of striding and springing, cloak of resistance +1, pewter figure (10 gp)

Bestow Curse (Su) as the *bestow curse* spell; at will; Will DC 22; caster level 14th.

This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50,

it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 18 Fortitude save or take 1d6 points of damage and a –1 penalty on attack rolls, skill checks, and saving throws for 1 minute.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

4: ASSASSINS – HIDEOUT

ACID ARC

CR 10

Description see text.

Search DC 25; **Type** magic

Trigger touch; **Init** +5

Effect energy substituted (acid) *lightning bolt* (10d6 points of damage, Reflex DC 16 half) shoots from four pillars

Duration 13 rounds

Destruction AC 20; hp 25; hardness 8 (each pillar)

Disarm Disable Device DC 30 (each pillar)

Dispel DC 21 (each pillar)

9: FREEING A PRISONER

TAZ'ZAK

CR 11

Male chasme demon*

**Fiendish Codex I*

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft., *see invisibility*; Listen +16, Spot +16

Aura fear (5-ft. radius, Will DC 17)

Languages Abyssal, Celestial, Common; telepathy 100 ft.

AC 28, touch 14, flat-footed 24

(–1 size, +4 Dex, +14 natural, +1 Deflection); +1 Deflection vs. good

hp 93 (11 HD); DR 10/cold iron or good

Immune electricity, poison, *protection vs. good*

Resist acid 10, cold 10, fire 10; **SR** 23

Fort +13, **Ref** +13, **Will** +11

Speed 30 ft. (6 squares), climb 30 ft., fly 50 ft. (perfect); Flyby Attack

Melee claws +18/+18 (1d6+6 plus wounding) and bite +15 (1d8+4 plus wounding) and gore +15 (1d8+4 plus wounding)

Space 10 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +19

Atk Options Flyby Attack

Special Actions drone, *summon tanar'ri*

Spell-Like Abilities (CL 11th):

At Will—*contagion* (DC 15), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self plus 50 pounds of objects only), *insect plague*, *ray of enfeeblement* (+14 ranged touch), *protection from good*¹, *see invisibility*¹, *telekinesis* (DC 17)

3/day—quicken ray of enfeeblement (+14 ranged touch)

1/day—unholy aura (DC 20)

‡ Already cast

Abilities Str 19, Dex 18, Con 18, Int 14, Wis 14, Cha 14
SQ tanar'ri traits

Feats Flyby Attack, Multiattack, Quicken Spell-Like Ability (ray of enfeeblement), Weapon Focus (claw)

Skills Bluff +16, Climb +26, Concentration +18, Diplomacy +6, Hide +14, Intimidate +18, Listen +16, Move Silently +18, Search +16, Sense Motive +16, Spot +16

Possessions combat gear plus *amulet of mighty fist* +2, *cloak of resistance* +2, *ring of protection* +1, *deep red sphere ioun stone*

Drone (Su) As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 17 Will save or fall asleep for 2d10 rounds.

Creatures immune to sleep effects are immune to this effect.

Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 17 negates). If this save is successful that creature cannot be affected again by that chasme's fear aura for 24 hours.

Summon Tanar'ri (Sp) Once per day, a chasme can attempt to summon 1d4 rutterkins or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 11th).

Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

MIRROR DEMONS (2)

CR 11

Male mirror* bulezau**

*base on nerra, *Fiend Folio* 127; ** *Fiendish Codex I* 33

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft., see *invisibility*; Listen +18, Spot +18

Languages Abyssal, Common; telepathy 30 ft.

AC 21, touch 11, flat-footed 19

(-1 size, +2 Dex, +10 natural)

hp 161 (14 HD); DR 10/cold iron or good

Immune electricity, gaze, poison

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

Fort +17, **Ref** +12, **Will** +11

Weakness sonic vulnerability

Speed 30 ft. (6 squares);

Melee huge +1 *ranseur* +21/+16/+11 (3d6+10/19-20/x3) and

tail +17 (1d8+3) or

Melee gore +19 (2d6+6) and

claws +17/+17 (1d6+3) and

tail +17 (1d8+3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with ranseur)

Base Atk +14; **Grp** +24

Atk Options Power Attack, blood frenzy

Special Actions powerful charge, mirror jump, *summon tanar'ri*

Spell-Like Abilities (CL 14th):

At Will—*command* (DC 11), see *invisibility*¹, *solid fog*, *telekinesis* (DC 15)

3/day—*fear* (DC 14)

1/day—*mirror image*, *shout* (DC 14)

‡ Already cast

Abilities Str 23, Dex 14, Con 24, Int 6, Wis 12, Cha 10

SQ reflective spell resistance, wield oversized weapon, tanar'ri traits

Feats Combat Reflexes, Improved Critical (ranseur), Multiattack, Power Attack, Weapon Focus (ranseur)

Skills Climb +23, Intimidate +17, Jump +23, Listen +18, Spot +18, Swim +23

Possessions combat gear plus huge +1 *ranseur*, *cloak of resistance* +1

Blood Frenzy (Ex) A bulezau that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and Constitution, and it takes a -2 penalty to Armor Class. A bulezau cannot end its frenzy voluntarily.

Mirror Jump (Su) Mirror demons can move through mirrored and reflective surfaces at will. This effect is similar to *greater teleport*. As a standard action, the mirror demon must touch a mirror or other highly reflective surface. The mirror demon then exists from another mirror within range. It can only take itself plus 50 lbs. in objects with it.

If a mirror demon touches a regular mirror, the mirror jump happens automatically. A mirror demon can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough for the mirror demon to make the mirror jump.

However, a mirror demon can only enter a nonmirrored surface – it can return only through a normal mirror.

Powerful Charge (Ex) A bulezau typically begins battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows a bulezau to make a single gore attack with a +2 attack bonus that deals 4d6+9 points of damage.

Reflective Spell Resistance (Su) A mirror demon has a special type of spell resistance that causes any targeted spell it successfully resist to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, mirror demons are immune to gaze attacks, and such an effect is reflected back to its origin.

Wield Oversized Weapons (Ex) A bulezau is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

Summon Tanar'ri (Sp) Once per day, a bulezau can attempt to summon 1d6 dretches or 1d4 rutterkin with a 50% chance of success. This ability is the equivalent of a 3rd-level spell (CL 14th).

11: IN SERVICE OF A PRINCE

WELL GUARDIAN

CR 15

Male maelephant*

**Fiend Folio* 120

LE Large outsider (evil, extraplanar, lawful)

Init +0; **Senses** darkvision 240 ft., keen senses, low-light vision, scent, *true seeing*; Listen +26, Spot +26

Aura *anticipate teleportation* (100 ft.)

Languages Common, Infernal

AC 26, touch 8, flat-footed 26

(-2 size, +0 Dex, +4 armor, +14 natural); 5 ranks Balance

hp 152 (16 HD); fast healing 2; DR 10/magic

SR 19

Fort +15, **Ref** +10, **Will** +17

Speed 30 ft. in light armor (6 squares)

Melee claws +24/+24 (2d6+10) and trunk spike +22 (3d6+5)

Ranged mwk crossbow +15 (3d6/19-20)

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

Base Atk +16; **Grp** +34

Atk Options breath weapon (DC 23) 3/day, frenzied charge, improved grab, Power Attack

Special Actions defensive stance

Spell-Like Abilities (CL 16th):

At Will—*alarm*, *entangle* (DC 13), *gust of wind* (DC 14), *light*, *true seeing*[†], *warp wood* (DC 14), *web* (DC 14)

3/day—*baleful polymorph* (DC 17), *blade barrier* (DC 18)

† Already cast

Abilities Str 30, Dex 10, Con 20, Int 14, Wis 20, Cha 15

Feats Alertness, Armor Proficiency (light), Improved Natural Attack (claw), Iron Will, Multiattack, Power Attack

Skills Appraise +21, Balance +18, Concentration +24, Diplomacy +, Jump +28, Knowledge (the planes) +21, Listen +26, Search +21, Sense Motive +26, Spellcraft +21, Spot +26, Survival +7 (+9 following tracks)

Possessions combat gear plus masterwork light crossbow, 20 cold iron bolts, masterwork chain shirt

Breath Weapon (Su) 3/day a maelephant can breathe out a cloud of noxious vapor 10 feet wide and 30 feet long. Victims within the area of the cloud must make a Fortitude save (DC 23) or suffer complete memory loss. Memory loss suppresses all of a creature's ranks in its skills and its feats, and it prevents the use of any class abilities (including spellcasting). Currently prepared spells are not lost; they are simply not accessible to be cast. Racial abilities are retained. Additionally, the victim no longer knows who its friends and enemies are, doesn't remember its past, and can't even remember its name. The victim can create new memories, but each time it sleeps or rests, any new memories it has created vanish. This condition can be cured by any affect that cures poison (a *heal* or *neutralize poison* spell, for example); otherwise, it is permanent.

Frenzied Charge (Ex) Once per minute, a maelephant can make a frenzied charge. During the round in

which this occurs, the maelephant's speed increases to 45 feet and it gains a +2 bonus on all attack rolls. This bonus stacks with any bonuses gained from making a charge attack.

Improved Grab (Ex) If a maelephant hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its trunk-spike. Thereafter, the maelephant has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the maelephant is considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Defensive Stance (Ex) One per encounter, a maelephant can adopt a defensive stance as a free action on its turn. In this defensive stance, the maelephant gains +2 Strength, +4 Constitution, a +2 resistance bonus to all saves, and a +4 dodge bonus to Armor Class. The benefits persist for a number of rounds equal to 3 + maelephant's newly improved Constitution modifier, or until the maelephant moves. While in a defensive stance, a maelephant cannot use skills or abilities that require it to shift its position. A maelephant can end its defensive stance at will. At the end of the defensive stance, the maelephant takes a -2 penalty to Strength for the duration of the current encounter.

Keen Senses (Ex) A maelephant's sight is four times as good as a human's.

12: FREEING MADNESS

LORN ALDYR

CR 11

Male human cleric 11

CE Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3

Languages Abyssal, Celestial, Common

AC 26, touch 12, flat-footed 26

(-1 Dex, +10 armor, +4 shield, +3 deflection)

hp 80 (11 HD)

Immune grapple, magical paralysis and movement constraints (*freedom of movement*)

Resist acid 30

Fort +11, **Ref** +4, **Will** +12

Speed 20 ft. in full plate (4 squares), base speed 30 ft.;

Melee mwk heavy mace +9/+4 (1d8) or

Melee spiked gauntlet +8/+3 (1d4)

Ranged sling +7 (1d4)

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

Atk Options domain spontaneity, smite 1/day (+4 atk, +11 dmg), spontaneous inflict

Special Actions rebuke undead 4/day

Combat Gear *anklet of translocation*, *hellcat gauntlets*, *ring of counterspells (dispel magic)*, *scroll of obscuring mist*, *scroll of remove fear*, *scroll of remove paralysis*

Cleric Spells Prepared (CL 11th):

6th—*blade barrier* (DC 20), *harm*^D (DC 22)

5th—*mass inflict light wounds*^D (DC 21), *flame strike* (DC 19), *slay living* (DC 21)

4th—*confusion*^D (DC 18), *cure critical wounds*, *extended magic vestment*[†], *freedom of movement*[†], *recitation*

3rd—*bestow curse* (DC 19), *blindness/deafness* (DC 19), *contagion*^D (DC 19), *cure serious wounds*, *dispel magic* (2)

2nd—*calm emotions* (DC 16), *resist energy* (2)[†], *silence* (DC 16), *touch of madness*^D (DC 16)

1st—*bless*, *cure light wounds* (2), *entropic shield*, *inflict light wounds*^D (DC 17), *shield of faith* (2)[†]

0—*detect magic* (2), *detect poison* (2), *guidance*, *light*

D: Domain spell. Deity: Tharizdun. Domains:

Destruction, Madness

[†] Already cast

Abilities Str 10, Dex 8, Con 14, Int 14, Wis 18, Cha 12

Feats Domain Spontaneity (Madness), Extend Spell, Greater Spell Focus (necromancy), Skill Focus (concentration), Spell Focus (necromancy)

Skills Concentration +19, Diplomacy +15, Knowledge (arcana) +9, Knowledge (the planes) +9, Knowledge (religion) +16, Spellcraft +18

Possessions combat gear plus masterwork heavy mace, spiked gauntlet, dagger, sling, 10 bullets, +2 *full plate*, masterwork heavy wooden shield (+2 due to *magic vestment*), *periapt of wisdom* +2, *vest of resistance* +2, wooden holy symbol, spell component pouch

Madness (Ex) -1 to wisdom based skill checks and Will saving throws. 1/day +5 to one such check or save.

KAZIEL THE DARK

CR 13

Female justice archon* blackguard 7

*MM IV 80

CE Medium outsider (archon, chaotic, evil)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +12, Spot +12

Aura aura of despair (10 ft., -2 saves), magic circle against good (10 ft.), menace (20 ft., DC 18)

Languages Celestial, Draconic, Infernal, tongues

AC 22, touch 12, flat-footed 22

(+0 Dex, +10 armor, +2 deflection)

hp 160 (13 HD) plus 10 temporary hit points (*aid*); DR 10/good

Immune acid (first 36 points), electricity and petrification

SR 19

Fort +24 (+28 against poison), **Ref** +12, **Will** +15 (+16

vs. fear (*aid*))

Speed 20 ft. in full plate (4 squares), base movement 30

ft., fly 40 ft. (good) in full plate, base fly speed 60 ft.;

Melee* +1 *corrupt enervating vampiric greatsword*

+22/+17/+12 (2d6+11 plus 1d6/17-20) or

Melee* spiked gauntlet +21/+16/+10 (1d4+7)

Ranged* mwk composite longbow +15/+10/+5

(1d8+4/x3)

* Includes +1 morale bonus due to *aid* spell

Base Atk +13; **Grp** +20

Atk Options Cleave, Power Attack, Improved Sunder, aligned strike (chaotic, evil), justice strike, poison use, smite good 2/day (+3 atk, +7 dmg), sneak attack +2d6

Special Actions command undead 6/day (lvl 5),

Combat Gear *potion of remove blindness*

Blackguard Spells Prepared (CL 3rd):

3rd—*inflict serious wounds* (DC 16), *protection from energy*[†]

2nd—*cure moderate wounds*, *death knell* (DC 15)

1st—*corrupt weapon*[†], *resurgence* (2)

[†] Already cast

Spell-Like Abilities (CL 6th):

At Will—*aid*[†], *continual flame*, *detect evil*, *detect good*, *teleport* (self plus 50 lb. Of objects only)

Abilities Str 24, Dex 10, Con 24, Int 10, Wis 16, Cha 16

SQ archon traits

Feats Cleave, Great Fortitude, Improved Critical

(greatsword), Improved Sunder, Power Attack

Skills Concentration +17, Diplomacy +16, Hide +6,

Intimidate +14, Knowledge (religion) +4, Knowledge

(the planes) +7, Listen +12, Move Silently -1, Sense

Motive +12, Spot +12, Survival +3 (+5 on other

planes)

Possessions combat gear plus +1 *enervating vampiric*

greatsword, spiked gauntlet, masterwork might

composite longbow, 20 arrows, +2 *full plate armor*,

gauntlets of ogre power, *cloak of resistance* +2, *ring*

of protection +2, wooden holy symbol, spell

component pouch

Aura of Menace (Su) A righteous aura surrounds

archons that fight or get angry. Any hostile creature

within a 20-foot radius of an archon must succeed on

a Will save to resist its effects. Those who fail take a -

2 penalty on attacks, AC, and saves for 24 hours or

until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Justice Strike (Su) A justice archon that hits with a melee attack can choose to use this special ability instead of dealing normal weapon damage. Justice strike deals the damage of the struck opponent's primary melee attack. This damage includes effects that apply automatically on a hit, such as energy damage or poison, but not those from optional effects or feats, such as Power Attack.

Magic Circle against Good (Su) A *magic circle against good* effect always surrounds an archon (caster level 13th). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su) Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su) All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

VOID SLAYER

CR 11

Evolved* advanced bodak

**Libris Mortis* 99

CE Large undead

Init +6; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Abyssal

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural); Dodge

hp 84(13 HD); fast heal 3; DR 10/cold iron

Immune electricity, undead immunities

Resist acid 10, fire 10

Fort +4, **Ref** +6, **Will** +9

Weakness vulnerability to sunlight

Speed 20 ft. (4 squares);

Melee slam +12 (2d6+6)

Base Atk +6; **Grp** +16

Special Actions death gaze (30 ft., DC 20)

Spell-Like Abilities (CL 13th):

1/day—*greater dispel magic*

Abilities Str 23, Dex 14, Con –, Int 6, Wis 12, Cha 14

Feats Ability Focus (death gaze), Alertness, Dodge,

Improved Initiative, Weapon Focus (slam)

Skills Listen +14, Move Silently +14, Spot +14

Possessions combat gear plus

Death Gaze (Su) Death, range 30 feet, Fortitude DC 20 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later.

Vulnerability to Sunlight (Ex) Bodaks loath sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

2: AT THE GATES

HEZROU SOLDIERS (3) CR 13

Male advanced hezrou 14 HD
 CE Large Outsider (chaotic, evil, Tanar'ri)
Init +0; **Senses** darkvision 60 ft.; Listen +25, Spot +25
Aura stench 10 ft. (DC 25)
Languages Abyssal, Celestial, Common, Infernal;
 telepathy 100 ft.

AC 23, touch 9, flat-footed 23
 (-1 size, +14 natural)
hp 192 (14 HD); DR 10/good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 23
Fort +18, **Ref** +9, **Will** +11

Speed 30 ft. (6 squares);
Melee bite +18 (4d4+6) and
 claws +12/+12 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +22
Atk Options Blind-Fight, Cleave, Power Attack
Special Actions improved grab
Spell-Like Abilities (CL 13th):
 At Will—*chaos hammer* (DC 18), *greater teleport* (self
 plus 50 pounds of objects only), *unholy blight* (DC
 18)
 3/day—*blasphemy* (DC 21), *gaseous form*
 1/day—*summon Tanar'ri*

Abilities Str 22, Dex 10, Con 29, Int 14, Wis 14, Cha 18
Feats Blind-Fight, Cleave, Power Attack, Toughness,
 Weapon Focus (bite)
Skills Climb +20, Concentration +24, Escape Artist +15,
 Hide +11, Intimidate +19, Listen +25, Move Silently
 +15, Search +17, Spellcraft +17, Spot +25, Survival
 +2 (+4 following track), Use Rope +0 (+2 with
 bindings)

Improved Grab (Ex) To use this ability, a hezrou must
 hit with both claw attacks. It can then attempt to start
 a grapple as a free action without provoking an attack
 of opportunity.

Stench (Ex) A hezrou's skin produces a foul-smelling,
 toxic liquid whenever it fights. Any living creature
 (except other demons) within 10 feet must succeed
 on a DC 25 Fortitude save or be nauseated for as
 long as it remains within the affected area and for
 1d4 rounds afterward. Creatures that successfully
 save are sickened for as long as they remain in the
 area. A creature that successfully saves cannot be
 affected again by the same hezrou's stench for 24
 hours. A delay poison or neutralize poison spell
 removes either condition from one creature.
 Creatures that have immunity to poison are
 unaffected, and creatures resistant to poison receive
 their normal bonus on their saving throws.

Summon Tanar'ri (Sp) Once per day a hezrou can
 attempt to summon 4d10 dretches or another hezrou
 with a 35% chance of success. This ability is the
 equivalent of a 4th-level spell.

Skills Hezrous have a +8 racial bonus on Listen and
 Spot checks.

4: ASSASSINS

ASSASSINS (3) CR 14

Male corruptor of fate* assassin 7/shadow dancer
 1/rogue 1
 *MM IV 190
 NE Medium outsider (evil, yugoloth)
Init +12; **Senses** darkvision 60 ft.; Listen +19, Spot +19
Languages Abyssal, Draconic, Infernal; telepathy 100
 ft.

AC 25, touch 18, flat-footed 19
 (+6 Dex, +6 armor, +2 deflection, +1 natural); Dodge,
 Mobility, improved uncanny dodge, uncanny dodge
hp 145 (16 HD)
Immune acid, energy drain, necromantic effects,
 negative energy effects, poison
Resist cold 10, fire 10, electricity 10; **SR** 22
Fort +13, **Ref** +23, **Will** +8

Speed 40 ft. (8 squares); Spring Attack
Melee +1 *rapier* +21/+16/+11 (1d6+4/18-20 plus bestow
 curse)

Ranged +1 *mighty composite shortbow* +21/+16/+11
 (1d6+4/x3 plus poison)

Base Atk +12; **Grp** +15

Atk Options Combat Reflexes, aligned strike (evil),
 death attack (DC 19), poison (shadow essence, DC
 17, 1 Str drain/2d6 Str), poison use, sneak attack
 +6d6

Special Actions corrupting gaze, hide in plain sight,
Combat Gear 3 doses of shadow essence, *potion of*
cure serious wounds, *potion of fly*, *potion of remove*
blindness

Assassin Spells Known (CL 7th):

3rd (2/day)—*false life*, *find the gap*, *magic circle*
against good
 2nd (4/day)—*cat's grace*, *ice knife*, *phantom foe* (DC
 14), *spider climb*
 1st (4/day)—*critical strike*, *distract assailant* (DC 13),
obscuring mist, *true strike*

Abilities Str 16, Dex 26, Con 20, Int 14, Wis 10, Cha 8
SQ unluck, yugoloth traits

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

Skills Balance +20, Disguise +9, Escape Artist +19,
 Hide +27, Jump +14, Listen +19, Move Silently +27,
 Perform (dance) +4, Sleight of Hand +13, Spot +19,
 Tumble +27, Use Rope +8 (+10 involving bindings)

Possessions combat gear plus +1 *rapier of deadly*
precision, masterwork short sword, 3 daggers, +1
mighty composite shortbow (+3 Str bonus), 20
 arrows, 10 cold iron arrows, 10 silver arrows, +2
mithral chain shirt, *amulet of natural armor +1*, *ring of*
protection +2, *boots of striding and springing*, *cloak of*
resistance +1, pewter figure (10 gp)

Bestow Curse (Su) as the *bestow curse* spell; at will;
 Will DC 23; caster level 16th.

This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect.

Corrupting Gaze (Su) A corruptor of fate can blasts its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 19 Fortitude save or take 1d6 points of damage and a -1 penalty on attack rolls, skill checks, and saving throws for 1 minute.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

4: ASSASSINS – HIDEOUT

ACID ARC

CR 12

Description see text.

Search DC 27; **Type** magic

Trigger touch; **Init** +6

Effect energy substituted (acid) empowered *lightning bolt* (10d6 x 1.5 points of damage, Reflex DC 18 half) shoots from four pillars

Duration 15 rounds

Destruction AC 22; hp 30; hardness 10 (each pillar)

Disarm Disable Device DC 32 (each pillar)

Dispel DC 23 (each pillar)

9: FREEING A PRISONER

TAZ'ZAK

CR 13

Male chasme demon*

**Fiendish Codex I*

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft., see *invisibility*; Listen +20, Spot +20

Aura fear (5-ft. radius, Will DC 19)

Languages Abyssal, Celestial, Common; telepathy 100 ft.

AC 34, touch 15, flat-footed 29

(-1 size, +4 Dex, +14 natural, +5 armor, +2 Deflection)

hp 127 (15 HD); DR 10/cold iron or good

Immune electricity, poison, *protection vs. good*

Resist acid 10, cold 10, fire 10; **SR** 27

Fort +17, **Ref** +16, **Will** +15

Speed 30 ft. (6 squares), climb 30 ft., fly 50 ft. (perfect); Flyby Attack

Melee claws +22/+22 (1d6+7 plus wounding) and bite +20 (1d8+4 plus wounding) and gore +20 (1d8+4 plus wounding)

Space 10 ft.; **Reach** 5 ft.

Base Atk +15; **Grp** +24

Atk Options Flyby Attack

Special Actions drone, *summon tanar'ri*

Spell-Like Abilities (CL 15th):

At Will—*contagion* (DC 15), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self plus 50 pounds of objects only), *insect plague*, *ray of enfeeblement* (+18 ranged touch), *protection from good*[†], see *invisibility*[†], *telekinesis* (DC 17)

3/day—empowered quickened *ray of enfeeblement* (+18 ranged touch)

1/day—*unholy aura* (DC 20)

† Already cast

Abilities Str 20, Dex 18, Con 18, Int 14, Wis 14, Cha 14
SQ tanar'ri traits

Feats Armor Proficiency (light), Flyby Attack, Multiattack, Empower Spell-Like Ability (*ray of enfeeblement*), Quicken Spell-Like Ability (*ray of enfeeblement*), Weapon Focus (claw)

Skills Bluff +20, Climb +30, Concentration +22, Diplomacy +6, Hide +17, Intimidate +22, Listen +20, Move Silently +21, Search +20, Sense Motive +20, Spot +20

Possessions combat gear plus +1 *chain shirt*, *amulet of mighty fist* +2, *cloak of resistance* +4, *ring of protection* +2, *deep red sphere ioun stone*

Drone (Su) As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 19 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect.

Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 19 negates). If this save is successful that creature cannot be affected again by that chasme's fear aura for 24 hours.

Summon Tanar'ri (Sp) Once per day, a chasme can attempt to summon 1d4 rutterkins or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 15th).

Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

MIRROR DEMONS (2)

CR 13

Male mirror* bulezau**

*base on nerra, *Fiend Folio* 127; ** *Fiendish Codex I* 33

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft., see *invisibility*; Listen +22, Spot +27

Languages Abyssal, Common; telepathy 30 ft.

AC 22, touch 12, flat-footed 20

(-1 size, +2 Dex, +10 natural, +1 Deflection)

hp 207 (18 HD); DR 10/cold iron or good

Immune blindness, dazzled, electricity, gaze, poison

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

Fort +19, **Ref** +14, **Will** +13

Weakness sonic vulnerability

Speed 30 ft. (6 squares);

Melee huge +1 *ranseur* +26/+21/+16/+11 (3d6+11/19-20/x3) and

tail +22 (1d8+3) or

Melee gore +24 (2d6+7) and

claws +22/+22 (1d6+3) and

tail +22 (1d8+3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with *ranseur*)

Base Atk +18; **Grp** +29

Atk Options Power Attack, blood frenzy

Special Actions powerful charge, mirror jump, *summon tanar'ri*

Spell-Like Abilities (CL 18th):

At Will—*command* (DC 11), see *invisibility*¹, *solid fog*, *telekinesis* (DC 15)

3/day—*fear* (DC 14)

1/day—*mirror image*, *shout* (DC 14)

‡ Already cast

Abilities Str 24, Dex 14, Con 24, Int 6, Wis 12, Cha 10

SQ reflective spell resistance, wield oversized weapon, tanar'ri traits

Feats Combat Reflexes, Improved Bullrush, Improved Critical (*ranseur*), Knockback, Multiattack, Power Attack, Weapon Focus (*ranseur*)

Skills Climb +28, Intimidate +21, Jump +28, Listen +22, Spot +27, Swim +28

Possessions combat gear plus huge +1 *ranseur*, *cloak of resistance* +1, *raptor's mask*, *ring of protection* +1

Blood Frenzy (Ex) A bulezau that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and Constitution, and it takes a -2 penalty to Armor Class. A bulezau cannot end its frenzy voluntarily.

Mirror Jump (Su) Mirror demons can move through mirrored and reflective surfaces at will. This effect is similar to *greater teleport*. As a standard action, the mirror demon must touch a mirror or other highly reflective surface. The mirror demon then exists from another mirror within range. It can only take itself plus 50 lbs. in objects with it.

If a mirror demon touches a regular mirror, the mirror jump happens automatically. A mirror demon can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There is a 30% chance that the surface is reflective enough

for the mirror demon to make the mirror jump.

However, a mirror demon can only enter a nonmirrored surface – it can return only through a normal mirror.

Powerful Charge (Ex) A bulezau typically begins battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows a bulezau to make a single gore attack with a +2 attack bonus that deals 4d6+10 points of damage.

Reflective Spell Resistance (Su) A mirror demon has a special type of spell resistance that causes any targeted spell it successfully resist to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, mirror demons are immune to gaze attacks, and such an effect is reflected back to its origin.

Wield Oversized Weapons (Ex) A bulezau is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

Summon Tanar'ri (Sp) Once per day, a bulezau can attempt to summon 1d6 dretches or 1d4 rutterkin with a 50% chance of success. This ability is the equivalent of a 3rd-level spell (CL 18th).

11: IN SERVICE OF A PRINCE

WELL GUARDIAN

CR 17

Male maelephant*

**Fiend Folio* 120

LE Large outsider (evil, extraplanar, lawful)

Init +0; **Senses** darkvision 240 ft., keen senses, low-light vision, scent, *true seeing*; Listen +30, Spot +30

Aura *anticipate teleportation* (100 ft.)

Languages Common, Infernal

AC 26, touch 8, flat-footed 26

(-2 size, +0 Dex, +4 armor, +14 natural); 5 ranks

Balance

hp 190 (20 HD); fast healing 2; DR 10/magic

SR 19

Fort +17, **Ref** +12, **Will** +19

Speed 30 ft. (6 squares)

Melee claws +28/+28 (2d6+10) and trunk spike +26 (3d6+5)

Ranged mwk crossbow +19 (3d6/19-20)

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

Base Atk +20; **Grp** +38

Atk Options breath weapon (DC 25) 3/day, frenzied charge, improved grab, Power Attack

Special Actions defensive stance

Spell-Like Abilities (CL 20th):

At Will—*alarm*, *entangle* (DC 14), *gust of wind* (DC 15), *light*, *true seeing*¹, *warp wood* (DC 15), *web* (DC 15)

3/day—*blade barrier* (DC 19), quickened *baleful polymorph* (DC 18)

‡ Already cast

Abilities Str 30, Dex 10, Con 20, Int 14, Wis 20, Cha 16

Feats Alertness, Armor Proficiency (light), Improved Natural Attack (claw), Iron Will, Multiattack, Power

Attack, Quicken Spell-Like Ability (*baleful polymorph*)

Skills Appraise +25, Balance +22, Concentration +28, Diplomacy +5, Jump +32, Knowledge (the planes) +25, Listen +30, Search +25, Sense Motive +30, Spellcraft +25, Spot +30, Survival +7 (+9 following tracks)

Possessions combat gear plus masterwork light crossbow, 20 cold iron bolts, masterwork chain shirt

Breath Weapon (Su) 3/day a maelephant can breathe out a cloud of noxious vapor 10 feet wide and 30 feet long. Victims within the area of the cloud must make a Fortitude save (DC 25) or suffer complete memory loss. Memory loss suppresses all of a creature's ranks in its skills and its feats, and it prevents the use of any class abilities (including spellcasting). Currently prepared spells are not lost; they are simply not accessible to be cast. Racial abilities are retained. Additionally, the victim no longer knows who its friends and enemies are, doesn't remember its past, and can't even remember its name. The victim can create new memories, but each time it sleeps or rests, any new memories it has created vanish. This condition can be cured by any affect that cures poison (a *heal* or *neutralize poison* spell, for example); otherwise, it is permanent.

Frenzied Charge (Ex) Once per minute, a maelephant can make a frenzied charge. During the round in which this occurs, the maelephant's speed increases to 45 feet and it gains a +2 bonus on all attack rolls. This bonus stacks with any bonuses gained from making a charge attack.

Improved Grab (Ex) If a maelephant hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its trunk-spike. Thereafter, the maelephant has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the maelephant is considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Defensive Stance (Ex) One per encounter, a maelephant can adopt a defensive stance as a free action on its turn. In this defensive stance, the maelephant gains +2 Strength, +4 Constitution, a +2 resistance bonus to all saves, and a +4 dodge bonus to Armor Class. The benefits persist for a number of rounds equal to 3 + maelephant's newly improved Constitution modifier, or until the maelephant moves. While in a defensive stance, a maelephant cannot use skills or abilities that require it to shift its position. A maelephant can end its defensive stance at will. At the end of the defensive stance, the maelephant takes a -2 penalty to Strength for the duration of the current encounter.

Keen Senses (Ex) A maelephant's sight is four times as good as a human's.

12: FREEING MADNESS

LORN ALDYR

CR 13

Male human cleric 13

CE Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3

Languages Abyssal, Celestial, Common

AC 28, touch 13, flat-footed 28

(-1 Dex, +10 armor, +5 shield, +4 deflection)

hp 94 (13 HD); **DR** 3/- (until it absorbed 30 points of damage)

Immune grapple, magical paralysis and movement constraints (*freedom of movement*), *enervation/magic missile/Otiluke's resilient sphere* (spell immunity)

Resist acid 30; **SR** 25 (spell resistance)

Fort +12, **Ref** +5, **Will** +14

Speed 20 ft. in full plate (4 squares), base speed 30 ft.

Melee mwk heavy mace +10/+5 (1d8) or

Melee spiked gauntlet +9/+4 (1d4)

Ranged sling +8 (1d4)

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

Atk Options domain spontaneity, smite 1/day (+4 atk, +13 dmg), spontaneous inflict

Special Actions rebuke undead 4/day

Combat Gear *anklet of translocation*, *hellcat gauntlets*, *ring of counterspells* (greater dispel magic), *scroll of obscuring mist*, *scroll of remove fear*, *scroll of remove paralysis*

Cleric Spells Prepared (CL 13th):

7th—*disintegrate*^D (DC 22), quickened *inflict serious wounds* (DC 20)

6th—*blade barrier* (DC 21), *greater dispel magic*, *harm*^D (DC 23)

5th—*mass inflict light wounds*^D (DC 22), *flame strike* (DC 20), quickened *protection from good*, *slay living* (DC 22), *spell resistance*[†]

4th—*confusion*^D (DC 19), *cure critical wounds*, *extended magic vestment*[†], *freedom of movement*[†], *recitation*, *spell immunity*[†]

3rd—*bestow curse* (DC 20), *blindness/deafness* (DC 20), *contagion*^D (DC 20), *cure serious wounds*, *dispel magic* (2)

2nd—*calm emotions* (DC 17), *resist energy* (2)[†], *silence* (DC 17), *touch of madness*^D (DC 17)

1st—*bless*, *cure light wounds* (2), *entropic shield*, *inflict light wounds*^D (DC 18), *sanctuary* (DC 16), *shield of faith* (2)[†]

0—*detect magic* (2), *detect poison* (2), *guidance*, *light*

D: Domain spell. Deity: Tharizdun. Domains:

Destruction, Madness

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 14, Wis 21, Cha 12

Feats Domain Spontaneity (Madness), Extend Spell, Greater Spell Focus (necromancy), Quicken Spell, Skill Focus (concentration), Spell Focus (necromancy)

Skills Concentration +21, Diplomacy +17, Knowledge (arcana) +10, Knowledge (the planes) +10, Knowledge (religion) +18, Spellcraft +20

Possessions combat gear plus masterwork heavy mace, spiked gauntlet, dagger, sling, 10 bullets, +2 *full plate*, masterwork heavy wooden shield (+3 due

to *magic vestment*), *periapt of wisdom* +4, *vest of resistance* +2, *lesser iron ward diamond*, wooden holy symbol, spell component pouch

Madness (Ex) –1 to wisdom based skill checks and Will saving throws. 1/day +6 to one such check or save.

KAZIEL THE DARK

CR 15

Female justice archon* blackguard 7/entropomancer** 2

**MM IV* 80; ** *Complete Divine* 36

CE Medium outsider (archon, chaotic, evil)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +12, Spot +12

Aura aura of despair (10 ft., –2 saves), magic circle against good (10 ft.), menace (20 ft., DC 18)

Languages Celestial, Draconic, Infernal, tongues

AC 25, touch 13, flat-footed 25

(+0 Dex, +11 armor, +3 deflection, +1 natural armor)

hp 184 (15 HD) plus 10 temporary hit points (*aid*); DR 10/good

Immune acid (first 48 points of damage), electricity, petrification and magical paralysis, grapple and effects that inhibit movement (*freedom of movement*)

SR 20

Fort +28 (+32 against poison), **Ref** +13, **Will** +19 (+20 against fear (*aid*))

Speed 20 ft. in full plate (4 squares), base movement 30 ft., fly 40 ft. (good) in full plate, base fly speed 60 ft.;

Melee* +1 *corrupt, brilliant energy greatsword* +23/+18/+13 (2d6+11/17-20) or

Melee* spiked gauntlet +22/+17/+11 (1d4+7)

Ranged* mwk composite longbow +16/+11/+6 (1d8+4/x3)

* Includes +1 morale bonus due to *aid* spell

Base Atk +14; **Grp** +21

Atk Options aligned strike (chaotic, evil), Cleave, command undead 6/day (lvl 5), Improved Sunder, justice strike, Power Attack, shard of entropy 2/day (DC 15), smite good 2/day (+3 atk, +7 dmg), sneak attack +2d6

Special Actions poison use, teleport (self plus 50 lb. Of objects only)

Combat Gear *potion of remove blindness*

Blackguard Spells Prepared (CL 4th):

4th—*freedom of movement*[†]

3rd—*inflict serious wounds* (DC 16), *protection from energy*[†]

2nd—*cure moderate wounds, death knell* (DC 15)

1st—*corrupt weapon*[†], *resurgence* (2)

† Already cast

Spell-Like Abilities (CL 6th):

At Will—*aid, continual flame, detect evil, detect good*

Abilities Str 24, Dex 10, Con 24, Int 10, Wis 16, Cha 16

SQ archon traits

Feats Cleave, Great Fortitude, Improved Critical (greatsword), Improved Sunder, Magical Aptitude, Power Attack

Skills Concentration +17, Diplomacy +16, Hide +6, Intimidate +14, Knowledge (arcana) +7, Knowledge (religion) +4, Listen +12, Move Silently –1, Sense Motive +12, Spellcraft +8, Spot +12

Possessions combat gear plus +1 *brilliant energy** *greatsword*, spiked gauntlet, masterwork might composite longbow, 20 arrows, +3 *full plate armor, gauntlets of ogre power, amulet of natural armor* +1, *cloak of resistance* +3, *ring of protection* +3, wooden holy symbol, spell component pouch

* Unlike a normal *brilliant energy* blade this sword is made out of absolute darkness.

Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Justice Strike (Su) A justice archon that hits with a melee attack can choose to use this special ability instead of dealing normal weapon damage. Justice strike deals the damage of the struck opponent's primary melee attack. This damage includes effects that apply automatically on a hit, such as energy damage or poison, but not those from optional effects or feats, such as Power Attack.

Magic Circle against Good (Su) A *magic circle against good* effect always surrounds an archon (caster level 13th). (The defensive benefits from the circle are not included in an archon's statistics block.)

Shard of Entropy (Su) 2/day, for a maximum of 1 round/entropomancer level, the character can create a miniature shard of entropy. The shard is a chunk of absolute blackness, 2 inches across, and can be moved up to 30 feet by the entropomancer as a standard action. Against objects, the shard deals 3d6 points of damage, bypassing the object's hardness. Against creatures, the entropomancer must make a ranged touch attack to hit, and if successful the shard deals 3d6 points of damage to the target (Fortitude half, DC 12 + entropomancer's Wis modifier). The shard appears in any square adjacent to the entropomancer when it is created, and it can be used to attack on the round it is formed.

The shard of entropy lurches, jumps, and bounces around the square it's in. Any creature who passes through the shard's square takes damage as if the shard struck him (Fortitude half), as does any creature that's in the same square as the shard at the beginning of the entropomancer's turn. The entropomancer can move the shard into another square with a move action, or aim it at a specific creature (dealing damage immediately) as a standard action.

Teleport (Su) Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su) All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

VOID SLAYER

CR 13

Evolved* advanced bodak

**Libris Mortis* 99

CE Large undead

Init +6; **Senses** darkvision 60 ft.; Listen +19, Spot +19

Languages Abyssal

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural); Dodge, Mobility

hp 136 (21 HD); fast heal 3; DR 10/cold iron

Immune electricity, undead immunities

Resist acid 10, fire 10, turn resistance +4

Fort +7, **Ref** +9, **Will** +15

Weakness vulnerability to sunlight

Speed 20 ft. (4 squares)

Melee slam +17 (2d6+7)

Base Atk +10; **Grp** +21

Atk Options death gaze (30 ft., DC 24)

Spell-Like Abilities (CL 21st):

1/day—*greater dispel magic*

Abilities Str 25, Dex 14, Con –, Int 6, Wis 12, Cha 14

Feats Ability Focus (death gaze), Alertness, Dodge,

Improved Initiative, Improved turn resistance,

Mobility, Iron Will, Weapon Focus (slam)

Skills Listen +19, Move Silently +20, Spot +19

Possessions combat gear plus

Death Gaze (Su) Death, range 30 feet, Fortitude DC 24

negates. Humanoids who die from this attack are

transformed into bodaks 24 hours later.

Vulnerability to Sunlight (Ex) Bodaks loath sunlight,

for its merest touch burns their impure flesh. Each

round of exposure to the direct rays of the sun deals

1 point of damage to the creature.

2: AT THE GATES**HEZROU SOLDIERS (3)****CR 15**

Male advanced hezrou 16 HD
 CE Huge Outsider (Chaotic, Evil, Tanar'ri)
Init -1; **Senses** darkvision 60 ft.; Listen +27, Spot +27
Aura stench 10 ft. (DC 28)
Languages Abyssal, Celestial, Common, Infernal;
 telepathy 100 ft.

AC 24, touch 7, flat-footed 24
 (-2 size, -1 Dex, +17 natural)
hp 267 (16 HD); DR 10/good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 25
Fort +22, **Ref** +9, **Will** +12

Speed 30 ft. (6 squares);
Melee bite +25 (6d4+10) and
 claws +23/+23 (2d6+5)
Space 10 ft.; **Reach** 10 ft.
Base Atk +16; **Grp** +34
Atk Options Blind-Fight, Cleave, Power Attack
Special Actions improved grab
Spell-Like Abilities (CL 13th):

At Will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18)
 3/day—*blasphemy* (DC 21), *gaseous form*
 1/day—*summon Tanar'ri*

Abilities Str 30, Dex 8, Con 34, Int 14, Wis 14, Cha 18
Feats Blind-Fight, Cleave, Multiattack, Power Attack, Toughness, Weapon Focus (bite)
Skills Climb +26, Concentration +28, Escape Artist +16, Hide +8, Intimidate +21, Listen +27, Move Silently +16, Search +19, Spellcraft +19, Spot +27, Survival +2 (+4 following track), Use Rope -1 (+1 with bindings)

Improved Grab (Ex) To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Stench (Ex) A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 28 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A delay poison or neutralize poison spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Summon Tanar'ri (Sp) Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills Hezrous have a +8 racial bonus on Listen and Spot checks.

4: ASSASSINS**ASSASSINS (3)****CR 16**

Male corruptor of fate* assassin 7/shadow dancer
 1/rogue 3
 *MM IV 190
 NE Medium outsider (evil, yugoloth)
Init +13; **Senses** darkvision 60 ft.; Listen +21, Spot +21
Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

AC 26, touch 20, flat-footed 20
 (+6 Dex, +6 armor, +2 deflection, +2 natural); Combat Expertise, Dodge, Mobility, improved uncanny dodge, uncanny dodge

hp 162 (18 HD)
Immune acid, energy drain, necromantic effects, negative energy effects, poison
Resist cold 10, fire 10, electricity 10, evasion; **SR** 22
Fort +15, **Ref** +26, **Will** +10

Speed 40 ft. (8 squares); Spring Attack
Melee +1 rapier +24/+19/+14 (1d6+4/18-20 plus bestow curse)

Ranged +1 mighty composite shortbow +24/+19/+14 (1d6+4/x3 plus poison)

Base Atk +14; **Grp** +17

Atk Options Combat Reflexes, aligned strike (evil), death attack (DC 19), poison (shadow essence, DC 17, 1 Str drain/2d6 Str), sneak attack +7d6

Special Actions corrupting gaze, hide in plain sight,
Combat Gear 3 doses of shadow essence, *potion of cure serious wounds*, *potion of fly*, *potion of remove blindness*

Assassin Spells Known (CL 7th):

3rd (2/day)—*false life*, *find the gap*, *magic circle against good*
 2nd (4/day)—*cat's grace*, *ice knife*, *phantom foe* (DC 14), *spider climb*
 1st (4/day)—*critical strike*, *distract assailant* (DC 13), *obscuring mist*, *true strike*

† Already cast

Abilities Str 16, Dex 28, Con 20, Int 14, Wis 10, Cha 8
SQ poison use, unluck, yugoloth traits

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

Skills Balance +21, Disguise +9, Escape Artist +24, Hide +30, Jump +14, Listen +21, Move Silently +30, Perform (dance) +4, Sleight of Hand +18, Spot +21, Tumble +30, Use Rope +9 (+11 involving bindings)

Possessions combat gear plus +1 rapier of deadly precision, masterwork short sword, 3 daggers, +1 mighty composite shortbow (+3 Str bonus), 20 arrows, 10 cold iron arrows, 10 silver arrows, +2 mithral chain shirt, boots of striding and springing, gloves of dexterity +2, amulet of natural armor +2,

ring of protection +2, *cloak of resistance* +2, *pewter figure* (10 gp)

Bestow Curse (Su) as the *bestow curse* spell; at will; Will DC 23; caster level 16th.

This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 19 Fortitude save or take 1d6 points of damage and a -1 penalty on attack rolls, skill checks, and saving throws for 1 minute.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

4: ASSASSINS – HIDEOUT

ACID ARC

CR 14

Description see text.

Search DC 27; **Type** magic

Trigger touch; **Init** +7

Effect energy substituted (acid) maximized *lightning bolt* (60 points of damage, Reflex DC 20 half) shoots from four pillars

Duration 17 rounds

Destruction AC 24; hp 35; hardness 20 (each pillar)

Disarm Disable Device DC 34 (each pillar)

Dispel DC 25 (each pillar)

9: FREEING A PRISONER

TAZ'ZAK

CR 15

Male chasme demon*

**Fiendish Codex I*

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +8; **Senses** darkvision 60 ft., *see invisibility*; Listen +24, Spot +24

Aura fear (5-ft. radius, Will DC 21)

Languages Abyssal, Celestial, Common; telepathy 100 ft.

AC 33, touch 15, flat-footed 29

(-1 size, +4 Dex, +14 natural, +4 armor, +2 deflection)

hp 161 (19 HD); DR 10/cold iron or good

Immune electricity, poison, *protection vs. good*, 75% chance critical and sneak attack

Resist acid 10, cold 10, fire 10; **SR** 31

Fort +19, **Ref** +18, **Will** +17

Speed 30 ft. (6 squares), climb 30 ft., fly 50 ft. (perfect); Flyby Attack

Melee claws +26/+26 (1d6+7 plus wounding) and bite +24 (1d8+4 plus wounding) and gore +24 (1d8+4 plus wounding)

Space 10 ft.; **Reach** 5 ft.

Base Atk +19; **Grp** +28

Special Actions drone, *summon tanar'ri*

Spell-Like Abilities (CL 19th):

At Will—*contagion* (DC 15), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self

plus 50 pounds of objects only), *insect plague*, *ray of enfeeblement* (+22 ranged touch), *protection from good*¹, *see invisibility*¹, *telekinesis* (DC 17) 3/day—empowered quickened *ray of enfeeblement* (+22 ranged touch)

1/day—*unholy aura* (DC 20)

‡ Already cast

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

SQ tanar'ri traits

Feats Armor Proficiency (light), Flyby Attack, Multiattack, Empower Spell-Like Ability (*ray of enfeeblement*), Improved Initiative, Quickened Spell-Like Ability (*ray of enfeeblement*), Weapon Focus (claw)

Skills Bluff +24, Climb +34, Concentration +26, Diplomacy +6, Hide +21, Intimidate +26, Listen +24, Move Silently +25, Search +24, Sense Motive +24, Spot +24

Possessions combat gear plus +1 *moderate fortification chain shirt*, *amulet of mighty fist* +2, *cloak of resistance* +4, *ring of protection* +2, *deep red sphere ioun stone*

Drone (Su) As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 21 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect.

Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 21 negates). If this save is successful that creature cannot be affected again by that chasme's fear aura for 24 hours.

Summon Tanar'ri (Sp) Once per day, a chasme can attempt to summon 1d4 rutterkins or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 19th).

Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

MIRROR DEMONS (3)

CR 15

Male mirror* bulezau**

*base on nerra, *Fiend Folio* 127; ** *Fiendish Codex I* 33

CE Huge outsider (chaotic, evil, extraplanar, tanar'ri)

Init +1; **Senses** darkvision 60 ft., see *invisibility*; Listen +24, Spot +29

Languages Abyssal, Common; telepathy 30 ft.

AC 25, touch 11, flat-footed 24

(-2 size, +1 Dex, +14 natural, +2 Deflection)

hp 270 (20 HD); DR 10/cold iron or good

Immune blindness, dazzled, electricity, gaze, poison

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

Fort +23, **Ref** +16, **Will** +15

Weakness sonic vulnerability

Speed 30 ft. (6 squares);

Melee +1 *ranseur* +31/+26/+21/+16 (4d6+17/19-20/x3) and

tail +27 (2d6+5) or

Melee gore +29 (3d6+11) and

claws +27/+27 (1d8+5) and

tail +27 (2d6+5)

Space 15 ft.; **Reach** 15 ft. (30 ft. with *ranseur*)

Base Atk +20; **Grp** +39

Atk Options Power Attack, blood frenzy

Special Actions powerful charge, mirror jump, *summon tanar'ri*

Spell-Like Abilities (CL 20th):

At Will—*command* (DC 11), see *invisibility*¹, *solid fog*, *telekinesis* (DC 15)

3/day—*fear* (DC 14)

1/day—*mirror image*, *shout* (DC 14)

‡ Already cast

Abilities Str 32, Dex 12, Con 28, Int 6, Wis 12, Cha 10

SQ reflective spell resistance, wield oversized weapon, tanar'ri traits

Feats Combat Reflexes, Improved Bullrush, Improved Critical (*ranseur*), Knockback, Multiattack, Power Attack, Weapon Focus (*ranseur*)

Skills Climb +34, Intimidate +23, Jump +34, Listen +24, Spot +29, Swim +34

Possessions combat gear plus huge +1 *ranseur*, *raptor's mask*, *ring of protection* +2, *cloak of resistance* +2

Blood Frenzy (Ex) A bulezau that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and Constitution, and it takes a -2 penalty to Armor Class. A bulezau cannot end its frenzy voluntarily.

Mirror Jump (Su) Mirror demons can move through mirrored and reflective surfaces at will. This effect is similar to *greater teleport*. As a standard action, the mirror demon must touch a mirror or other highly reflective surface. The mirror demon then exists from another mirror within range. It can only take itself plus 50 lbs. in objects with it.

If a mirror demon touches a regular mirror, the mirror jump happens automatically. A mirror demon can also touch a highly reflective surface, such as a polished metal shield or armor. This surface must be clear glass, a still pool of water, or shiny metal. There

is a 30% chance that the surface is reflective enough for the mirror demon to make the mirror jump.

However, a mirror demon can only enter a nonmirrored surface – it can return only through a normal mirror.

Powerful Charge (Ex) A bulezau typically begins battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows a bulezau to make a single gore attack with a +2 attack bonus that deals 6d6+16 points of damage.

Reflective Spell Resistance (Su) A mirror demon has a special type of spell resistance that causes any targeted spell it successfully resist to bounce off and reflect back at the caster. The caster becomes either the spell's target or the point of origin for the spell's effect, as appropriate. In addition, mirror demons are immune to gaze attacks, and such an effect is reflected back to its origin.

Wield Oversized Weapons (Ex) A bulezau is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

Summon Tanar'ri (Sp) Once per day, a bulezau can attempt to summon 1d6 dretches or 1d4 rutterkin with a 50% chance of success. This ability is the equivalent of a 3rd-level spell (CL 20th).

II: IN SERVICE OF A PRINCE

WELL GUARDIAN

CR 19

Male maelephant*

**Fiend Folio* 120

LE Large outsider (evil, extraplanar, lawful)

Init +0; **Senses** darkvision 240 ft., keen senses, low-light vision, scent, *true seeing*; Listen +34, Spot +34

Aura *anticipate teleportation* (100 ft.)

Languages Common, Infernal

AC 26, touch 8, flat-footed 26

(-2 size, +0 Dex, +4 armor, +14 natural); 5 ranks Balance

hp 252 (24 HD); fast healing 2; DR 10/magic

SR 19

Fort +19, **Ref** +14, **Will** +21

Speed 30 ft. (6 squares)

Melee claws +32/+32 (2d6+10) and trunk spike +30 (3d6+5)

Ranged mwk crossbow +23 (3d6/19-20)

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

Base Atk +24; **Grp** +42

Atk Options breath weapon (DC 27) 3/day, frenzied charge, improved grab, Power Attack

Special Actions defensive stance

Spell-Like Abilities (CL 20th):

At Will—*alarm*, *entangle* (DC 14), *gust of wind* (DC 15), *light*, *true seeing*¹, *warp wood* (DC 15), *web* (DC 15)

3/day—empowered *blade barrier* (DC 19), quickened *baleful polymorph* (DC 18)

‡ Already cast

Abilities Str 31, Dex 10, Con 20, Int 14, Wis 20, Cha 16

SQ

Feats Alertness, Armor Proficiency (light), Empower Spell-Like Ability (*blade barrier*), Improved Natural Attack (claw), Improved Toughness, Iron Will, Multiattack, Power Attack, Quickened Spell-Like Ability (*baleful polymorph*)

Skills Appraise +29, Balance +26, Concentration +32, Diplomacy +5, Jump +36, Knowledge (the planes) +29, Listen +34, Search +29, Sense Motive +34, Spellcraft +29, Spot +34, Survival +7 (+9 following tracks)

Possessions combat gear plus masterwork light crossbow, 20 cold iron bolts, masterwork chain shirt

Breath Weapon (Su) 3/day a maelephant can breathe out a cloud of noxious vapor 10 feet wide and 30 feet long. Victims within the area of the cloud must make a Fortitude save (DC 27) or suffer complete memory loss. Memory loss suppresses all of a creature's ranks in its skills and its feats, and it prevents the use of any class abilities (including spellcasting). Currently prepared spells are not lost; they are simply not accessible to be cast. Racial abilities are retained. Additionally, the victim no longer knows who its friends and enemies are, doesn't remember its past, and can't even remember its name. The victim can create new memories, but each time it sleeps or rests, any new memories it has created vanish. This condition can be cured by any affect that cures poison (a *heal* or *neutralize poison* spell, for example); otherwise, it is permanent.

Frenzied Charge (Ex) Once per minute, a maelephant can make a frenzied charge. During the round in which this occurs, the maelephant's speed increases to 45 feet and it gains a +2 bonus on all attack rolls. This bonus stacks with any bonuses gained from making a charge attack.

Improved Grab (Ex) If a maelephant hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its trunk-spike. Thereafter, the maelephant has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the maelephant is considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Defensive Stance (Ex) One per encounter, a maelephant can adopt a defensive stance as a free action on its turn. In this defensive stance, the maelephant gains +2 Strength, +4 Constitution, a +2 resistance bonus to all saves, and a +4 dodge bonus to Armor Class. The benefits persist for a number of rounds equal to 3 + maelephant's newly improved Constitution modifier, or until the maelephant moves. While in a defensive stance, a maelephant cannot use skills or abilities that require it to shift its position. A maelephant can end its defensive stance at will. At the end of the defensive stance, the maelephant takes a -2 penalty to Strength for the duration of the current encounter.

Keen Senses (Ex) A maelephant's sight is four times as good as a human's.

12: FREEING MADNESS

LORN ALDYR

CR 15

Male human cleric 15

CE Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3

Languages Abyssal, Celestial, Common

AC 28, touch 13, flat-footed 28

(-1 Dex, +10 armor, +5 shield, +4 deflection); 20% miss chance

hp 108 (15 HD); **DR** 3/- (until it absorbed 30 points of damage)

Immune grapple, magical paralysis and movement constraints (*freedom of movement*), *enervation/magic missile/Otiluke's resilient sphere* (spell immunity)

Resist acid 30; **SR** 27 (spell resistance)

Fort +13, **Ref** +6, **Will** +15

Speed 20 ft. in full plate (4 squares), base speed 30 ft.

Melee mwk heavy mace +12/+7/+2 (1d8) or

Melee spiked gauntlet +11/+6/+1 (1d4)

Ranged sling +10 (1d4)

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

Atk Options domain spontaneity, smite 1/day (+4 atk, +15 dmg), spontaneous inflict

Special Actions rebuke undead 4/day

Combat Gear *anklet of translocation, hellcat gauntlets, ring of counterspells (greater dispel magic), scroll of mass aid, scroll of obscuring mist, scroll of remove fear, scroll of remove paralysis*

Cleric Spells Prepared (CL 15th):

8th—*maddening scream*^D, *unholy aura* (DC 23)

7th—*disintegrate*^D (DC 22), *extended mass bear's endurance*, *quickened inflict serious wounds* (DC 20)

6th—*blade barrier* (DC 21), *greater dispel magic, harm*^D (DC 23), *heal*

5th—*mass inflict light wounds*^D (DC 22), *greater command* (DC 20), *flame strike* (DC 20), *quickened protection from good, slay living* (DC 22), *spell resistance*¹

4th—*confusion*^D (DC 19), *cure critical wounds, extended magic vestment*¹, *freedom of movement*¹, *recitation, spell immunity*¹

3rd—*bestow curse* (DC 20), *blindness/deafness* (DC 20), *contagion*^D (DC 20), *cure serious wounds, dispel magic* (2), *mass aid*

2nd—*calm emotions* (DC 17), *resist energy* (2)¹, *silence* (DC 17), *touch of madness*^D (DC 17)

1st—*bless, cure light wounds* (2), *entropic shield, inflict light wounds*^D (DC 18), *sanctuary* (DC 16), *shield of faith* (2)¹

0—*detect magic* (2), *detect poison* (2), *guidance, light*

D: Domain spell. Deity: Tharizdun. Domains:

Destruction, Madness

‡ Already cast

Abilities Str 10, Dex 8, Con 14, Int 14, Wis 21, Cha 12

Feats Domain Spontaneity (Madness), Extend Spell, Greater Spell Focus (necromancy), Quicken Spell,

Skill Focus (concentration), Spell Focus (necromancy)

Skills Concentration +23, Diplomacy +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Knowledge (religion) +20, Spellcraft +22

Possessions combat gear plus masterwork heavy mace, spiked gauntlet, dagger, sling, 10 bullets, +2 *full plate*, masterwork heavy wooden shield (+3 due to *magic vestment*), *periapt of wisdom* +4, *vest of resistance* +2, *minor cloak of displacement*, *lesser iron ward diamond*, wooden holy symbol, spell component pouch

Madness (Ex) -1 to wisdom based skill checks and Will saving throws. 1/day +7 to one such check or save.

KAZIEL THE DARK

CR 18

Female justice archon* blackguard 7/entropomancer** 5
*MM IV 80; ** *Complete Divine* 36

CE Medium outsider (archon, chaotic, evil)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +12, Spot +12

Aura aura of despair (10 ft., -2 saves), magic circle against good (10 ft.), menace (20 ft., DC 18)

Languages Celestial, Draconic, Infernal, tongues

AC 27, touch 14, flat-footed 26

(+1 Dex, +11 armor, +3 deflection, +2 natural armor)

hp 220 (18 HD) plus 10 temporary hit points (*aid*); DR 10/good

Immune acid (first 48 points of damage), electricity, petrification and grapple, magical paralysis and effects that inhibit movement (*freedom of movement*)

SR 21

Fort +29 (+33 against poison), **Ref** +15, **Will** +20 (+21 vs. fear (*aid*))

Speed 20 ft. in full plate (4 squares), base speed 30 ft., fly 40 ft. (good) in full plate, base fly speed 60 ft.;

Melee* +1 *corrupt brilliant energy greatsword* +26/+21/+16/+11 (2d6+13/17-20) or

Melee* spiked gauntlet +25/+20/+15/+10 (1d4+8)

Ranged* mwk composite longbow +19/+14/+9/+4 (1d8+4/x3)

* Includes +1 morale bonus due to *aid* spell

Base Atk +16; **Grp** +24

Atk Options Cleave, Divine Armor, Improved Sunder, Power Attack, aligned strike (chaotic, evil), command undead 6/day (lvl 5), entropic field 2/day (reroll), justice strike, poison use, shard of entropy 2/day (DC 17), smite good 2/day (+3 atk, +7 dmg), sneak attack +2d6

Combat Gear *potion of remove blindness*

Blackguard Spells Prepared (CL 4th):

4th—*freedom of movement*[†]

3rd—*inflict serious wounds* (DC 16), *protection from energy*[†]

2nd—*cure moderate wounds* (2), *death knell* (DC 15)

1st—*corrupt weapon*[†], *resurgence* (2)

† Already cast

Spell-Like Abilities (CL 6th):

At Will—*aid*[†], *continual flame*, *detect evil*, *detect good*, *teleport* (self plus 50 lb. of objects only)

Abilities Str 27, Dex 12, Con 24, Int 10, Wis 16, Cha 16

SQ archon traits

Feats Cleave, Divine Armor, Great Fortitude, Improved Critical (greatsword), Improved Sunder, Magical Aptitude, Power Attack

Skills Concentration +20, Diplomacy +16, Hide +7, Intimidate +14, Knowledge (arcana) +7, Knowledge (religion) +4, Listen +12, Move Silently +0, Sense Motive +12, Spellcraft +11, Spot +12

Possessions combat gear plus +1 *brilliant energy* greatsword*, spiked gauntlet, masterwork might composite longbow, 20 arrows, +3 *full plate armor*, *belt of giant strength* +4, *gloves of dexterity* +2, *amulet of natural armor* +2, *cloak of resistance* +3, *ring of protection* +3, wooden holy symbol, spell component pouch

* Unlike a normal *brilliant energy* blade this sword is made out of absolute darkness.

Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Justice Strike (Su) A justice archon that hits with a melee attack can choose to use this special ability instead of dealing normal weapon damage. Justice strike deals the damage of the struck opponent's primary melee attack. This damage includes effects that apply automatically on a hit, such as energy damage or poison, but not those from optional effects or feats, such as Power Attack.

Magic Circle against Good (Su) A *magic circle against good* effect always surrounds an archon (caster level 13th). (The defensive benefits from the circle are not included in an archon's statistics block.)

Entropic Field (Su) As a standard action, an entropomancer can surround herself with a field of invisible, entropic energy that lasts for 1 round/entropomancer level. The field extends in a 5-foot/entropomancer level radius, centered on the entropomancer. All magical healing automatically fails within the entropic field. It takes the entropomancer a standard action to dismiss the entropic field.

At 5th level, the entropic field becomes strong enough to warp the laws of probability. Once per round, as a free action, the entropomancer can force a character within the field (including herself) to reroll an attack, save or check. The entropomancer demands the reroll after she knows whether the attack, save, or check succeeded or failed, but before the exact consequences have been calculated and applied. The result of the reroll takes precedence, even if it's worse than the original roll.

Shard of Entropy (Su) 2/day, for a maximum of 1 round/entropomancer level, the character can create a miniature shard of entropy. The shard is a chunk of absolute blackness, 2 inches across, and can be moved up to 30 feet by the entropomancer as a

standard action. Against objects, the shard deals 3d6 points of damage, bypassing the object's hardness. Against creatures, the entropomancer must make a ranged touch attack to hit, and if successful the shard deals 3d6 points of damage to the target (Fortitude half, DC 12 + entropomancer's Wis modifier). The shard appears in any square adjacent to the entropomancer when it is created, and it can be used to attack on the round it is formed.

The shard of entropy lurches, jumps, and bounces around the square it's in. Any creature who passes through the shard's square takes damage as if the shard struck him (Fortitude half), as does any creature that's in the same square as the shard at the beginning of the entropomancer's turn. The entropomancer can move the shard into another square with a move action, or aim it at a specific creature (dealing damage immediately) as a standard action.

Teleport (Su) Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su) All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

VOID SLAYER

CR 15

Evolved* advanced bodak

**Libris Mortis* 99

CE Large undead

Init +6; **Senses** darkvision 60 ft.; Listen +24, Spot +24

Languages Abyssal

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural); Dodge, Mobility

hp 217 (29 HD); fast heal 3; DR 10/cold iron

Immune electricity, undead immunities

Resist acid 10, fire 10, positive energy 10, turn resistance +4

Fort +9, **Ref** +11, **Will** +19

Weakness vulnerability to sunlight

Speed 20 ft. (4 squares);

Melee slam +22 (2d6+8)

Base Atk +14; **Grp** +26

Atk Options death gaze (30 ft., DC 28)

Spell-Like Abilities (CL 29th):

1/day—*greater dispel magic*

Abilities Str 27, Dex 14, Con –, Int 6, Wis 12, Cha 14

Feats Ability Focus (death gaze), Alertness, Dodge, Improved Initiative, Improved Toughness, Improved turn resistance, Iron Will, Mobility, Positive Energy Resistance, Weapon Focus (slam)

Skills Listen +24, Move Silently +26, Spot +24

Possessions combat gear plus

Death Gaze (Su) Death, range 30 feet, Fortitude DC 28 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later.

Vulnerability to Sunlight (Ex) Bodaks loath sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

APPENDIX 2: NEW RULES ITEMS

FEATS

Chain Spell [metamagic]

You can cast spells that arc to other targets in addition to the primary target.

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effects are reduced by 4.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Source: *Complete Arcane* 76.

Divine Armor

You call upon your deity to protect you in your hour of need by wreathing you in divine power that wards off your enemies' attacks.

Prerequisites: Divine caster level 5th, ability to turn or rebuke undead.

Benefit: As a swift action, you can expend a turn or rebuke undead attempt to gain damage reduction 5/- until the start of your next turn.

Source: *Player's Handbook* II 88.

Domain Spontaneity

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

Source: *Complete Divine* 80.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Source: *Libris Mortis* 27.

Improved Turn Resistance [Monstrous]

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefits: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts.

Source: *Libris Mortis* 27.

Knockback

By putting your bulk behind a blow, you can push your enemy backward.

Prerequisites: Improved Bull Rush, Power Attack, size Large or Larger.

Benefit: If you score a hit while you are using the Power Attack feat, you can make a free bull rush attempt against the foe you hit, applying the number by which you reduced your attack roll as a bonus on the opposed Strength check (as well as on the damage you deal). If you hit with a two-handed weapon, you can apply double that number on the opposed Strength check. Unlike standard bull rush attempts, knockback attempts don't provoke attacks of opportunity, and you don't move with the enemy you knock backward. Bull rush rules can be found on page 154 of the *Player's Handbook*.

Special: A fighter may select knockback as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Source: *Races of Stone* 142.

Positive Energy Resistance [Monstrous]

You are resistant to the damage dealt by positive energy effects.

Prerequisite: Undead type.

Benefit: You gain resistance 10 against positive energy effects, such as *cure* spells.

Source: *Libris Mortis* 29.

MAGIC ITEMS

Anklet of Translocation

Price: 1,400 gp

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: swift (command)

Weight: --

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport with no chance of error up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature nor can you teleport into a solid object, if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't take another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites Craft Wondrous Item, *dimension door*

Cost to create: 700, 56xp 2days

Deadly Precision

Price: +1 bonus

Property: Melee weapon

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: –

A deadly precision weapon deals an extra 1d6 points of damage whenever you make a successful sneak attack or sudden strike (*Cad* 8) with it. The property grants no benefit if you don't already have one of these class features, and its bonus doesn't increase if you have both.

Prerequisites: Craft Magic Arms and Armor, *keen edge*.

Cost to Create: Varies.

Source: *Magic Item Compendium* 32.

Enervating

Price: +2 bonus

Property: Weapon

Caster Level: 11th

Aura: Moderate; (DC 10) necromancy

Activation: –

When you score a critical hit against a living creature with an enervating weapon, the weapon bestows one negative level on the target.

Assuming the subject survives, it regains lost levels after 1 hour. Usually, negative levels have a chance of permanently draining a victim's levels, but the negative levels from the enervating property don't last long enough to do so.

Prerequisites: Craft Magic Arms and Armor, *enervation*.

Cost to Create: Varies.

Source: *Magic Item Compendium* 34.

Hellcat Gauntlets

Price (Item Level): 3,200 gp (8th)

Body Slot: Hands

Caster Level: 7th

Aura: Moderate (DC 18); transmutation

Activation: Swift (command)

Weight: -

When you activate *hellcat gauntlets*, the next spell you cast during your turn that targets a single creature also deals 1d6 points of slashing damage per level of the spell, unless the spell has no effect on the target (due to spell

resistance or a save negative the spell, for example), in which case the extra damage is negated.

This ability functions three times per day, but it can't be activated in consecutive rounds.

Prerequisites: Craft Wondrous Item, *spectral hand*, *keen edge*.

Cost to Create: 1,600 gp, 128 xp, 4 days.

Source: *Magic Item Compendium* 111

Iron Ward Diamond

Price (Item Level): 500 gp (3rd) (least), 2,000 gp (6th) (lesser), or 8,000 gp (11th) (greater)

Body Slot: – (armor crystal)

Caster Level: 7th

Aura: Moderate; (DC 18) evocation

Activation: –

Weight: –

An *iron ward diamond* lends its toughness to armor, helping it absorb blows in combat.

Least: The least version of this augment crystal grants you damage reduction 1/–. This damage reduction stacks with similar damage reduction granted by any other source. Once the clasp has prevented a total of 10 points of damage, it becomes inert until the following day.

Lesser: As the least crystal, except that it grants damage reduction 3/– until it has prevented a total of 30 points of damage. A *lesser iron ward diamond* functions only when attached to medium or heavy armor.

Greater: As the least crystal, except that it grants damage reduction 5/– until it has prevented a total of 50 points of damage. A *greater iron ward diamond* functions only when attached to heavy armor.

Prerequisites: Craft Magic Arms and Armor, *stoneskin*.

Cost to Create: 250 gp, 20 XP, 1 day (least); 1,000 gp, 80 XP, 2 days (lesser); 4,000 gp, 320 XP, 8 days (greater).

Source: *Magic Item Compendium* 26.

Raptor's Mask

Price (Item Level): 3,500 gp (8th)

Body Slot: Face

Caster Level: 5th

Aura: Faint (DC 17); divination

Activation: –

Weight: –

A *raptor's mask* grants you a +5 bonus on Spot checks and renders you immune to effects that would leave you blinded or dazzled.

Prerequisites: Craft Wondrous Item, *clairaudience/clairvoyance*, *glitterdust*, possession of a piece of the set.

Cost to create: 1,750 gp, 140 XP, 4 days.

Source: *Magic Item Compendium* 210.

Vampiric

Price: +2 bonus

Property: Melee weapon

Caster Level: 9th

Aura: Moderate; (DC 19) necromancy

Activation: –

A vampiric weapon deals an extra 1d6 points of damage to any living creature it hits, and you heal damage equal to this amount.

Prerequisites: Craft Magic Arms and Armor, *vampiric touch*.

Cost to Create: Varies.

Source: *Magic Item Compendium* 45.

SPELLS

Madness Domain

Granted Power: You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day, you can see and act with the clarity of true madness: Add one-half your level to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled.

1. *Confusion, lesser*
2. *Touch of madness*
3. *Rage*
4. *Confusion*
5. *Bolts of bedevilment*
6. *Phantasmal killer*
7. *Insanity*
8. *Maddening scream*
9. *Weird*

Source: *Spell Compendium* 276.

Aid, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 3

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which are more than 30 ft. apart

This spell functions like *aid* (*Player's Handbook* 196), except that it affects multiple subjects at a distance and each subject gains temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+15).

Source: *Spell Compendium* 8.

Anticipate Teleportation

Abjuration

Level: Sorcerer/Wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5ft./level emanation from touched creature.

Duration: 24 hours.

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded by an invisible aura that anticipates and delays teleportation of any creature into spell's area. Any teleportation spell or effect (including all spells with teleportation description) can be anticipated, making the spells recipient instantly aware of exact location where teleporting creature will arrive (subject to restrictions below), the creatures size

and how many other creatures (and their size) are arriving with it. The spell also delays the arrival of teleporting creature by 1 round, so it arrives on its own initiative count immediately before its next turn, generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready weapons. The teleporting creature(s) do not perceive this delay.

Since teleporting creature does not necessarily arrive at precise location it intends, this spell affects a creature arriving in range, even if its original destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of it's imminent arrival. The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect re-entry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while spell is in effect.

Source: *Spell Compendium* 13

Critical Strike

Divination

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effect of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical threats. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to extra damage from sneak attacks are immune to the extra damage dealt by your attacks.

Source: *Spell Compendium* 56.

Distract Assailant

Enchantment (compulsion) [Mind-Affecting]

Level: Assassin 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

Range: Close (25 ft. + 5ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.
Source: *Spell Compendium* 69.

Find the Gap

Divination

Level: Assassin 3, paladin 3, ranger 3

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain the ability to perceive weak points in your opponent's armor. Your first melee or ranged attack each round is resolved as a touch attack, disregarding the subject's armor, shield and natural armor bonuses (including any enhancement bonuses) to Armor Class. Other AC bonuses, such as dodge bonuses, deflection bonuses, and luck bonuses, still apply.

Source: *Spell Compendium* 91

Ice Knife

Conjuration (Creation) [Cold]

Level: Assassin 2, sorcerer/wizard 2, warmage 2, wu jen 2 (water)

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex half; see text

Spell Resistance: Yes

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage and 2 points of Dexterity damage (a successful Fortitude save negates the Dexterity damage). Creatures that have immunity to cold also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, PH 158, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area (Reflex half).

Material Component: A drop of water or piece of ice.

Source: *Spell Compendium* 119

Phantom Foe

Illusion (Phantasm) [Mind-Affecting]

Level: Assassin 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will disbelief

Spell Resistance: No

If the target creature fails its saving throw, this spell creates in the subject's mind an illusory double of whichever creature currently threatens it that it deems most dangerous. The form of this *phantom foe* changes as appropriate whenever the target perceives a different threatening creature more dangerous than the last. This illusory double provides two effects.

First, the subject believes it is being flanked by the *phantom foe* and the real creature the foe duplicates. Thus, the duplicated creature is always considered to be flanking the subject in melee. A creature that can't be flanked is immune to this aspect of the spell.

Second, the subject of the spell is unable to determine that the *phantom foe* is not a real threat, and whenever the subject attempts to the creature duplicated by the *phantom foe*, that creature benefits from a 50% miss chance against attacks from the subject of the spell/ Because this miss chance comes from the subject's inability to tell the *phantom foe* from the original, it is rolled separately from any miss chance that applies due to displacement or concealment.

Creatures other than the subject cannot see the *phantom foe*, although they can attempt to guess its location by how the target acts. If the subject is not threatened by any creature at the start of its turn, the spell ends.

Focus: A tiny pewter figure of a warrior that is worth 10 gp.

Source: *Spell Compendium* 156.

Recitation

Conjuration (Creation)

Level: Cleric 4, purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: all allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: *Spell Compendium* 170.

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Touch of Madness

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You can cause one living creature to become dazed by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no actions for 1 round per caster level.

Source: *Spell Compendium* 221.

MONSTERS

VIPER TREE, ELDER* CR 9

**Expedition to the Demon Web Pits* 212

Often CE Huge plant (extraplanar)

Init +1; **Senses** low-light vision, sense good; Listen +2, Spot +12

Languages Abyssal

AC 21, touch 9, flat-footed 20

(-2 size, +1 Dex, +12 natural)

hp 137 (11 HD); DR 10/good or magic

Immune acid, cold, critical hits, gas, paralysis, poison, polymorph, sleep, stunning

SR 18

Fort +15, **Ref** +4, **Will** +3

Weakness vulnerability to fire

Speed 10 ft. (2 squares);

Melee 4 bites +18 each (2d6+12/19-20 plus poison)

Ranged broken branch +7 (4d8+28 plus poison)

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

Base Atk +8; **Grp** +28

Atk Options Combat Reflexes, Multiattack, Snatch; poison (Fort DC 23, 1d4 Str + paralysis for 2d6 rounds/2d8+2 Str)

Special Actions broken branch, ingest, viper hiss

Abilities Str 34, Dex 12, Con 26, Int 7, Wis 10, Cha 12

SQ sense good, plant traits (*MM* 313)

Feats Combat Reflexes, Improved Critical (bite), Multiattack, Snatch

Skills Hide -2, Listen +2, Spot +12

Sense Good (Ex) An elder viper tree can use its flickering snake tongue to sense good-aligned creatures within 40 feet.

Broken Branch (Ex) An elder viper tree can detach one or more of its branches and hurl them as missiles with a range of 20 feet and no range increment. Each branch has a speed of 30 feet, 46 hit points, and deals 4d8+28 points of damage, but it retains the same attack bonus and poisonous bite as the parent tree. A broken branch leaves a trail of brown-amber sap wherever it goes and dies within an hour.

Ingest (Ex) An elder viper tree can swallow a paralyzed Small creature without difficulty as a full-round action by picking it up and dropping it into the maw at the center of its branches. It needs 5 rounds to swallow a Medium creature and cannot swallow a Large or larger creature at all. A creature being ingested is treated as pinned. If the paralysis wears off before the tree can finish swallowing a Medium creature, it can attempt to break the pin and escape.

Viper Hiss (Ex) The rattling hiss of an elder viper tree can entice creatures to walk toward it for a single round at normal movement. For each target the elder viper tree attempts to affect with this ability, it must give up one of its bite attacks for that round. The effects do not stack, so multiple hissing heads still require only a single saving throw per listener. This is a sonic, mind-affecting ability, and it can be negated with a DC 16 Will save. The save DC is Charisma-based. Once a creature is affected by the hiss, or makes a successful save against it, it cannot be affected by the same elder viper tree's hiss for 24 hours.

APPENDIX 3: BROKEN REACH AT A GLANCE

👑 Broken Reach (small town): Conventional; AL CE; 3,000 gp limit*; Assets 375,000 gp*; Population: 1,766; Mixed (75% demons, 25% other).

Authority Figures: Red Shoud (CE female succubus sorcerer 20), absolute ruler of Broken Reach; Glavag (CE male 18 HD glaberezu, captain of the guard; Azzertot (CE male 18 HD nalfeshee), leader of the secret police; Coin (CE male babau rogue 7), master of the market.

Important Characters: Danion (CN male human rogue 3/fighter 4), current favorite consort Red Shroud.

Town Guard: The Red Guard (400 fiends, mostly rocks, bulezau and their hezrou officers).

* Due to its location at a gate into the Outlands, its reputation as safe haven against demonic violence and its ruler's personal wealth the gp limit and assets are higher than of a typical small town.

Broken Reach started as a fortress made out of crumbling stone, built 200 years ago by the succubus sorceress Red Shroud atop a portal to the Outlands gate-town of Plague-Mort. For most of its existence it remained little more than a big fortress, but recently Red Shroud made several deals with powerful demon princes. The result was that the fortress expended into a little town. Red Shroud has little tolerance for violence inside her town, and the power and influence to back it up. As a result the town has become a hub of trade and a center for diplomacy between various demonic factions. It still is a town run by a demon and her demonic servitors, and unless a visitor has the power or right friends to protect himself, chances are he ends up dead or worse.

DESCRIPTION

The above ground houses of Broken Reach are made out of the local red-brown crumbling stone. The streets are narrow, its alleys dark and filthy as are most of its houses. There are several large rocks in town and houses have been built on these as well. Ramps and steep stairs lead up these rocks. Many houses have been decorated with what mortals consider disturbing carvings and statues. The filth is surprisingly light on food and feces – demons do not need to eat or drink. Instead there are is a high amount of corpses of creatures killed through violence in a town with a rule against violence.

About one third of the town lies underground in a complex maze of corridors and rooms. The main corridors are wide, high, and well maintained. Side corridors are smaller, their walls and ceilings are crumbling and many parts have collapsed. The dungeons below Red Shroud's keep and the gate to

Plague-Mort are not connected with these parts of town.

In the middle of the town rise the crumbling towers of Red Shroud's keep. It forms a distinct mark that can be seen from everywhere in town. It is here that personal guests of Red Shroud are quartered, where she holds court, and where the gate to Plague-Mort is found.

For a town of its size and location it is surprisingly silent. The sound of the wind, blowing constantly through the dusty streets, is ever-present, and the scuttling of dretches and other vermin resound from every alley. Most other inhabitants rarely travel in large groups and prefer not to draw too much attention to themselves. The streets are mostly deserted except for the occasional fiend or large group of mortals rushing to their destination.

Laws

There is only one law in Broken Reach: do whatever Red Shroud and her servitors want you to do. Luckily Red Shroud likes her wealth and influence too much to waste it on capricious whims and as long as people give her a wide berth when not directly engaged in a business deal with her, pay their taxes, and do not break the rule of non-violence there is no problem. Break one of these three rules and death comes swiftly, and most likely extremely painfully.

The rule of nonviolence does not apply to dretches, other lesser demons, and other vermin, nor does it apply to your own slaves. Mortals getting inside the town as free men cannot be enslaved by violence. Being tricked into slavery is another matter.

IMPORTANT PLACES

Bazaar: The Bazaar is a large open square at the gates of Broken Reach Keep both into the keep and the portal to the Outlands under it. The square is usually an empty dusty open space used on occasion for army drills and public executions. Once a week merchants arrive from the Outlands, quickly turning the square into a large marketplace filled with tents, wagons and a mixed crowd of mortals, fiends and other things. At these times almost everything can be bought, but Red Shroud has first pick and many of the juicier things have already been sold. Most of the products offered for sale are alchemist items, armor, poisons, slaves, weapons and other tools of war. Clothing, drink and food are somewhat uncommon, since demand for these things is relatively low (they are mostly a status symbol for demons who do not require food and drink).

Bliss: Bliss is the next best thing besides being guests of Red Shroud, maybe better since the owner of Bliss is not likely to kill his guests in a fit of anger. It caters to

mortals, and for the right price almost everything can be bought. It is expensive, though. It is located at the Bazaar.

Broken Reach Keep: The keep Red Shroud built 200 years ago and it is still the heart of the town. It consists of many towers, all looking like crumbling ruins, but looks deceive. In reality these are still as strong and sturdy as 200 years, and they have repulsed many an assault force. On the outside it is clearly a defensive structure with no luxuries or decorations. On the inside it is very much the home of a succubus, decadently richly furnished and filled with art.

Field of Iron Pikes: While violence is not allowed in town, this law does not extend outside the city walls. So demons take up their fights mostly directly outside the town. The dusty flat field is riddled with sharp iron pike-like contraption to add some extra excitement to a fight and for the victor to pose the corpse as a trophy for everybody to see.

Plucked Deva: The Plucked Deva is the favorite tavern in town for mortals and it serves normal food and drinks. It is a quiet, shadowy place and its regulars keep to themselves.

Sleeping Zombie: The Sleeping Zombie is ramshackle inn and tavern only better than sleeping in the open air or confiscating a house for yourself because the staff offers some protection against curious demons. The beds are riddled with vermin, the place is noisy (some say only a zombie would fall asleep in the tavern), and the food and drink are of low quality, but it is dirt cheap.

Snoring Fiend: The Snoring Fiend stands at the Bazaar and it is the biggest inn and tavern in town. It has a huge stable and guests can hire space at the nearby warehouses for a reduced fee. Rooms come in all kinds from luxurious suites to the spartan barrack-like sleeping halls. The staff brooks absolutely no violence, theft or any other kind of hurtful behavior and they have the power to back it up. Rumor has it that Red Shroud is the secret owner of this tavern and that she uses it to spy upon visitors of town.

Knowledge

Knowledge (the planes) – a bardic knowledge check can be used to replace this check but with a +5 modifier to the DCs:

DC 20: Broken Reach is a town centered near a gate to the Outlands in Pazunia, first layer of the Abyss. It is ruled by Red Shroud, a succubus sorceress of undetermined power. She brooks no violence in her town and it is one of the safest spots for mortals in the Abyss.

DC 25: Red Shroud and her minions can be really tense and violent at times and it is best to avoid

drawing their attention unless you are involved in an interesting business proposal.

DC 30: Red Shroud recently made a deal with several demon princes and generals involved in the Blood Wars. As a result business has boomed and a town has sprung up around her keep. As all things on the Abyss this can be a quickly passing fad or it might stay for centuries.

DC 35: Red Shroud collects poisons, and offering her an exotic poison or poisonous animal as a gift is guaranteed to win her favor. (If they ask Tenser, he provides them with a suitably rare and dangerous poison in case they need to appease the Red Shroud.)

APPENDIX 4: ZELATAR

👑 Zelatar: Large City; Monstrous Power Center; AL CE; GP Limit 40,000 gp; Assets 466,000,000 gp; Population: 18,000; Mixed (20% manes, 11% dretches, 9% rutterkins, 9% lamias, 8% vrocks, 8% hezrous, 7% bulezaus, 6% carnevuses, 5% tieflings, 4% succubi, 3% armanites, 2% shadow demons, 2% harpies, 1% Abyssal giants, 1% lamia nobles, 4% other demons such as mariliths, cambions, alkiliths, glabrezu, and so on).

Authority Figures: Graz'zt (CE male demon lord epic), Dark Prince, Master of the Gates of Zelatar, Lord of the Argent Palace; Lavendeth (CE female lilitu cleric 16), high priestess of the Chosen's Tabernacle; Eniff of the Joss Desert (CE female lamia noble cleric 12), high priestess of the Grand Shrine; Athux (CE male drow half-fiend fighter 10/blackguard 7), General of the Legions of Graz'zt.

Important Characters: Verin/Ztefano (CE male demon lord), Graz'zt's diplomat and favored spy; Thraxxia (CE female human half-fiend sorcerer 11), Graz'zt's daughter and favored assassin; Madjack Madarang (CE male carnevus demon), owner of the gladiator pit; Inkheart and Sable (CE male and female shadow demons), owners of the Sign of the Black Heart; Raxivort (CE male xuart rogue 15), King of Xvarts, Prince of Bats.

City Guard: Song of Blood (CE male bulezau fighter 4), infantry captain; Blackwatch and Nightwatch (CE female shadow demons rogue 4), elite guards.

Private Militias: Too many to count. Authority figures have an entourage or a company of hirelings who do the demon's work of intimidation, theft, and murder, as required. However, few command more than a hundred such followers.

Notes: The inhabitants of Zelatar include demons, cambions and other half-fiends, tieflings, lamia, lilitu (Fiendish Codex I 43), and others who revere Graz'zt. Many of these creatures are beautiful and female; all are evil. The locals know the ways of the shifting portals between the layers, but visitors require a guide to get from place to place within the city.

CITY DISTRICTS

The three main city areas are Fogtown on the colorless 45th layer, cosmopolitan Gallenghast on the 46th, and Darkflame on the 47th layer of the Abyss, where heat and cold are reversed and torches flicker with blue and purple flames.

Fogtown

Rains are frequent on the windswept, gray 45th layer of the Abyss, and water from this layer is piped to the other layers of the city. Everything here takes on a subdued and indistinct air. All Move Silently and Hide checks on the layer gain a +2 circumstance bonus, but all Knowledge (the planes) checks concerning the layer take a -4 penalty. Dretches and manes live in countless

hovels, among the large stone piles that are the mansions of hezrous, who enjoy the climate.

The poorest laborers of Azzagrat toil just outside the scythe-topped walls of the moody Fogtown neighborhood, harvesting colorless edible fungi from the featureless plains surrounding the city. Fogtown is a place of slave gulags and rickety sanitoriums, where hope is even scarcer than coin, and violence lurks at the dark heart of every shadow.

Because the nature of the Triple Realm's 45th layer makes details difficult to remember, the city's inhabitants use Fogtown as a rendezvous point or contraband drop, reasoning that participants are automatically safer when they cannot remember each other's faces.

Gallenghast

Light shines up from the ground of the 46th layer, making all places seem strangely distorted, and shadows stretch like columns of light into the sky. Shadow demons, Abyssal giants, and rutterkins especially favor this layer. It is the seat of power of Athux, Graz'zt's son, as a reward for his help in defeating Iggwilv. Creatures not native to this section of the Abyss have a great deal of trouble on Hide checks here, since light behaves so differently. All nonnative creatures gain a -5 circumstance penalty on their Hide checks while on the layer.

Gallenghast is the largest of Zelatar's three planar neighborhoods, packed with the villas of demonic nobles and the markets of traders from every corner of the Great Wheel. Numerous inns and lodging houses of dubious character crowd the peripheries of vast market squares. Here and there, absent paving stones allow the natural light of the 46th layer of the Abyss to blast upward in vibrant towers of eerie luminescence, casting the neighborhood in moody lighting.

Visitors seeking a safe refuge flock to Gallenghast's chapterhouse of the Planewalkers Guild, the ragtag assembly that bases itself on the Infinite Staircase. The Staircase, a vast planar pathway that grounds itself wherever creativity thrives, connects to a secluded doorway under an artist's studio in a deserted alleyway nearby. The artist, a sadistic ogre mage named Erballux Klint (NE male ogre mage expert 7), specializes in making statues out of actual corpses, their resin-hardened organs, veins, and flensed skin peeled back to reveal a riot of natural coloration. Klint is a member in good standing of the Planewalkers Guild, and a handful of his animated life-statues protect the door from unwanted explorers. Interlopers who are not members of the guild can access the door to the Infinite Staircase by donating an unusual specimen to his studio's "waiting chamber."

A broad grass clearing near Gallenghast's walls attracts martial visitors throughout the year. These Hollowfield Grounds serve as the site of monthly

tournaments known throughout the Abyss for their savagery and their extreme formality. Winning a particularly spectacular death match at the Grounds is enough to make any resident of Zelatar an instant celebrity and might even warrant a personal audience with the Dark Prince himself.

The Chosen's Tabernacle, profane cathedral of Graz'zt's wicked cult, dominates the large central square of this neighborhood, bathed in the layer's eerie groundlight and casting dolorous shadows high into the air. The temple's high priestess, Lavendeth (CE female lilitu cleric 16), is a manipulative administrator with the appeal of a succubus and a head for dirty dealing, making her a favorite consort of the Dark Prince.

Darkflame

The 47th layer is thought to be Graz'zt's home layer. It is certainly the oldest of the three. It can only be reached from the 45th and 46th layers, and its blue sun is distinct from that of the other layers. Even more distinct is the way flames glow blue and purple here rather than red, dealing cold damage instead of fire damage. Cold effects correspondingly cause fire damage, and fire resistance on this layer is diminished by half. Succubi and lamias find the layer especially congenial.

ZELATAR LORE

Characters who have ranks in Knowledge (the planes) can learn more about the city of Zelatar and its strange geography. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the planes)

DC 15: The city of Zelatar is ruled by Graz'zt in a sharp hierarchy; demons at the bottom dare not question those above them, and few demons dare to make trouble in Graz'zt's capital. The city itself is built on all three Abyssal layers that Graz'zt rules and is inhabited by lamias, rutterkins, vrocks, and others in rather close proximity, due to Graz'zt's strict pronouncements against melee combat within the city.

DC 20: The easiest way for nonnatives to find their way around the city of Zelatar is to hire a tiefling or rutterkin as a guide to the portals. The prices are high, but the alternative is walking around a deadly city full of demons and likely becoming lost.

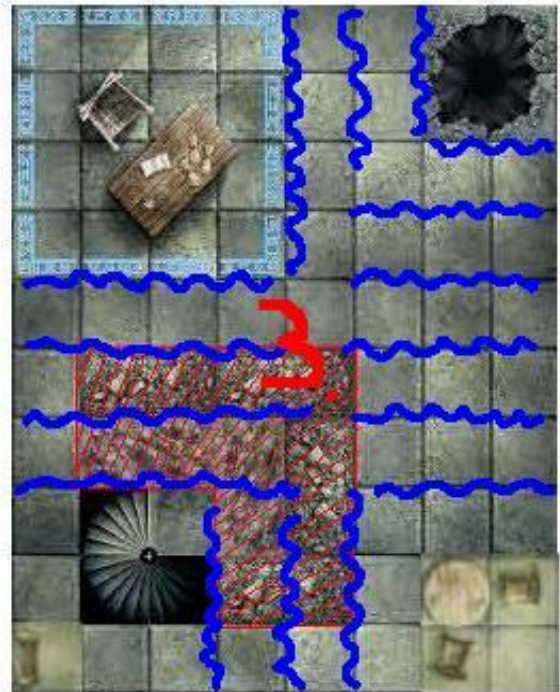
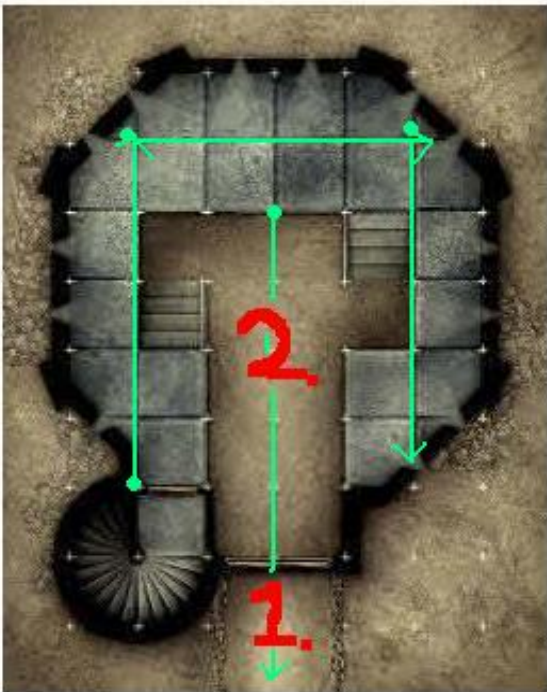
DC 27: Ranged combat and magical combat are permitted within the city, and the legions of armanites (heavy demonic cavalry) and bulezaus (invisible demonic foot soldiers) have wide latitude to kill whatever they need to kill for recreational purposes. Merchants, however, are protected from demonic harassment by a special edict that requires non-natives to carry a special merchant's token with them at all times. The most remote of Zelatar's three neighborhoods, Darkflame is a haven for those who do

not wish to be found. Graz'zt houses his deadliest assassins and agents within the district, each with a deep cover identity that masks their true nature from even their closest neighbors. Shadow demons, succubi, and alkiliths abound in the twisting mazelike alleys, seeking out those who would use the obscurity of Darkflame to hatch seditious plots against their ebon-skinned prince.

A walled enclosure called Zul's Hanging Garden writhes with carnivorous plants in a thousand different colors. Their grasping fronds and snapping traps yearn to reach ever upward, toward the dangling feet of hundreds of impaled traitors kept impossibly alive by the powers of magic chains hanging from a glass ceiling. Their piteous moans are like music to the vines and creepers, who dine on their dripping blood and spilled bile. When a growth reaches a victim, his sentence is declared fulfilled and he escapes into the aromatic embrace of death.

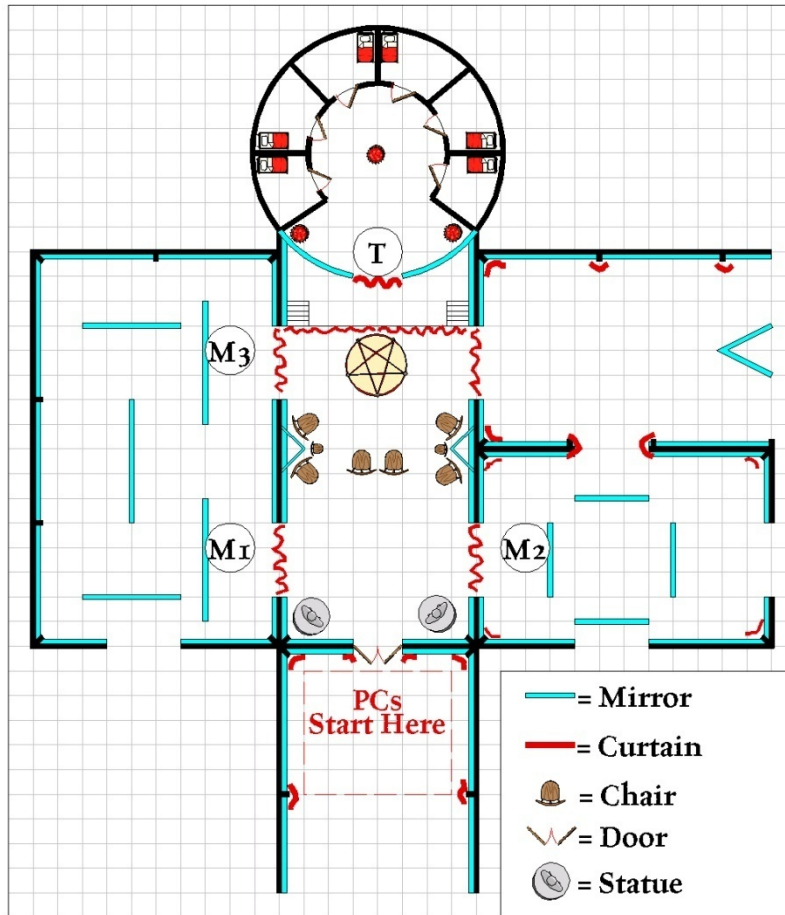
Source: *Expedition to Spider Web Pits*.

4: ASSASSINS – HIDEOUT



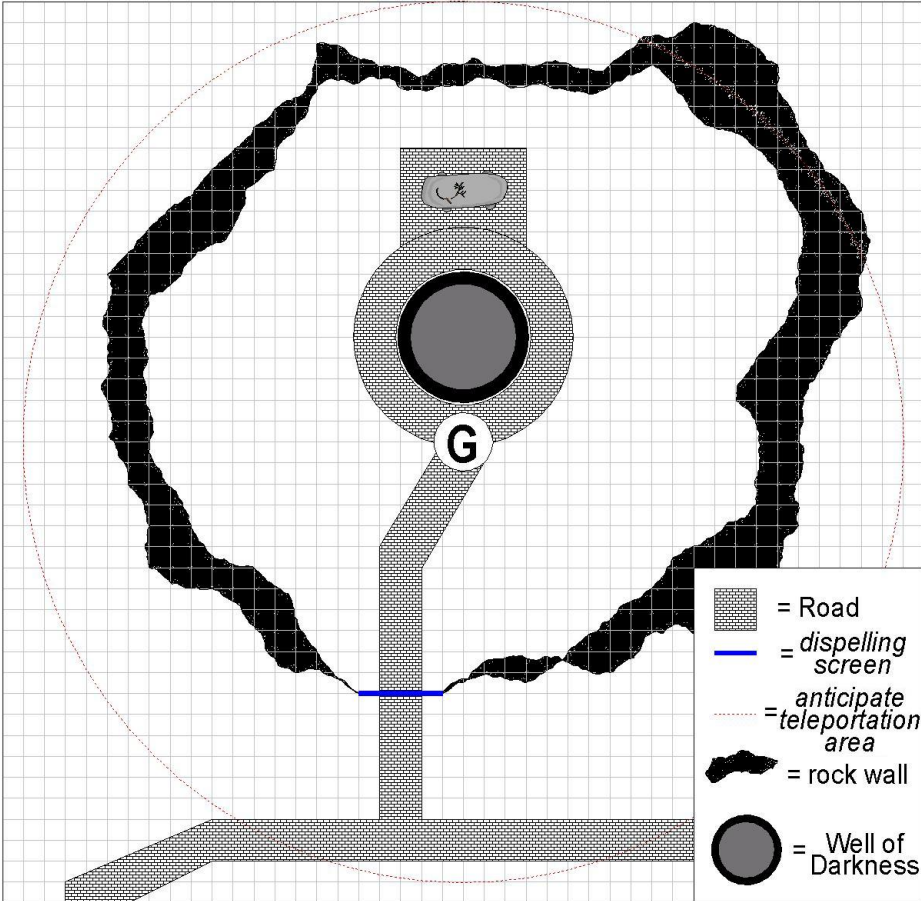
The green dots in area 2 are the acid arc pillars, the green lines the path the arcs take.
Red shaded area is rubble and difficult terrain.
The blue lines are thin blue veils that fill most of area 3.

9: LORN'S PRISON AREA



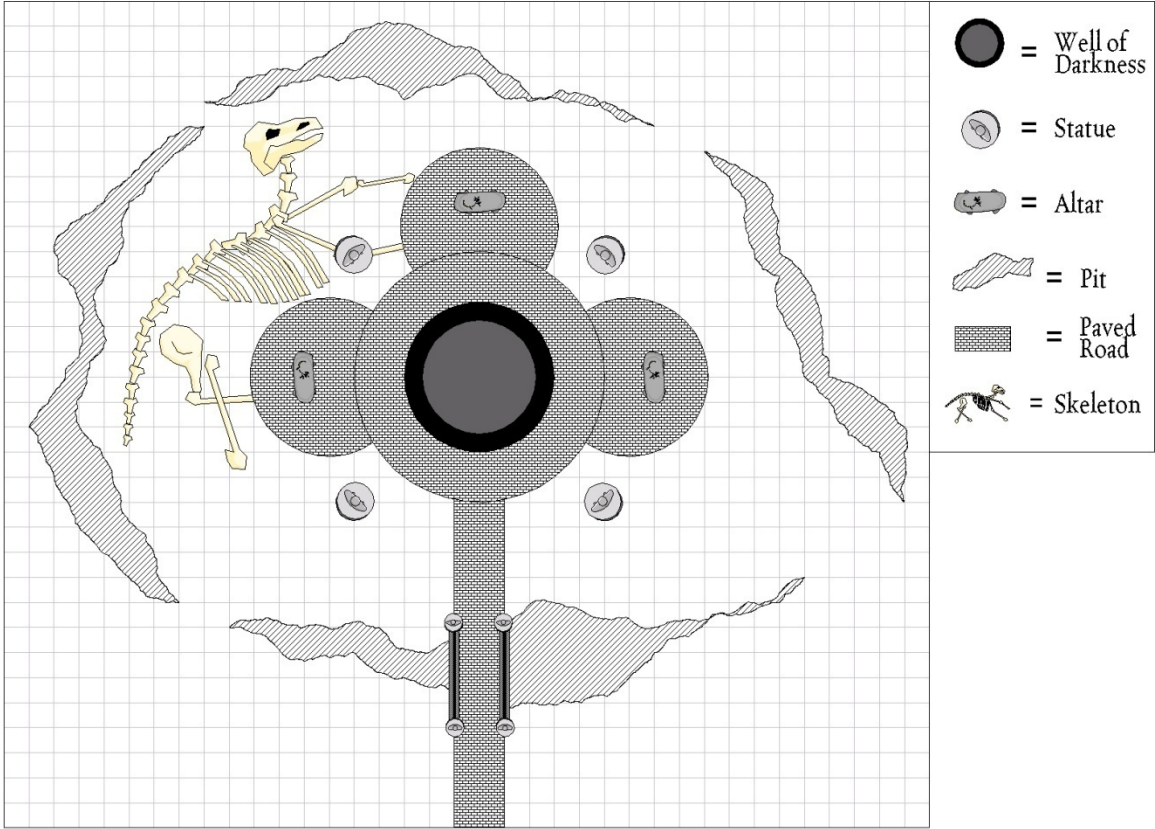
1 square = 5 feet

11: IN SERVICE OF A PRINCE



1 square = 5 ft.

12: FREEING MADNESS



1 square = 5 ft.

PLAYER HANDOUT 1: THE ARGENT PALACE

Argent Palace

- The Palace lies on all three Abyssal layers and as a result is much larger on the inside than the outside. Shifting between the three layers happens when you enter a new room and most of the time you don't realize you shifted a layer.
- There are several entrances, some big and public, others secret and hidden. The servant entrance is in Fogtown. Goods are delivered in Gallenghast. Official envoys and other important guests are welcomed in Darkflame.
- There are no windows, balconies or gardens.
- Interdimensional travel into and within the palace is impossible with the exception of portals and gates. Summon spells work normally.
- Scrying into the palace is impossible and the diviner risks drawing the attention of the Dark Prince himself.
- The palace is filled with over a hundred mirror rooms differing in size from large ballrooms to small closets. These rooms create a difficult to navigate maze.
- Magic enhances the confusing effects of the mirror-maze, making it even easier to get lost. Rumors tell that some guests of Graz'zt have wandered through the palace's corridors for ages until they die of thirst and hunger or until the Dark Prince tires of the game.
- There are no maps of the Argent Palace and it would be futile to make one since Graz'zt changes the layout regularly.

Inhabitants

- The palace is guarded on the outside by huge vrockcs lead by nalfeshnee demons.
- Nalfeshnee and bulezau are posted at the doors.
- Nalfeshnee have *true seeing* active continually. Bulezau can see invisible creature.
- Harpies and vrockcs are bitter rivals within the domain of Graz'zt.
- Noble lamias, more powerful versions of lamias with the lower-bodies of snakes, are seen to enter and leave the palace on a regular basis.
- Mareta, succubi and overlord of Samora (a town on the 47th layer), always escorted by 13 bulezau (large goat-like tana'ri) visits the palace on a regular basis.
- Ustina of the Amberhive, a well-known marilith, is a regular of the palace as well.
- Food, prisoners, and other goods are delivered at irregular times. Dretches are most often used for manual labor and they are supervised by hezrou.
- Demons live within the mirrors. The mirrors are windows from their world into this one. They can take on the shape of those looking into the mirrors and step out to confront intruders, but usually they remain hidden to report anything they see to Graz'zt.
- Bodaks wander through the more silent parts of the palace. Bulezau and nalfeshnee patrol the more often used parts of the keep.
- Lorn Aldyr is still alive. He was given to Iggwilv as a gift. He has been interrogated several times during semi-private performances inside the palace. Rumor has it that Iggwilv is getting bored with him. He is cracking quicker than is expected of a fanatic follower of St. Cuthbert.