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Coliseum Morpheuon



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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Coliseum Morpheuon

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It is a place of mystery and beauty, of delight and madness, of horror and of discovery and of limitless strangeness; an infinite curve of forever where the slumbering minds of mortals and immortals alike swim the fathomless oceans between the impossible and unthinkable. It is beyond heaven or hell, further than the farthest stars yet lurking within your own mind. It is Dream, and here there are different gods.

Dedicated to Joshua, Caleb, Hannah and Leah – little dreams which keep getting bigger.

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Introduction

“I have often wondered if the majority of mankind ever pause to reflect upon the occasionally titanic significance of dreams, and of the obscure world to which they belong.”

Beyond the Wall of Sleep - H.P. Lovecraft

It is a realm peopled entirely by products of the imagination, a place of magic, monsters and horror. It is a land where mighty heroes carve out empires for themselves by the strength of their arms and the keenness of their wits. It is a place where mortal men can obtain such power as to challenge the gods themselves. It is the Plane of Dreams and it is perhaps the ideal realm in which to set a roleplaying game, though few gamers, to my knowledge, have realized that. Indeed, it was a realization that came to me only after I started working on the Coliseum Morpheuon.

In the Plane of Dreams, anything is possible: indeed in theory it is a realm in which anything dreamed of by men does exist. GMs who wisely place their stories in this fabled realm have reason and opportunity to freely use whatever strange creatures their hearts desire without shame, for the fantastical therein is commonplace, more-so than in any other realm. Nor does every adventure in the Plane of Dreams have to be beyond the pale. For men dream of the mundane as often as the extraordinary.

The Plane of Dreams is not a concept unique to a fantasy roleplaying game. Lewis Carroll's Wonderland can rightly be interpreted as a manifestation of the dreaming world. Michael Ende, in his 1979 German novel, *The Neverending Story* (*Die unendliche Geschichte*) postulated such a realm, naming it Fantastica (Phantásien). Perhaps better known to many gamers are the Dreamlands of H.P. Lovecraft (who was himself influenced in this regard, we are told, by Lord Dunsany), a realm entered through dreams and one in which experienced dreamers wield enormous power. Brian Lumley, building on the work of Lovecraft, has written several books set in the dreamlands (*Iced on Aran*, *Hero of Dreams*, etc.) and, truth be told, Lumley's sword and sorcery dream-adventures have influenced me as much as anything in presenting the dreaming world. Gamers interested in the Plane of Dreams are encouraged to

hunt up some of these books and give them a read.

Back though to the matter at hand: roleplaying in the Plane of Dreams. In a sense, all our games are set in this realm as they are the products of our joint imaginations. Purposefully setting a campaign there, as this book does, is merely taking the venture to the next logical step.

This book is really two works in one, each complimenting the other. Firstly it is a presentation, albeit brief, considering the subject matter, of the Plane of Dreams and the Island of the Coliseum. We recognize that it would be impossible for one book to fully capture a whole Plane, let alone a Plane formed by the many dreams of sleeping men, and, in truth, we have not really tried to do more than offer a taste of this Plane. However, it is my hope that this mere taste will inspire others to create and set stories in this mutable and morphic world of magic, fancies and nightmares. The second purpose of this book is to present an adventure: The Damnation Epoch, a gladiatorial module set in the Chimeric Amphitheater of the Coliseum Morpheuon.

Because this adventure is a high-level adventure, and we presume that many who decide to use it will already have well-developed characters, we understood that it would be impossible to present a single adventure which would appeal to everyone. Thus we tried a different tack. The Damnation Epoch is presented in a modular form. We have fashioned the bits and pieces of a half dozen adventures and presented them in such a way as to allow GMs to weave together the story that best fits the needs of their players. Indeed, it is possible to play through the Damnation Epoch a number of times, each time focusing on a different set of personalities, and, each time, telling a different story. It will be interesting to see what people do with this.

However you choose to use the Coliseum Morpheuon: The Damnation Epoch, we hope you have fun with it and are inspired to continue to adventure in the Realm of Dreams, even after the Damnation Epoch is finished and the Cup of Desires is won.

Jonathan McAnulty
July 9th, 2010

Chapter One: The Plane of Dreams

“We may guess that in dreams life, matter, and vitality, as the earth knows such things, are not necessarily constant; and that time and space do not exist as our waking selves comprehend them.”

Beyond the Wall of Sleep – H.P. Lovecraft

A realm little-mapped and barely understood even by the most erudite of sages, the Plane of Dreams is a mutable and ever-changing place. It has been compared to an ocean of ever-shifting stars, to a candle-lit cavern so deep beneath the world that the laws of time and gravity begin to break down among the roots of the continents, or even to a constellation-web of constantly intermingling realities blowing in an unseen ghost-wind and dripping with fireflies.

All three comparisons, and many more, are correct; yet none truly capture the warping undulation of thoughts, memories, desires, secrets, sorrows and unconscious affinities which make up the Plane of Dreams. It is a multi-layered transitive eternity, the barest surface of which is breached by the millions of disconnected mortal minds slipping into and out of consciousness. Tens of thousands of self-contained dreamscapes bloom and fade, each one thick with symbols and sorceries and masks of fractured unlogic, all vanishing half-forgotten in a mere handful of hours.

Planar Traits

Subjective Gravity & Morphic Subjective Gravity: Although for most sentient beings the gravity of the Plane of Dreams is identical to the mortal world's, the laws of gravity are easily undermined by those with the power and energy to exert their will (see sidebar: Morphic Subjective Gravity). In certain remote places within the expansive plane, the rules of gravity begin to break down further, creating pockets of light, heavy or even no gravity. These conditions can be temporarily altered by sentient creatures, just as the normal gravity can.

Erratic Time; Accurate Epochs: A day spent in the Deeper Dreaming can last a decade in the Material Plane, and vice versa. Although time on the Slumbering Sea does not perfectly correspond to time in the Material Plane, in the long term, over the course of a century or more, the streams of time in both places are roughly concurrent.

Highly Morphic: Features of the Dream Plane change frequently and it is rare for a large area to remain stable. The plane reacts dramatically to specific spells, planar conjunctions, sentient thoughts, and force of will.

Oνειromorphic: Specific mortal dreamers, the sleepwalkers called oneirobound, have the ability to alter objects, creatures, and the landscape on the Plane of Dreams. Other characters find the plane similar to any other alterable plane in that it may be affected by spells and physical effort, but the will of oneirobound may cause areas to change instantly and dramatically.

Mildly Neutral-aligned Normal Magic, with Exceptions: Most magic works as normal in the Plane of Dreams but as is true of most things on the Slumbering Sea, at various times and in sundry locations, a particular spell may not function as expected. In particular, the *Dream* spell functions differently than normal (see sidebar: **Dream Messages**).

Morphic Subjective Gravity

Within the Plane of Dreams, characters may attempt to alter their own gravitational direction and pull as a free action. A successful DC 25 Wisdom check sets a new direction of personal gravity; this check must be made once per round in order to maintain the new gravitational situation. Any character who fails this Wisdom check receives a cumulative +4 bonus on subsequent checks in successive rounds until he or she succeeds, at which point the bonus is gone. Creatures using this ability can so alter gravity as to grant themselves a Climb or Flight speed equal to half their base movement.

Regions of the Dream Plane

The outermost regions of the Dream Plane are called the Shores of Sleep. “Shores” is something of a misnomer for the region features an ever-changing landscape, constantly molded and remolded according to the unconscious imaginings of slumbering entities. Almost all sentient beings send themselves nightly into this ephemeral realm, touching it with their minds, though seldom staying long.

Some dreamers push onward and deeper into the plane. They travel down banks and over hills, past petal-strewn beaches dotted with glittering windows offering glimpses of hidden selves, into the deeper drifts of the sparkling mass-mind which coils around the unknown infinity of true Dream: into the Shallows. In the Shallows, the memories of the dead are mingled and mixed. Here the souls of sleeping deities dwell and the visions of mad prophets are tossed in undercurrents of worlds dying and worlds reborn. Perhaps most frightening of all are those unvarnished glimpses into the true size and scope of the cosmos, for, at times, in the Shallows, one can see, unfettered, the massive machinations of the cosmos, turning endlessly in the deep. Night hags and ghouls call the Shallows home and few wanderers linger long in this misty region.

Dream Messages

Normally, the *dream* spell requires the recipient of the dream message to be asleep. While on the Plane of Dreams, all recipients of the dream message are considered to be sleeping for purposes of delivering the message (which arrives instantaneously over unlimited distance). Furthermore, the recipient may choose to extend the duration of the effect indefinitely by entering a trance identical to the trance originally entered into by the spell's messenger.

If the duration of the spell is extended, the messenger and the recipient may communicate freely for as long as they desire within the trance-created, shared dream. If either the messenger or the recipient chooses to end the trance, the spell ends immediately.

Just beyond the Shallows, out into mists and storm-wracked darkness, there lies the Slumbering Sea of the Deepest Dreaming: a way between worlds, roiling with chance and deception and mysteries beyond the ken of gods. Lit intermittently by the flashing neon storms of on-rushing tomorrows and groaning with the still-churning dust of prehistory, this mad ocean intersects with whirlpools rushing ever down into the depths of Shadow and translucent stairways leading up into the Ethereal.

Across the bowl of this bending and churning ocean, strewn with its incongruous towers and trenches carved of thicker dream-stuff, there are islands: weird harbors bathed in the glow of strange suns and peopled with lost dreamers; unnatural forests where strange trees with tattooed leaves snatch their meals from schools of multi-eyed squid rushing ever upstream; and strange deserts where thirst manifests in many forms. Amid the peaks and valleys of these isles there are bizarre kingdoms which are claimed and ruled by powerful lords. One such island is home to the Coliseum Morpheuon, and to its master, the mysterious Khan of Nightmares; but there are many others.

The Idle Isles of Daydream

Not far from the Shallows, as such distances are reckoned, there is an archipelago where rocky shores slowly rise from the Sea in an endless cycle. Most, when they reach a certain height, begin to sink again, down to the dream-dark depths. These are the Idle Isles and upon their transient banks, all manner of soft and gentle things may appear. Unicorns prance through flowered meadows. Soft snow falls outside while warm hearths pour forth the odor of fresh baking. Delighted children play in golden meadows and lovers walk hand in hand through the rain.

Among the Idle Isles there are three landmarks that remain more or less constant. The first of these, the broad, lush Isle of Bene holds soaring crystal towers, feast halls formed from ever-cascading waters, great floating auditoriums formed from single immense soap-bubbles, and numerous other strange architectural wonders. Such are the wonder of Bene that many who land upon its shores lose any desire to leave. For every

day spent on Bene, a character loses one point of Wisdom. Leaving Bene restores this Wisdom at the rate of 1 per hour, but a character must make a DC 18 Will save to voluntarily leave.

The second of the permanent Isles is Est. From the air, Est appears as a great purple-green jungle isle, ringed with a great fence of stone, set with many gates. Each gate allows only one visitor at a time but those who enter through these portals find themselves in a paradise of joyful bliss. It is rumored, however, that once inside the gate, the portals are hard to find and that souls who spend too much time in the happy interior perish and are consumed by the island itself.

The final and strangest of the three landmarks of the Idle Isles is great Sul, an immense land shaped like a tree of stone and metal. The branches of Sul end in massive bowls and once a day one of these branches dips into the Sea and lifts up a lesser isle. The sixty branches of Sul slowly rotate and move so that after a space of thirty days each scooped isle reaches a zenith, at which point it vanishes in a great cloud of white vapor shot with silver light, along with anyone and everything on the isle.

The Ghoulish Cliffs

Ghouls and ghosts have a knack for bodily entering the Plane of Dreams. Many of these ghouls end up in service to night-hags, but a few manage to escape further into the plane. The ghoulish cliffs are a series of tall, rocky, windswept islands, devoid of vegetation. These craggy, mountainous isles are honeycombed with caves and tunnels. Thousands of ghouls call the cliffs home. These undead sometimes prey upon the unwary traveler but there are also tales of them helping those they take a fancy to. Those who have visited the tunnels of the Ghoulish Cliffs and returned to tell the tale report that the ghouls possess a structured, albeit debased, society based as much on intellectual ability as on strength of tooth and claw.

The Halls of Painted Heaven

Isolated by choice and by design from most of the Plane of Dreams, the Halls of Painted Heaven are found on a lonely island far out on the Slumbering Sea. The waters around this island are perpetually calm and the island itself is serene. Those who enter the marble temple that dominates the island find themselves in a spacious hall that extends eternally onward, populated by an order of monks who spend their days and sleepless nights with brush in hand and paint pots ever clacking. They paint heaven on the walls of the hallway, every single, detailed version of it. They believe that the dreams of those righteous souls who long for heaven, a place of eternal peace and bountiful rest, must be faithfully recorded. Few ever visit the Halls but occasionally, some matter of great celestial import requires a visit to the Halls. Those who return from these excursions report that the Halls bustle with life and activity. They also report that the monks are loath to receive visitors who will not aid them in their eternal task. Depicting heaven

is strenuous work and some say that the monks are not above trying to press the weak into their order.

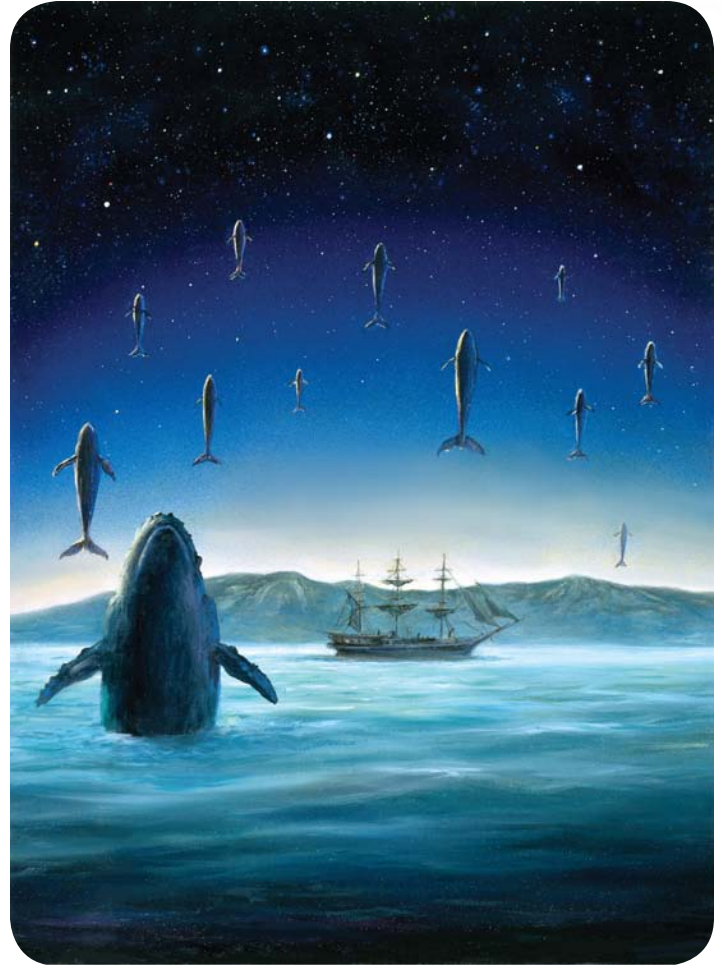
Storms on the Slumbering Sea

The Plane of Dreams maintains an exaggerated reflection of the weather in the mundane world. This means that while beautiful days are idyllic, inclement weather can be truly horrific. Great storms frequently lash the coasts, forming enormous waterspouts and whirlpools, sending great waves across the waters, waves which could just as easily destroy a traveling vessel as scoop it up in uncaring hands to deposit it on some distant shore of the Dream. The collective fears and hopes of nations and regions influence these phenomena. The anticipating dread of an impending army might spawn a great and violent storm, full of howling winds and jagged bolts of lightning. An imminent natural disaster, such as a rumbling volcano or an earthquake's preemptory shudders could cause swirling vortices going either up or down. A comet in the sky or a regent's upcoming wedding might create an area of contemplative calm or erratic waterspouts. A great fire, a terrible plague, or some other disaster or genocide could send towering waves across otherwise unremarkable portions of the Slumbering Sea. Canny navigators learn to read the signs on the horizon and weather the pseudo-natural phenomena, while the inexperienced can easily find themselves being swept away and into a region of the Dreaming they had not intended to visit.

Travelers on the Slumbering Sea use Profession (navigator), Profession (sailor) or Knowledge (the planes) to spot and survive the various pseudo-natural phenomena. The base DC to identify an impending phenomenon is 25. For every 5 by which a check exceeds this value, the character recognizes the potential event an hour before it occurs. The base DC to successfully pilot a vessel through such an event is 30 and may increase for larger or more intense events. Characters with more than one of these three skills may add an extra +3 for each additional skill they have five or more ranks in and other characters can aid in both spotting and navigating as normal. If a piloting check fails, the vessel becomes lost on the Slumbering Sea. If the check fails by five or more, there is a secondary storm effect. Such secondary effects might include delays, planar portals, portals to other portions of the Plane of Dreams, damage to the vessel, injury to the travelers, long-term fear effects, subtle enchantments, and dreaded maze-like effects. The GM should adjudicate the result according to both the magnitude of the failure and the cause of the storm.

Inhabitants of the Slumbering Sea

The Plane of Dreams is filled with life. Great lumbering chimera born from the fevered imaginings of sleeping gods and titans roam the murky expanses. Night hags make their lairs in dark caverns near the Shallows. Majestic ships sail the Slumbering Sea and countless kingdoms rise and fall nightly.



Despite this, the plane has few native inhabitants. Some say that the men of Leng are natives to the plane but others suggest they too are wanderers from some long-forgotten and shadowy plane. Most creatures encountered in the plane, except those beings called momentarily into existence by some sleeping mind, are those who have journeyed from another realm and now choose to live within the Dreaming. Some are pariahs and hermits, others are explorers who constantly crave new scenes and vistas, still others are simply lost souls who have stumbled from sleep into a waking dream. Despite their differences, those who call the plane home are almost universally strong-willed: they must be to survive.

There are as many sorts of people inhabiting the plane as there are races that sleep. Still, amongst these, some are more common than others. Fey in particular find the Plane of Dreams to their liking. Their strong personalities permit them to fashion personal realms of fantastic luxury and arcane beauty. The less scrupulous fairy folk prey upon errant sleepers whose deep dreams bring them temporarily into the plane, and travelers who find themselves adrift in the Sea. These fey subsist upon the hopes, fears, and emotions of their prisoners, occasionally manipulating them into acting out ancient tales. This play-

acting reinforces the faerie's own existence and grants them the strength to expand their homes. Some, like the Steward of the Vines or the Lady of Wretched Sorrows, draw such power from dreamers that they lord over domains requiring several days to cross.

Technically, there are two sorts of individuals in the plane: those who are there bodily and those who are not. Such is the nature of the plane, however, that it is almost impossible to distinguish between the two and few, after much time spent on the plane, give this distinction much thought. The oneirobound are the main exception to this rule.

Entering the Plane of Dreams

Though the easiest way to enter the Dream Realm is through the passage of sleep, there are physical passages as well and even some magics that will transport an individual into this ephemeral realm.

All dreamers touch the Plane of Dreams with their minds as they slumber. Children sometimes have a knack for mentally brushing it even while awake. While most dreamers scarcely scratch the surface of this immense plane, it is possible to train one's self to remain longer than is normal on the Shores of Sleep and from there an individual can sometimes journey further, out past the Shallows to where white-sailed, anchored ships wait to greet them and ferry them out over the Slumbering Sea. Certain drugs are said to aid in this endeavor and some speculate that many oneirobound are those individuals who cannot awaken in the mortal world—whether because of injury or magic, none

can say. It is known that some magically-induced sleeps can result in especially vivid dreams and it is thought that at such times, the spell bound are journeying far across the Slumbering Sea, though only seconds may pass in the Material Plane.

There are gates, called oneirovents by some, into the Dream Lands. Most of these are found in either the Astral or Ethereal Planes but there are some hidden doorways even in the Material Plane. Secret standing-stones hidden beneath the world or tucked away in the mountains of forgotten, sunken cities often mark the places where the mortal world intersects with the Deepest Dreaming, but reaching these is often an adventure in and of itself. Many of these oneirovents can only be accessed at certain times or under strange conditions: at midnight, for instance, on the winter solstice, while everyone within one thousand miles is exhausted or sleeping; or while the full moon shines on a hundred sleepwalkers all carrying unlit paper lanterns.

More common than gates are magical items keyed to the Plane of Dreams. The most famous of these is the Silver Key of Celephais, though so many dreamers claim to have used this relic that many believe there are a multitude of these silver keys roaming the multiverse. For those who cannot obtain such an artifact or find a reliable gate, there is always the option of plane shift, amulets of the planes and the like. Few willingly use these last choices, however, as the morphic nature of the plane makes it impossible to predict what dangers one will be placed in upon arrival, and materializing in the middle of a violent maelstrom, far from land, is never pleasant.



Chapter Two: Dreamburning

“Every great dream begins with a dreamer. Always remember, you have within you the strength, the patience, and the passion to reach for the stars to change the world.”

Harriet Tubman

On the Slumbering Sea, Dreams are power. For the native inhabitants of the realm, the manipulation of this power is as natural as the mortal transfer of oxygen to blood, but those few sentient outsiders who seek to make a home on the plane have an art, called Dreamburning, which allows the user to manipulate the very planar fabric – albeit at a cost.

Any character who is physically visiting the Plane of Dreams can practice Dreamburning. True Dreamers (i.e. those with their bodies still on some other plane), oneirobound, and those true natives of the Plane do not manifest their Dreams physically and cannot burn Dreams (their own or others'). Note however, that while they may not be able to burn Dreams, certain natives can feed on Dreams or otherwise manipulate them.

Character Preparation

There are three levels of Personal Dreams: *Hopes, Aspirations, and Goals*.

It is necessary to assign each character one *Hope*, one *Aspiration* and one *Goal*. This should be done during character creation for campaigns entirely based in the Plane of Dreaming; or, for seasoned characters, before they arrive in the realms of Dream. To do this, ask your players to answer these three questions for their characters:

“What did your character always want as a child?”

Was it a particular pet? A certain toy? Or perhaps a desire to see a famous person or place? To never be hungry or to know a lost parent? Perhaps to travel? Or was it to return to a certain place?

Consider your character's origin and childhood as you answer this question and choose a personal Dream.

“What did your character desire in adolescence?”

Did the character seek the love of a particular person? Acceptance in a group of people? Perhaps she desired money to pay for essentials, the approval of an authority figure, or merely power? Was there a girl? A guy?

Consider your character's social status as it may influence this personal Dream.

“What does your character strive for as an adult?”

Maybe the character wants immense wealth or a marriage to a particular person? Perhaps just to bed a specific person? Perhaps a desire to join a prestigious group or organization? Is he after land and titles? Or just a simple sort of life?

Consider your character's religious beliefs, if any, as you choose this personal Dream.

Encourage the players to answer these questions with several details, including names, physical descriptions, and personalities. Ceremonies should have dates. Organizations and groups should be connected to famous people, deeds or locations.

When these questions have been answered, have the players rank these Dreams in order of importance: the most important will be their *Hope*, the second will be their *Aspiration*, and the last will be their *Goal*.

Using Dreams

In the Plane of Dreams, personal Dreams have a form and substance. In a certain light they appear as semi-tangible halos circling those who carry them. These Dreams can be traded, sold, or stolen. Among those who trade in Dreams, one *Hope* is worth two *Aspirations*. One *Aspiration* is worth two *Goals*.

Burning Dreams

Once per turn, as an immediate or swift action that does not provoke an attack of opportunity, a carried Dream can be burned to provide a supernatural benefit to the character.

Burning a Dream once does no physical harm to the one burning it, although players are encouraged to role-play the consequences of corroding or losing their life-long memories and desires. The first time a Dream is burned it is considered degraded but is otherwise unchanged. A mark should be placed next to it on the character's sheet to indicate its use. When a Dream is burned a second time, it becomes the next lower type of Dream: *Hopes* become *Aspirations*, and *Aspirations* become *Goals*. *Goals* are totally destroyed when they are burned a second time. When a *Hope* or *Aspiration* is downgraded, it loses its degraded status, and can thus be burned twice more before being downgraded again.

Burning a Dream provides any one of the following benefits. Unless otherwise noted, use of this ability can only affect actions within 30 ft.:

Hopes:

Negate a critical inflicted upon the character.

Confirm a critical inflicted by the character.

Inflict maximum or minimum damage on an attack by or against the character.

Empower a damage roll by the character.

Aspirations:

The character may re-roll a failed roll.

The character may force another character within 30 ft. to re-roll a roll.

The character automatically hits a foe or succeeds at any one roll.

The character's successful attack threatens a critical strike.

Goals:

Provide a +3 bonus to a roll.

Inflict a -3 penalty to a roll.

Increase a single DC by 3.

Reduce a single DC by 3.

Allow a character to gain twice its level in temporary hit points.

Dreams that once belonged to others can also be burned. Using another character's Dreams provides the appropriate benefits, but also grants the original dreamer a bonus on all rolls against the character burning their Dream, including damage rolls. The amount of this bonus depends on the type of Dream degraded, downgraded or destroyed. Hopes provide a +4 bonus, Aspirations a +2 bonus and Goals a +1 bonus. Always choose the highest bonus, even if a Dream has been subsequently downgraded through use by the current user. These bonuses may be cumulative if more than one Dream is being burned. If a Dream is destroyed either through degradation or sacrifice, this bonus is permanent, otherwise the bonus lasts for ten days. Burning the Dreams of others has advantages, but it comes at a price.

Story and Mechanics

While the benefits of Dream Burning are represented mechanically in this section, the idea behind the mechanics is the manipulation of the Plane of Dreams to achieve unusual results. In essence, by burning their Dreams, the PCs are altering the very fabric of the reality around them and in-game descriptions should reflect that.

Sacrificing a Dream

A character may choose to sacrifice a Dream instead of burning it. Sacrificing a Dream provides a one-time bonus incorporating three effects (or the same effect thrice, where appropriate) of the proper level or lower on the same action. The Dream is then destroyed.

Repairing the Dream

Characters who have lost all their personal Dreams suffer a -3 penalty to Will saves and two negative levels. These negative levels cannot be lost until a character gains a Dream. A character possessing only the Dreams of others suffers the -3 penalty to Will Saves. Mindless creatures, creatures with an intelligence

of two or lower, and creatures which do not dream never suffer these penalties.

Degraded Dreams, those that have been burned once, lose bits of detail, becoming obfuscated and difficult to recall. Downgraded Dreams, those hopes that have become goals, and those goals that have become aspirations, have less force behind them.

Destroyed Dreams can be reborn and degraded Dreams can heal. *Greater restoration* renews a single degraded Goal or Aspiration (but not a Hope). *Limited wish* likewise removes the degraded status of any one Dream (including a Hope) and can also be used to restore a downgraded Aspiration, that is, an Aspiration that has become a Goal. A properly-worded *wish* or *miracle* restores a sacrificed or otherwise lost Dream to a degraded state, or repairs a degraded Dream to its original place and power.

There is another way to repair your Dreams and that is through the destruction of another soul's Dreams. One Dream may be sacrificed to renew a degraded Dream of equal or lesser value. As well, multiple Dreams can be burned to renew more valuable Dreams. Remember that one Hope equals two Aspirations and four Goals. Sacrificing other people's Dreams in this way is always an evil act.

Dream Theft

Although they are not tangible goods in the Waking World, in the Realm of Dream, the auras of willpower and memory-fire which forever surround sentient beings, are visible, exchangeable, and highly prized. While there are those who, when down on their luck, are willing to sell their own Dreams, Dream theft and Dream harvesting is perhaps more common. Two traits given in this book, "Harvester of Dreams" and "Thief of Dreams," enable a character to remove the Dreams of others, making the illicit or violent collection of stolen Dreams a viable form of commerce in the regions of the Slumbering Sea. As well, many creatures born of the plane lust after the manifested Hopes and Aspirations of mortals, considering such refined desires to be the most potent of delicacies, and these creatures further fuel the market for these most personal of possessions. Despite the market for this commodity, using and misusing the Dreams of others is considered an evil act in most circumstances.

It is important to remember that natives, oneirobound and other dreamers which do not truly physically occupy the Plane of Dreams cannot be stripped of their Dreams in this way.

Dreamburning Traits

Upon entering the Plane of Dreams, allow your players to choose any one of the following Traits for their character. This is in addition to any Traits they might have started with during character creation. With your permission, additional Dreamburning Traits may be purchased later, using the Feat: Extra Traits. This feat allows a character to purchase two additional Traits. NPCs who wish to take these Traits must

purchase them like any other Traits, using the Extra Traits feat.

Diehard Dreamer [Dream]

You hold fast to Dreams.

Benefit: When you would degrade a Dream so that it would be destroyed, make a DC 15 Charisma check. Success indicates that the Dream is not destroyed, but it cannot be further degraded. It can, however, still be sacrificed.

Dream-Barren [General]

You are one of those rare people who does not truly dream, content to drift through life without great plans or ambitions, holding tight to no memories in particular.

Prerequisite: Cannot have any Dream Traits, nor ever take any.

Benefit: Dreams cannot be degraded or sacrificed to affect you. Those who attempt to steal your Dreams fail, become dazed for one round and suffer a -3 penalty to Will saves for one hour. You do not suffer the usual penalties for having no Dreams.

Dream-Scarred [Dream]

You have endured true and powerful horror.

Benefit: You have suffered a terrible trauma, which excised a Hope from you. This awful event does provide some solace, though. You have the faintest memory of your lost Hope with you always, and never suffer the penalties for having no Dreams. Although your Dreams may be stolen as usual, any attempt to steal a Dream from you results in your opponent becoming dazed for one round and suffering a -3 penalty to Will saves for one hour.

Harvester of Dreams [Dream]

You can drain Dreams from those you injure.

Benefit: When you reduce an opponent within 30 ft. to 0 or fewer HP, you may establish a link with that same opponent as a free action. On the following round, you may take a full-round action to collect the remaining Dreams of the fallen enemy. Doing so does not provoke an attack of opportunity. You gain possession of all the creature's Dreams, which take the form of small ethereal tokens which spin in a halo around you. These Dreams may be degraded, sacrificed or traded normally. The opponent is entitled to a Will save, DC: 10 + 1/2 your character level + your Strength modifier, to hold onto her Dreams. If the opponent fails this save, she may instead choose to die instantly rather than give up her Dreams.

Inspired Dreamer [Dream]

You dare to dream an impossible dream.

Prerequisite: Diehard Dreamer

Benefit: Your Dreams may be degraded three times before being destroyed or becoming the next lower sort of Dream. Sacrificing a Dream nets you four benefits as opposed to the normal three.

Why Traits and not Feats?

Because we want to introduce the weirdness of the Coliseum Morpheuon setting as quickly as possible, and make it easier for players to jump right into the fun of Dreamburning, it makes sense to give the PCs a quick boost right into the action. If you, as the GM, don't want your PCs to be messing around with Dreamburning yet or want to downplay the role of the system without stripping it entirely, go ahead and make these Feats.

Past Failures [Dream]

That which haunts you also empowers you.

Benefit: You have a Broken Dream, in addition to your three starting Dreams. This Dream begins as a degraded Hope and always remains degraded, even when becoming an Aspiration or a Goal. It cannot be healed by any means. The Broken Dream also provides a constant bonus in the Plane of Dreams when you engage in one skill associated with that Broken Dream. Choose the skill at the same time you choose the trait. The bonus scales depending on the strength of the Broken Dream: a Hope provides a +4 bonus, an Aspiration +2, and a Goal +1. Broken Dreams may be sacrificed or stolen normally. A stolen Broken Dream provides both the thief and the original owner its bonus when engaging in the appropriate activity.

Starry-Eyed Dreamer [Dream]

You are truly a being of infinite designs.

Benefit: Your character has an additional, secret Hope that can fuel his lifelong ambitions. This feat may be taken more than once. This Hope functions identically to any other Dream.

Thief of Dreams [Combat, Dream]

You use the nature of the dream world to change the effect and result of your attack, so that you can steal a creature's Dream.

Prerequisite: Starry-Eyed Dreamer

Benefit: Once a day, you may forgo all the damage from a fully successful attack to steal an opponent's Dream. To be considered fully successful, your attack must not be subject to Damage Reduction, Immunities, or Resistances on the part of your opponent, nor can the opponent be allowed a saving throw from the attack. Roll for damage normally, and use that value to determine the level of Dream that may be stolen:

45 HP or less: 1 Goal.

89 to 46 HP: 1 Aspiration or 1 Goal.

90 HP or more: 1 Hope or 1 Aspiration or 1 Goal.

You may always choose which Dream you steal. Vindictive dream-thieves may steal degraded Hopes or Aspirations to prevent their sacrifice, simply to take such Dreams away or perhaps to restore them to their rightful owner. A successful Will save prevents the theft of the Dream and instead degrades the Dream. If the only available Dream is already degraded,

then the target is stunned for 1 round. The DC of this Will save is equal to half the inflicted damage.

Special: You may take this trait as a feat, each time you do so you gain an additional user per day.

Alternate Dreamburning

GMs and players should not feel pressured to incorporate every element of this rule system into their game, especially not against their will. Feel free to alter them to suit your style of play and your idea of how easy or hard it should be to lose your Dreams.

Here are some alternate ideas. Incorporating some of them will alter the rules as presented thus far. Each one should be carefully considered as to how it will affect the game-play.

Designer's Notes: Why Use Dreamburning?

These new Dreamburning rules aren't for everyone. They add a certain level of mechanical and emotional complexity to an already complex game, although, in our opinion, they are a worthwhile bit of complexity, with the potential to make the game richer. Still, some players and GMs might not like the idea of characters burning parts of their own personalities, or the personalities of others, to get mechanical advantages. As a player, it's more than okay to balk at the idea that your Dreams (and by definition, the things that make you ... well, YOU!) should be so very vulnerable in the Realm of Dreams, but I think that the reasoning behind these decisions should be considered before rejecting the idea outright.

Reason 1: FEAR High-Level PCs are tough. By 16th level (the assumed level for PCs in the attached adventure), the PCs are threatened by very few things, up to and including death. The setting assumes that PCs are going to get killed during this adventure, and that the real danger imposed by this is either a loss of points in the competition (if the Khan returns them to life) or a huge inconvenience (if the PC dies outside the Tests and must be resurrected by someone else). Loss of Dreams in combat gives the PCs something new to worry about, and that's good.

Reason 2: WEIRDNESS In all my many years playing tabletop games, I've never been nervous that someone (either NPC or monster) would steal my character's actual memories, hopes, identity and essence. That's a neat and bizarre kind of threat. If your PC suddenly has to go on a quest to regain the nightmare of his worst fever-dream as a child, the one that drove him to become a hero in the first place, that's cool.

Reason 3: SYMBOLISM As a friend of mine likes to say, "When you enter the ocean, you re-enter the food chain. And not at the top." As a character, going into the realm where Dreams are the flesh, bones and blood of reality, I like the idea that you can lose a part of yourself. There are suddenly a million options for handling Dreams and their symbolism. Perhaps you have to ante-up Aspiration to compete in a particular challenge. Perhaps you have your Hope stolen by the wizard of another team and you must dedicate yourself to getting it back.

Achieving the Dream

Hope is only hope so long as it's unseen. If a character accomplishes a Goal, Aspiration or Hope, he can replace it with a new Dream.

Dreams are Uncommon

Not everyone dreams in equal measure. NPCs described later in this book include notes on their available Dreams. Feel free to reduce or eliminate the number of these.

Flat Revenge Bonus

As written, having an opponent burn your Hope gives you a +4 bonus against them, an Aspiration +2 and a Goal +1. If this seems like too much bookkeeping, make it a flat +2 bonus for all levels of Dreams.

Quick Learners

If you want to get the party started faster, remove Dream-Barren as a choice and allow each of your players to pick two Traits, instead of just one: PCs won't have to hold off on buying Thief of Dreams with a feat later.

Renewed Purpose

Characters grow and so do Dreams. When characters gain a level, they can renew one degraded Dream of their choice to represent their new resolve.

You Stole My Dreams! Prepare to Die!

Instead of a bonus against people who have burned your Dreams, consider a bonus against anyone besides yourself carrying one of your Dreams. The bonus lasts until your Dream is returned to you.



Dream Stealing

Chapter Three: Denizens of the Dream

“Apropos of sleep, that sinister adventure of all our nights, we may say that men go to bed daily with an audacity that would be incomprehensible if we did not know that it is the result of ignorance of the danger.”

Baudelaire

The Plane of Dreams contains a greater variety of life than just about any other planar realm. Representatives of every mortal, dreaming race walk its shores. Fey of every sort abound on the Slumbering Sea and a wide variety of Outsiders frequent its isles. Besides these dreamers, dream-walkers and planar travelers, the Plane teems with dream-borne life. While most dreams vanish shortly after the dreamer awakens, some few each night, because of the strength of the dream or the dreamer, take on true life. Often communal fears or beliefs help shape living dreams and many a folk-myth, legend, or boogeyman can be found, larger than life, somewhere on the Plane.

It would be impossible for any one tome to fully catalog the inhabitants of Plane of Dreams. But some general observations can be made. What follows are some brief thoughts concerning creatures one might encounter on the Slumbering Sea along with suggestions for incorporating standard monsters. Afterwards, we provide five creatures that are found in and around the isle of the Coliseum Morpheuon: the deceptively sweet chittering dream eater, the slave-trading men of Leng, the tragic oneirobound, the powerful oneirobound lord and the dream weaving qarnjthak.

Aberrations

Aberrations abound on the Plane, some borne of dreams and some purposefully crafted by strange races long forgotten by the Slumbering Sea and the waking world alike. Mighty shoggoths dwell in deep places, both in the land and the sea. In the air, fearsome shantak battle dread nightgaunts. Gibbering mouthers, tentacled monstrosities akin to chokers, and a multitude of slithering horrors, inhabit forgotten ruins, bottomless caverns and blasphemous temples. Game masters should feel free to use almost any aberration anywhere on the Plane of Dreams.

Animals

Animals are nearly as common on the Plane of Dreams as on the Material Plane. That being said, most of the animals bear distinctive differences from their mundane counterparts. Blue-furred squirrels dart from tree to tree, carnivorous sheep stalk the grasslands and great flocks of golden geese soar along the shores. The seas and lakes likewise brim with animal life.

Along the shores one finds iron-shelled crabs and poisonous starfish while further out luminescent schools of flying fish leap from the waves, hunted by electric sharks. When placing or describing animals in the world of dreams, game masters should impart some whimsical element to the beasts in order to illustrate the differences between the dreaming and the waking world.

Constructs

Relatively rare on the Slumbering Plane, constructs such as golems are most often found in the more settled regions of the Slumbering Sea, where mighty spellcasters dwell. The most common sort of constructs are animated objects: dancing canes, lumbering chests of drawers and flying swords. Most of these objects are comical and harmless, left-over remnants of fanciful dreams. Dreamborne constructs tend to have some amount of self-awareness and game masters should keep this in mind when designing them.

Dragons

Few dragons call the Plane of Dreams home. Those who do are mostly older, powerful dragons of a chaotic bent or prismatic dragons. Of the chromatics, red dragons are most common, but black, white and even a few green dragons have been encountered by dream travelers. With the exception of copper dragons, most metallic dragons do not enjoy the Plane of Dreams and have little to do with it. Game masters wanting to use a dragon should insure they have a good reason for doing so and the dragon has ample motivation for being in the Dream Plane.

Fey

Fey, good and bad alike, love the world of dreams for it is closely akin to their own realm and feels more comfortable to them than the Material Plane. Although still outnumbered by humanoids, most settlements in the Plane maintain a sizable fey population. Likewise rural and wilderness areas contain fey creatures as often as not. Evil fey prey on the dreams of mortals but good fey work to promote and nurture the most beautiful of aspirations. Few dream-dwelling fey relish combat for its own sake and fey encountered in the Plane of Dreams should be designed to be either a kindly help or an annoying hindrance, delighting in subtle machinations, whimsical riddles and the bewilderment of mortals.

Humanoid, Monstrous Humanoid

The Shores of Sleep are filled with dreamers, most of them humanoids or monstrous humanoids. Indeed the very plane itself is fueled and crafted by such. The majority of intelligent

races encountered on the Slumbering Sea are some manner of humanoid and game masters should freely mingle core races with any other humanoid race they desire the player characters to encounter.

Magical Beasts

The distinction between animals and magical beasts in the Plane of Dreams is often slim. Talking, intelligent animals inhabit the woods, fields and plains of the isles and mundane looking creatures often prove to possess powerful abilities. Travelers should not be surprised to encounter fire breathing wolves or venomous fish which explode when injured. While animals should primarily be used to illustrate the whimsy of the plane, magical beasts are better suited for showcasing the dangers inherent in the realm. Game masters should consider giving otherwise harmless animals some magical abilities and then turning them loose at some point on their intrepid adventures.

Oozes

Few oozes, id oozes being the exception, make the plane of their home, though ooze-like aberrations are not unknown. Most oozes encountered are temporary dreams along the Shores of Sleep but upon occasion more permanent oozes have been dreamed into being and thus might be encountered somewhere on the near infinite Slumbering Sea. Game masters who want to use an ooze in an encounter should give thought to using an aberration instead or to giving the ooze unique qualities to differentiate it from the oozes found on the material plane.

Outsider

Powerful planar powers who care about such things regard the Plane of Dreams as a proving ground akin to the Material Plane: a place where spiritual battles can be waged and the souls of mortals can be won or lost. Demons and Proteans, as a whole, tend to avoid the Plane when possible; its constant creative state is anathema to their destructive impulses. Likewise, elemental races feel more comfortable on other planes with more consistency (the exception to this rule being water elementals). Two races in particular, the night hags who call the Shallows home and the men of Leng who sail the Slumbering Sea, are reputed to be natives of the Plane, although both claims are suspect. As most outsiders of any ability have the ability to travel the plains, almost any sort of outsider might be used as an encounter, but game masters should give their outsiders sufficient motivation, remembering that few of these beings are likely to be on the plane without reason.

Plants

The majority of land in the Plane of Dreams bears some form of plant life. More so than animals, the plants of the dream world are akin to the plants of the Material Plane. Nevertheless, even the plant life can bear subtle distinctions from their

mundane cousins and travelers encounter mobile, carnivorous plants far more often than they would in the waking world. Upon occasion game masters should, as with animals, alter the description of this plant or that, making it clear that dream life is of a different nature. Perhaps the flowers trill in the sun and the iron-wood trees show signs of rust.

Undead

For some unfathomable reason ghouls love the Plane of Dreams. On certain nights, when the veil between the Material Plane and the Dream Plane is thinnest, certain ghouls, the oldest among them in particular, have the ability to travel from one world to the other. Most, when they have found their way to the Plane of Dreams, remain there. As the Plane of Dreams is so closely tied to the Ethereal Plane, wraiths, ghosts, spectres and various other shades sometimes migrate from one realm to the other as well, particularly if they discover some area with a powerful personal resonance. Intelligent corporeal undead such as lichs and vampires only dwell upon the Plane when it suits their personal goals. Unless the PCs find themselves trapped in someone's zombie infested nightmare, game masters should use most undead sparingly.

Vermin

Unlike animals and plants, vermin are slightly less common in the world of dreams than one might suppose but this is not to say they are absent. Verminous pests, spiders and wasps in particular, thrive in certain spots on the plane and there are perhaps almost as many giant insects as there are tiny ones. The poisons of dream vermin frequently possess unusual properties and such poisons fetch high prices in the markets. Game masters should not hesitate to include giant insects or swarms as encounters in the Dream Plane, but they should also play up the absence of insects in those regions where the PCs might expect to find them: particularly with PCs possessing an extensive knowledge of nature.



Chittering Dream Eater

“The beast looked vaguely like a long, eared lemur, if ever there was a lemur with a scaled tail and snake fangs. When agitated it would spread its arms, exposing wing like membranes, similar to those possessed by some squirrels, albeit larger and more aerodynamic. Laja thought the creature cute and said she found the chittering noise it made relaxing.”

“Diary of a Dreamer” - J.G. Wickson

Chittering Dream Eater CR 4

N Small Magical Beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 19, touch 15, flat-footed 15

(+3 Dex, +1 dodge, +4 natural, +1 size)

hp 37 (5d10+10)

Fort +6, **Ref** +7, **Will** +2

Defensive Abilities evasion; **SR** 15

OFFENSE

Speed 20 ft., climb 30 ft., fly 20 ft. (poor)

Melee bite +9 (1d4-1 plus poison)

Special Attacks chittering, dream eating

Spell-Like Abilities (CL 5th)

1/day - *sleep* (DC 13)

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 3, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +3; **CMD** 16

Feats Acrobatic, Improved Initiative, Weapon Finesse

Skills Acrobatics +9, Climb +15, Fly +5, Perception +10, Stealth +7; **Racial Modifiers** +8 Climb (uses Dex modifier), +4 Perception

Languages understands Common and Sylvan

ECOLOGY

Environment any temperate

Organization solitary, mated pair, tribe (3-12)

Treasure none

SPECIAL ABILITIES

Chittering (Ex) The chittering noise made by the dream eater functions as a soporific. Characters hearing the chittering must make a DC 14 Will save or become fatigued. Those who make their saving throw are immune to the chittering for 24 hours. Chittering dream eaters chatter at night, when hunting, and in combat. The save DC is Charisma-based.

Dream Eating (Su) As a full round action that provokes an attack of opportunity, the long tongue of a dream eater can burrow into the ear of a sleeping or otherwise helpless individual where it connects to the victim's brain and sucks out a single dream. Unless the victim succeeds at a DC 14 Will save, this action drains 2 points of Wisdom and fatigues the victim for 24 hours. If using the dreamburning rules presented in this book, the victim's lowest-ranked dream is degraded, as if the dream had been burned by the owner of the dream. A dream eater can eat a single dream a day though it can attempt to eat a dream multiple times until it succeeds. The save DC is Charisma-based.

Flight (Ex) Dream eaters can fly provided they begin their flight high enough off the ground (10 ft. minimum).

Sleep Venom (Ex) Saliva – contact, injury; *onset* 5 minutes if contact; *save* Fortitude DC 14; *frequency* 1/round for 6 rounds; *initial effect* 1 Wisdom (6 max); *secondary effect* unconsciousness for 1 hour; *cure* 1 save; the save DC is Constitution-based.

Possessing both mammalian and reptilian characteristics, the dream eater looks like a cross between a rabbit-eared lemur and a snake. Also of note are the creature's large patagium membranes which stretch from the ankles to the wrist. Normally they are kept folded against the creature's torso, but the dream eater can extend these into large wings which allow a gliding flight. The color and markings of the beast's fur varies wildly from one individual animal to another, with whites, browns, blacks and broad stripes being common. Scale colorization tends toward solid hues of black, brown or white in the females, green and blues are reserved for the scales of the males. Dream eaters mate for life and mated females lay a clutch of two to four leathery eggs a year. Chittering dream eaters mature and leave their parents within eight months of hatching.

Chittering dream eaters are found throughout the plane of dreams. Originally an arboreal creature, their sleep-inducing chatter has made them popular as pets, though they are normally kept in cages, well away from the head of the sleeping owner. Most urban areas in the Plane of Dreams contain feral tribes of dream eaters, the descendants of escaped pets. Though preferring the dreams of sentient beings, dream eaters can make do with the thoughts of lesser creatures and their owners “feed” them other animals, such as cats and dogs. Except when hungry or hunting, dream eaters display a surprising amount of affectionate behavior, though cynics suggest this simply allows the chittering creatures to get closer to their favored prey.

Denizen of Leng

“They leaped as if they had hooves instead of feet, and seemed to wear a sort of wig or headpiece with small horns. Of other clothing they had none, but most of them were quite furry. Behind they had dwarfish tails, and when they glanced upward he saw the excessive width of their mouths. Then he knew what they were, and they did not wear any wigs or headpieces after all.”

**“The Dream Quest of Unknown Kadath”
- H.P. Lovecraft**

Denizen of Leng CR 8
CE Medium Outsider (Chaotic, Evil, Extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 25, touch 17, flat-footed 18 (+2 armor, +6 Dex, +1 dodge, +6 natural)

hp 105 (10d8+60); planar fast healing 5 (10 on the Material Plane and the Plane of Dreams, 0 on Leng)

Fort +13, **Ref** +13, **Will** +6

Defensive Abilities internal derangement; **DR** 5/cold iron; **Immune** cold, electricity, poison; **SR** 18

OFFENSE

Speed 30 ft.

Melee +1 *dagger* +18/+13 (1d4+2/17-20 plus poison), claw +16 (1d4+2), bite +11 (1d6+1 plus disrupt flesh)

Special Attacks sneak attack (+5d6)

Spell-Like Abilities (CL 10th)

3/day – *detect thoughts* (DC 17), *hypnotic pattern* (DC 17), *levitate*, *minor image* (DC 17)

1/day – *locate object*, *plane shift* (DC 22)

STATISTICS

Str 14, **Dex** 22, **Con** 23, **Int** 24, **Wis** 16, **Cha** 20

Base Atk +10; **CMB** +12; **CMD** 28

Feats Dodge, Improved Critical (*dagger*), Quick Draw, Weapon Finesse, Weapon Focus (*dagger*)

Skills Bluff +18, Craft (alchemy) +20, Disable Device +19, Disguise +18 (+22 as human), Linguistics +17, Intimidate +18, Knowledge (the planes) +20, Knowledge (any one) +17, Perception +16, Profession (sailor) +16, Sleight of Hand +16, Spellcraft +17, Use Magic Device +15; **Racial Modifiers** +4 Disguise (as a human)

Languages gift of tongues

SQ no breath

ECOLOGY

Environment any

Organization solitary, press gang (2-4, or crew (5-12))

Treasure standard (includes +1 *dagger* and 10 doses of shadow essence)

SPECIAL ABILITIES

Disrupt Flesh (Su) On a successful bite attack, a denizen of Leng's otherworldly teeth and tongue infuse the struck creature

with the essence of Leng. This deals 1d6 Dexterity drain as the creature's body twists, deforms, and no longer completely follows the victim's commands. Constructs, elementals, outsiders, and undead are unaffected by this attack.

Gift of Tongues (Su) A denizen of Leng can speak any language it hears spoken for at least 1 minute. It retains knowledge of this learned language forever.

Internal Derangement (Su) The physiology and anatomy of a denizen of Leng is so abnormal and alien and varies so much between individuals that vital areas do not conform to those of other creatures. When a critical hit or sneak attack is scored on a denizen of Leng, there is a 50% chance that the critical hit or sneak attack is negated and damage is rolled normally. They are also immune to bleeding damage and damage associated with bleeding damage, such as the ability loss caused by a weapon with the wounding special ability.

No Breath (Ex) Men of Leng do not breathe and as such are immune to inhaled toxins and diseases.

Planar Fast Healing (Su) The denizen of Leng's physiology is such that it continually maintains a link to Leng. While on any plane other than Leng, including the Plane of Dreams, the denizen of Leng is rejuvenated by this connection and receives fast healing 5. On the Plane of Dreams, or on the Material Plane, this link is stronger and the denizen of Leng enjoys fast healing 10. While on the Plateau of Leng, the denizen of Leng does not retain this ability. If a denizen of Leng is reduced to below 0 hit points while not in Leng, its body, but not its clothing or gear, dissolves into nothingness in 1d3 rounds and reforms on Leng with full hit points, but is barred from returning to the plane of its demise for a full year. Men of Leng can only be permanently slain while on Leng.

Shadow Essence Poison (Ex); *dagger* - injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *initial effect* 1 Str drain; *secondary effect* 1d2 Str damage; *cure* 1 save.

Leng is a frozen plateau, a wasteland populated by strange, horned men; they are servants of evil gods, the chief of which they name Nyarlathotep. A demiplane within the Plane of Dreams, Leng is avoided by the wise and the knowledgeable fear to even speak its name. In furtherance of their dark goals, the men of Leng, disguising their features with heavy robes, silk turbans and long gloves, travel the Slumbering Sea in black-sailed ships, trading in slaves, gems and arcane cargoes. These slavers are the primary source of oneirobound slaves and rumors suggest they possess chains capable of binding even the dangerous oneirobound lords. Upon occasion the black-sailed ships leave the Plane of Dreams for waking harbors where they purchase particular children, mad-men and seers.

Oneirobound

“Both slaves, the first an orc, the second human, had a vague, sleepy quality about them and, at certain times, as they moved, their forms grew hazy, as if they were partly flesh and partly smoke. At a word from their master they shut their eyes and thought upon a sumptuous feast. Strangely such a feast was, in an instant, upon the table before us.”

“Diary of a Dreamer” - J.G. Wickson

Oneirobound (dream slave) CR 2

N Medium Outsider

Init -5; **Senses** darkvision 60 ft; Perception +4

DEFENSE

AC 12, touch 9, flat-footed 13 (+3 armor, -1 Dex)

hp 22 (2d10+11); regeneration 5 (sonic)

Fort +7, **Ref** -1, **Will** +2

Immune acid, criticals, death effects; **Resist** cold 10

Defensive Abilities dream body

Weaknesses *dismissal, dreambound, fugue*

OFFENSE

Speed 20 ft., fly 15 ft. (average)

Melee longsword +3 (1d8+1/19-20)

Ranged longbow +1 (1d8)

STATISTICS

Str 12, **Dex** 9, **Con** 19, **Int** 11, **Wis** 8, **Cha** 4

Base Atk +2; **CMB** +3; **CMD** 12

Feats Toughness

Skills Craft (any one) +5, Disable Device +4, Fly +4, Perception +4, Sense Motive +4, Stealth +8; **Racial Modifiers** +4 Stealth, -8 Knowledge

Languages Common

SQ dream creation

ECOLOGY

Environment any (Dream Plane)

Organization solitary, pair, household (4-10), hold (20-100)

Treasure typically none

Oneirobound Lord (Dream Lord) CR 10

N Medium outsider

Init -4; **Senses** darkvision 60 ft; Perception +15

DEFENSE

AC 21, touch 10, flat-footed 21 (+9 armor, +2 shield)

hp 149 (13d10+78); regeneration 10 (sonic)

Fort +13, **Ref** +4, **Will** +9

Immune acid, criticals, death effects; **Resist** cold 10

Defensive Abilities advanced dream body

Weaknesses *dismissal, dreambound, partial fugue*

OFFENSE

Speed 40 ft., fly 30 ft. (perfect)

Melee masterwork longsword +17/+12/+7 (1d8+2)

Ranged masterwork composite longbow [+2 strength] +13/+8/+3 (1d8+2)

STATISTICS

Str 14, **Dex** 10, **Con** 21, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +13; **CMB** +15; **CMD** 25

Feats Acrobatic, Improved Iron Will, Improved Vital Strike, Iron Will, Toughness, Vital Strike, Weapon Focus (long sword)

Skills Acrobatics +2, Craft (any one) +17, Disable Device +16, Fly +26, Perception +15, Sense Motive +15, Stealth +20;

Racial Modifiers +4 Stealth, -8 Knowledge (all)

Languages Common plus any one language

SQ advanced dream creation, dream destruction

ECOLOGY

Environment any (Dream Plane)

Organization solitary, household (1 plus 4-10 oneirobound), hold (1-2 plus 20-100 oneirobound)

Treasure standard


SPECIAL ABILITIES

Dreambound (Su) Oneirobound are captives of the Dream Plane and nothing short of *dismissal* can release them. No spell or item or gate can transport a dreambound soul out of the plane. *Dismissal*, however, destroys the oneirobound's dreambody instantly.

Dream Body (Su) An oneirobound is only partially in the plane of dreams. Not quite believing in the world they find themselves in, their bodies do not respond exactly as they should. Essentially, anything the oneirobound does not see is not real to it. When attacked, if the dream slave does not notice the attack, it has no effect. When attacked or damaged, 25% of the time, the damage is reduced to 0, regardless of the source, including ghost touched weapons.

Advanced Dream Body (Su) An oneirobound lord is only partially in the Plane of Dreams and has learned that dream events do not have to be real. Essentially, a dream lord can attempt to ignore dream events and objects. When attacked or damaged, 25% of the time, the damage is reduced to 0, regardless of the source, including ghost touch weapons. Additionally, at will, the Oneirobound Lord can spend a full round to assume a *gaseous form*.

Dream Creation (Su) By concentrating, as a move action, an oneirobound can will any non-living, non-magical thing into existence, similar to the effects of *major creation*. Such creations dissipate when more than fifty feet from their creator. An oneirobound can will only one sort of thing to be at a time, though there can be more than one part to the whole. That



is, a dream slave can will into existence a fabulous ten course meal, a panoply with both armor and weapons, or a bed with bed-clothes but it could not produce all three at the same time. Furthermore, dream slaves calling anything into being larger than five feet on a side must make a DC 10 Will save each round to maintain their creation. Oneirobound who take damage must make a Will save to maintain any current creations (DC 10+1/2 damage).

Advanced Dream Creation (Su) An oneirobound lord creates items in the Dream Plane in a manner identical to a normal oneirobound. Furthermore, a dream lord who has at least ten living oneirobound sworn to his service can spend a full round action to make a single dream creation permanent.

Dream destruction (Su) An oneirobound lord has learned to unmake dream things as well as he makes them. As a full round action, an oneirobound lord can utterly destroy any one non-living, non-magical item (or a part of a larger whole) measuring no more than five feet on a side. Anything carried by another creature receives a DC 16 Fortitude save against this power. This save is Charisma-based.

Fugue (Ex) Oneirobound feel constantly befuddled and dreamy. They suffer a -4 penalty to initiative, and each round they must make a DC 10 Will save or be restricted to partial actions. Because of their condition, dream Slaves suffer a -4 penalty to saving throws against mind affecting effects and have a hard time remembering facts, including those about themselves.

Partial Fugue (Ex) Oneirobound lords feel as if they are in a constant dream. Because of their condition, dream lords suffer a -4 penalty to initiative and have difficulty remembering facts, including those about themselves

While most dream walkers who leave the Shores of Sleep to travel the Slumbering Sea are aware of what they are doing and where they are, a certain number of dreamers manage to move beyond the Shallows, never quite realizing what is happening. The exact reason for this varies. Sometimes it is the result of an extended magical slumber, a coma, or some similar event on the Material Plane which forces the dreamer's mind to remain long in the Dream Realm. Contrarily, it is possible for dreamers to naively wander away from the relative safety of the Shores of Sleep; that is, their mind gets lost and cannot return to its body. Regardless of the cause, the result remains the same: an oneirobound is created.

Trapped as they are in the Plane of Dreams, oneirobound nevertheless maintain a strong connection to the Material Plane, a circumstance which gives them great power over dream matter. While the average dreamer creates a multitude of fancies and nightmares whilst he slumbers, most dream walkers enter so fully into the dream realm that they lose the unconscious ability to manipulate and create which they would otherwise enjoy. Not so the oneirobound. Most things they can conceive,

they can create; the curious exception being life. No known oneirobound has ever been recorded as having created another living creature, despite the fact that it should be theoretically possible.

Oneirobound can be of any humanoid race and are greatly prized as slaves in some of the more unsavory areas of the Dream Plane. Their ability to create makes them more valuable than any mere coin. While it is true that their creations are often by nature fleeting, with training and harsh discipline, oneirobound slaves are taught to maintain what they are ordered to create. While slaves such as the oneirobound are potentially dangerous to keep, the majority of oneirobound never rebel, for their sleep-walking nature generally prevents them from experiencing the more violent and angry emotions.

Nevertheless, some small percentage of oneirobound, typically those who have endured slavery the longest, come to realize their condition and seek to rectify it. A fraction of these gain enough self awareness to awaken more fully to their powers. Such creatures are called oneirobound lords and on the Slumbering Sea they are among the most dangerous of adversaries, for not only can they create, they have learned to unmake. With a thought they can unravel a dream, making it as if it had never existed. Rebellious oneirobound flock to such leaders and by swearing allegiance are able to further strengthen the power of their new lord.

Oneirobound Holds

Few oneirobound have the presence of mind which allows for self-governance. They are easily charmed, beguiled and manipulated. The presence of an oneirobound lord changes this. Those few who do gather together in close company hold their ever-shifting lands in iron-fisted hegemony. Each Oneirobound Lord has a unique and special place, called a Hold, to which some of the stronger oneirobound may come. Sleepwalkers can seek shelter here and become Given. They "give" a portion of their dream power to a Lord of a Hold in exchange for an identity and self worth.

The land of a Hold radically reshapes at the whim of the lord of the hold. Oneirobound develop a sense for others who share a particular hold with them, one of the few things they do not have trouble remembering, and members of a hold learn to work well together. Invasion proves difficult when solid land might melt into water, and then suddenly fly up into the air in a storm of silver weapons dancing in a madcap ritual. Visitors to the holds often find the terrain disorienting.

Creating an Oneirobound

An oneirobound character gains darkvision 60 ft., 1d10 HD, regeneration 5 (sonic), immunity to acid, criticals and death effects, cold resistance 10, +2 to Fortitude and Will saves, flight 15 ft., +6 Constitution, +4 to Stealth and the dream creation special ability. In return, they lose any memory of who they are, suffer -4 to initiative, -10 ft. to movement, -6 to Charisma, -8 to any Knowledge skill, and gain the dreambound condition. Spellcasting oneirobound must make a Will save to cast any spells where the DC is 15 + spell level + character level. An oneirobound is considered an outsider and does not eat or sleep.

Qarnjthak

“My companions rejoiced to see such treasures, piled one atop another, but I felt uneasy and chanced a look through my viewing stone. Indeed, as I feared, things were not as they seemed. This was no marbled hall, but a hellish, web filled abattoir. Squatting in the center of the chamber was a singular monstrosity of vast proportions, not quite a squid, not quite a spider, but something like both with a ghastly horse-like head and a cavernous mouth. Words failed me as one of the creature’s tentacles swept up Atlia...”

“Diary of a Dreamer” - J.G. Wickson

Qarnjthak (Dream Weaver) CR 14
CE Huge Aberration (chaotic)
Init -1; **Senses** darkvision 60 ft., tremorsense 100 ft. (webbing); Perception +23

DEFENSE

AC 23, touch 7, flat-footed 23
(-1 Dex, +16 natural, -2 size)
hp 190 (20d8+100); fast healing 5
Fort +13, **Ref** +7, **Will** 12
Defensive Abilities alien mind, grotesque, invisible; **DR** 10/ lawful; **Immune** electricity; **SR** 25

Offense

Speed 30 ft.
Melee 4 tentacles +24 (1d0+8 plus grab) and bite +19 (2d6+4 plus poison; 19-20 x2)
Space 15 ft.; **Reach** 10 ft. (20 ft. tentacles)
Special Attacks constrict (1d10+8)
Spell-Like Abilities (CL 20th)
At will – *detect thoughts* (DC 16), *hallucinatory terrain* (DC 20), *persistent image* (DC 21)
1/day – *plane shift* (DC 21)

STATISTICS

Str 26, **Dex** 8, **Con** 20, **Int** 16, **Wis** 10, **Cha** 18
Base Atk +15; **CMB** +25; **CMD** 34 (can't be tripped)
Feats Alertness, Great Fortitude, Greater Spell Focus (enchantment), Improved Critical (bite), Lightning Reflexes, Power Attack, Skill Focus (stealth), Spell Focus (enchantment), Weapon Focus (bite), Weapon Focus (tentacle)
Skills Climb +31 (+35 on webs), Intimidate +27, Knowledge (the planes) +26, Perception +25, Sense Motive +25, Stealth +20 (+28 on webs), Use Magic Device +27; **Racial Modifiers** +4 Climb (on webs), +8 Stealth (on webs)
Languages Abyssal, Aklo, Common, Undercommon
SQ Webbing

ECOLOGY

Environment any underground
Organization solitary, pair
Treasure standard

SPECIAL ABILITIES

Alien Mind (Ex) The qarnjthak is immune to any mind affecting effects.

Grotesque (Ex) Such is the bizarre and unnatural physiology of the qarnjthak that anyone who manages to see the creature must succeed at a DC 24 Will save or be stunned for 1d6 rounds. This save is Charisma-based.

Invisible (Ex) The physiology of the qarnjthak is such that it is always invisible. While this is not a magical effect, *see invisibility* and *true seeing* will still allow one to see it.

Qarnjthak Poison bite – injury; *save* Fort DC 25; *frequency* 1 round for 4 rounds; *initial effect* 1d4 Dexterity; *secondary effect* blindness; *cure* 1 save. The save DC is Constitution-based.

Webbing (Ex) Though the qarnjthak cannot cast *web*, it is a web-spinner and coats its lair with tough fibrous cords (AC 15, hp 5). While these webs are not sticky, they aid the qarnjthak in climbing. Furthermore, the qarnjthak is so attuned to its webs that so long as it remains on its own webbing it can sense any movement on that same web up to a hundred feet away.

A repulsive spider-like squid-thing with tentacles for legs and a monstrous, equine shaped head atop a long neck, the qarnjthak's main goal in life is to eat well upon the flesh of sentient beings. Its fanged mouth, dripping with viscid venom, stretches half the Length of its long, grotesque face, and is well suited to the task.

Making its lair close to civilization, the qarnjthak is a patient hunter. It might forgo an easy meal if it thinks it can trick the prey into bringing others. It is a master of illusions and will disguise its lair to suit the tastes and desires of those it senses approaching its webbing. Once in combat, the qarnjthak continues to utilize illusions, providing make shift threats, walls, foes and the like while it works to pick off the most dangerous of its prey with invisible tentacles and envenomed fangs.

Qarnjthaki are solitary beings by nature, delighting only in eating and the crafting of illusions. They worship demons and dark gods, but are not the most devout of servants, being too indolent. Once in a decade, two qarnjthaki will meet, drawn together by some primal urge. They remain together for approximately a month, after which they will again go their separate ways. Though the race does not seem to possess true genders, only one of a mated pair will bear young, laying its eggs in the corpse of a victim far from its lair.

Phase spiders can sense the presence of qarnjthaki and worship them as gods. While qarnjthaki do not seek out such servants, neither do they dissuade them, and phase spiders are one of the few creatures a qarnjthak will refrain from eating.

Chapter Four: The Island of the Coliseum Morpheuon

“All men dream: but not equally. Those who dream by night in the dusty recesses of their minds wake in the day to find that it was vanity: but the dreamers of the day are dangerous men, for they may act their dreams with open eyes, to make it possible.”

T.E. Lawrence

The far-stretching Plane of Dreams contains wonders and horror, pleasures and dangers, as many as the minds of mortals can conceive. Adventures and adversaries await the bold dreamer. Kingdoms of gold rise majestically from the Slumbering Sea in anticipation of the day their creators shall stride their marbled halls to take a seat upon tall thrones. Conversely, lands borne of tarnished minds likewise abound, pits of depravity and despair, where suffering is the norm and death awaits the weak. The Great Coliseum Morpheuon of the Khan of Nightmares, a powerful giant-blooded spirit-sorcerer, is one such place.

The Coliseum hosts countless competitions, most of them gladiatorial battles. Once a century the Khan hosts the deadly Damnation Epoch tournament: a winner-take-all competition between the most powerful of competitors for the ultimate prize of 100 *wish* spells. This competition is the focus of the second half of this book. Even without the Damnation Epoch, the Island of the Coliseum is continually active, and around the Coliseum and the Khan’s palace, a bustling dream city has grown up, filled at all times with travelers, traders, monsters and mysteries.

History

The Khan of Nightmares happily tells of how he came upon the mote of dreamspace which he later crafted into the Coliseum Morpheuon. By his account, the isle upon which he built the Coliseum drifted lazily in the Slumbering Sea, raw and undefined. Through his strength of will and vision, he forced the island to bend to his imagination and drew forth the reality that now sustains the arena and its surrounding structures. He killed the great twisted monstrosities that crawled out across its beaches, the fevered visions of titans given substance. These victories, he claims, are the source of his title. Utilizing the flesh and bones of their vast corpses, he expanded the shores, and, bathing the land in their blood, he made it fertile and persistent. With his demesne thus established, he summoned trusted companions, the Hounds, to his side and bade them announce the Coliseum to any and all who traveled the dreaming plane.




The Khan of Nightmares

His unmatched sincerity and enthusiasm make the tale an entertaining centerpiece of any feast held in his presence.

Unfortunately, it is a lie.

The Khan did find the island while adrift in the Slumbering Sea, but he and his companion, Lucisha, were warmly greeted by its inhabitant, a lonely dreamer who called himself the Caretaker. Long had the Caretaker lived on the isle, watching over the strange Umbral Blot that floated above. The island was a good land, overflowing with an abundance of fruit and wild goats. With the aid of the Caretaker, the Khan and Lucisha established a residence on the island and slowly learned how to manipulate the nature of the island, eventually mastering some of the secrets for controlling the dangerous Umbral Blot. But treachery flows strong in the Khan’s veins, and, after conjuring forth the Pit Fiend Akinshata to assist him, he attacked and



decapitated both his companion and the Caretaker. Using magic to keep their severed heads alive, he sealed them in hidden locations beneath his abode before ritually consuming their bodies. Much to the Khan's frustration, the twin sites of his treachery retain a powerful psychic residue, manifested as immutable ruins. He shortly turned against Akinshata, binding the devil to a breaking wheel, with which to torture him and harness his energies.

Master of all that he surveyed, the Khan soon found that though he had power, there was no one to lord over and so he set a plan into motion. With mighty dream-magic, aided by the power of his captive devil, the Khan built the Coliseum Morpheuon, incorporating into it both his own residence and the Chimeric Amphitheater. He then scanned the waters of the Slumbering Sea and caused a great storm to wreck a certain vessel upon his shores. It was a prison ship, carrying a cargo of villains to a penal colony. The Khan freed the prisoners, the first of the Hounds of Ill Prophesy, and imprisoned the soldiers. Using his new servants, the Khan spread word among the other Isles of a new kingdom and of a great gladiatorial celebration. When all was in readiness, the Coliseum was opened and the blood-sports began. The soldiers captured from the wrecked ship were among the first to die for the pleasures of the crowd.

The centerpiece of the Great Coliseum Morpheuon, and with it all the environs of the Khan's holdings, is the now legendary Chimeric Amphitheater. The genius of the Khan's plan was in crafting a mutable stage, wondrous and deadly, upon which heroes and villains alike, drawn from across the stars, would clash for the most fleeting of dreams: fame and glory. Apart from this amphitheater, the Khan would yet be only a minor figure upon the Slumbering Sea. Instead, his reach grows further and stronger with each passing year; with the coming of every century, greater and greater hordes of beings from across existence plead with him to establish themselves as benefactors, and their teams as champions.

Society

It has been a thousand years since the first battles were fought in the Khan's Coliseum, and around the Coliseum Morpheuon there is now a bustling dream realm. It is a mishmash of cultures and races; there are few laws and fewer scruples in evidence on the island of the Coliseum Morpheuon. It is a place where might makes right and the Khan, as the mightiest, rules absolutely: his will is ruthlessly enforced by his servants, and when necessary, by the Umbral Blot.

Despite the sometimes brutal nature of the regime, desperate or greedy dream walkers continue to slowly but inexorably arrive upon the shores of the island. There are a number of reasons for this, the first and foremost of these being the games themselves. There is a lot of money tied up in the Coliseum games; great fortunes are made and won by betting

on their outcomes and even greater fortunes can be made for those who sponsor a successful team. This influx of wealth brings not only gamblers but merchants as well, eager to sell to those flush with gold and gems.

Beyond the games, the island's lawless nature make it a haven for those who are unwanted (or wanted as the case may be) in other dream realms. Likewise, slavery, especially the trafficking of oneirobound, is encouraged by the Khan. Black-sailed ships, manned by the mysterious denizens of Leng, make regular calls in the island's port. And daily, near the docks, auctioneers sell others to the highest bidders. Besides the slavers, pirates sometimes also use the port as a stopover. Slavers and pirates alike pay their docking fees with flesh, supplying the Coliseum with prisoners suitable for the games.

The city takes its name from the Khan's structure and calls itself the City of the Coliseum. It is a city where anything may be bought and sold. Visitors find it at once vibrant and dangerous, for there is nothing, save their own strength and wits, to keep them from being claimed as someone's property.

Beyond the city, the Khan encourages settlements and farming, the produce of these farms being used to feed those others who call the island home. By the Khan's Law, citizens in good standing on the island may not be forced to fight in the games nor may they be captured as slaves. This small measure of protection insures that the more industrious of the island's inhabitants remain, continuing to do the work that keeps the fragile society together.


There are some specific traditions particular to the Coliseum's permanent inhabitants. The most common of these are:

- Never violate the sanctity of a meal.
- Always seal a contract with a drink.
- Don't draw a weapon unless you intend to use it.
- The Games must go on.

Besides these few rules, there is little to actually bond the various inhabitants together, excepting a healthy fear of the Khan's wrath and a sense of self-preservation. Most who make their home on the island prefer the freewheeling community they have helped create and have no desire to see it bullied or abused. Small circles of associates tend to protect one another and use their contacts to deal with larger issues. One can never be certain where these entangling allegiances stretch, and so a sort of unspoken politeness is common. Occasionally, two parties decide to have an issue arbitrated by a neutral third party, and while that party can always be the Khan of Nightmares, few are foolish enough to demand that his Excellency perform such duties.

The Voracious Visitor

Erratically orbiting the island like a small, black moon, the sentient *sphere of annihilation*, or umbral blot, named the



Voracious Visitor can sheer nigh-instantly through any form of matter without pause or difficulty. This potent and enigmatic phenomenon, which the Khan has somehow intrinsically linked to the Coliseum Morpheuon, serves as an eternal, vigilant guard-dog. The sheer power of the Voracious Visitor makes the island all but unassailable by conventional means.

The Great Coliseum

The Coliseum Morpheuon is a collection of structures, the most prominent of which is the Chimeric Amphitheater. Within the Amphitheater is the Keep of the Khan and the Khan's private estates. Outside, five other buildings are considered part of the Coliseum: the Gladiatorial Barracks, the Coliseum Prison, the Aerial Arena, the Probationer's Park, and the Theater of Triumph. By order of the Khan, on pain of imprisonment, any test of Strength or Skill, excepting such games of chance as might be enjoined at a table, must be conducted within the premises of either the Theater of Triumph, the Probationer's Park or the Aerial Arena in full view of the public. The exception to this rule is those contests arranged for the Chimeric Amphitheater.

The Gladiatorial Barracks

Each day the Great Coliseum sees dozens of battles, races, competitions and duels. These contests require a tremendous number of participants. While prisoners from the Coliseum Prison are also forced to compete, a large number of the contestants make their home in the Gladiatorial Barracks.

Though the Barracks, a vast four-story marble edifice, is mostly apartments, it also contains gymnasiums, cafeterias, bath houses, pools and meditative gardens. The living quarters in the barracks grow progressively more spectacular from one floor to the next and the location of a competitor's quarters are a good indication of his success in the games. The basement of the Barracks contains an armory and several rooms designed to help the athletes continue with their training. Connected to the Barracks, but normally considered its own building, is the Barracks for the Hounds of Ill-prophecy.

The Coliseum Prison

Breaking the law (such as it is) on the Island of the Coliseum Morpheuon carries just one penalty, regardless of the nature of the offense: imprisonment. Prisoners are held in the Coliseum Prison until they either die or volunteer to participate in the games. Some few do continue to refuse to play, but most eventually take their one chance at freedom. Those who live through their first game are granted unconditional freedom and as participants are entitled to quarters in the Gladiatorial Barracks, so long as they continue to play. However, prisoners are considered fodder in most of the games and death is more common than not.

The smallest of the Coliseum buildings, the prison is a

single-story, windowless, white brick structure. A dungeon below houses the most dangerous of prisoners but most of the inmates reside in spartan cells on the main floor

The Theater of Triumph

The Chimeric Amphitheater has nightly competitions, but these are grand affairs involving only the best of competitors, who, having achieved great success, are personally invited by the Khan of Nightmares to participate. There are many routes to gaining such a prestigious invitation, but for most who come to the island, these routes all begin in the Theater of Triumph, also called the Theater of Fools by some. While the Theater managers schedule some few contests, many more of the Theater's events are small personal contests arranged by the participants themselves. Anyone on the island, at any time, can schedule an event in the Theater. Those who fight or compete well will receive an invitation to take up residence in the Barracks as regular participants in the games.

The Theater is a vast oval field surrounded by stadium seating and high marble walls. Within the marble walls are a variety of rooms in which contestants can await their turn to do battle. There are two gates into the Theater, the first for participants and the second for spectators. Admission through either is free; though scheduling an event costs a small fee to pay the scribes. Despite this, gold changes hands frequently within the theater as the ever-present crowds vigorously wager on this or that contest. Day and night, there is always some contest or another taking place, or about to take place, on the grounds.


The Probationer's Park

The Probationer's Park is the middle step between the Theater of Triumph and the Chimeric Amphitheater. Most of the inhabitants of the Gladiatorial Barracks participate here, in events scheduled by the Park Masters. All contests in the Park take place during the day, as nights are reserved for the grander events of the Amphitheater. Admission into the Park varies according to the seating desired, but the Park seating is generally filled to about half capacity or better.

The Park is built in a fashion very near that of the Theater, but the field contains more and better features for a wider variety of games, including chambers below the "ground" which allow the managers to alter the terrain and create pits, pools or other obstacles. Attached to the Park is a bestiary containing a multitude of wild animals for use in the games.

The Aerial Arena

Floating above the Island, a short distance from the Amphitheater, almost directly over the Probationer's Park, is the newest of the Coliseum's structures: The Aerial Arena. Spectators lacking flight reach the seating in the Arena via a pair of levitating platforms. The Arena is operated in a manner that



is nearly identical to that of the Park, except that all combats and contests in the Arena involve flight.

The Arena lacks a solid combat field, containing instead three vast rings of seating surrounding a great area of open air. Attached to the seating, in various places, are platforms on which contestants can rest, before or after their competitions. Several mages are kept on the Arena's staff in order to provide enchanted obstacles for various games. Though not quite as active as the Park, there is generally at least one contest in the Arena each day.

The Chimeric Amphitheater: the Centerpiece of the Isle

The Chimeric Amphitheater has been compared to an enormous, thorned conch-shell crafted from shimmering glass, wrapped around and into a grand, exotic fortress. From this structure rises a majestic, banner-strewn tower which seems to defy the very heavens. Other descriptions make more mention of the vast obsidian gateway which leads inside, or the crimson carpets which roll away from the many doors into the Pagoda of Patricide, or the moonlight which eternally cascades in tides from the great windows.

There is no map of the Amphitheater's interior, for it is always shifting and changing according to the whims of its managers. Containing vaults and halls, drapes and glass, curving rooms and balconies overlooking waterfalls which empty into strange-lit indoor lakes, the building is a jewel and a legend on the Plane of Dreams.

Despite its resplendent appearance, the Khan wrought the Amphitheater from the most potent of substances: purest anxiety. From fevered sweats and coldest dread, dawning horror and the prickling needles of panic, each brick of the theater is formed of fear and the building fairly reeks of it. The winding ways of the Amphitheater itself are spotlessly clean, immaculately groomed and well-maintained, yet always there is a sense of foreboding and coming doom.

The vast Chimeric Amphitheater is divided into three Pagodas, nestled one within the other, spiraling inward like a nautilus. To pass within and glimpse the wondrous contests for which the Amphitheater is rightly famed, a guest must pass through the halls of all three Pagodas.

The gorgeous, outermost pagoda, the Pagoda of Patricide, is eternally open to the paying public. A sprawling labyrinth of opulent wedding halls, massive ballrooms festooned for galas and gatherings, brightly-lit stages and opera-houses, and innumerable plush, private bed-chambers filled with books, paintings, screens and reclining chairs, the many floors are connected by vast, spiraling staircases. Guests of the Khan and champions of the Amphitheater are given residence in the Pagoda of Patricide where, at their convenience, they may sample the many bounties of the Khan's power.

Written above each doorway in the Pagoda of Patricide are

these words, in draconic: "Shamed by failure before the eyes of others, You slay thy Father."

Oneirobound fill the Pagoda of Patricide in great number, at least one to each room. These slaves, attuned as they are to the anxiety of the structure, exude a feeling of constant fear and panic. They respond readily and nervously to the demands of the guests, fearful of what will happen if they bring embarrassment to their master, the Khan of Nightmares.

In comparison to the Pagoda of Patricide, the second pagoda, the lovely, dim-lit Pagoda of Regicide is reserved and quiet; it is full of bridges, tiny waterfalls, candlelit corners, and serene gardens. Outsiders passing through the Pagoda of Regicide, on their way inward to witness the spectacle of the games, glimpse only a fraction of the subtle grandeur of the rooms. The Pagoda of Regicide is used by the Khan to host the Benefactors and their champions at his leisure, before each event or at his whim. Though one must pass through the halls of the Pagoda to travel to the games, entrance into the attached rooms is forbidden apart from the permission of the Khan and his staff.


Written above each doorway in the Pagoda of Regicide are these words, in draconic: "Horried by failure to your truest self, You slay thy only ruler and greatest governor."

Each room of the second pagoda is assigned two or more of the unsleeping oneirobound. The slaves in this section are chosen for a single quality: they all exude a feeling of despair. Despondent and awash in ennui, the oneirobound in the Pagoda of Regicide are beyond caring. They are the most broken of souls, living only to provide constant service to their tormentors; yet the creations they bring forth are all tinged with gray sorrow, a flavor of emotion which delights the Khan.

It is in the Inmost Pagoda, the weird, churning place properly called the Pagoda of Deicide, that the games take place. It is here, below a broken moon-and-star-scattered sky, that the Khan of Nightmares can make his most idle whim a full reality, and can challenge the mightiest of beings to slay one another for his enjoyment. It is nothing less than the greatest of all stadiums, set with seats for vast multitudes, and an arena floor below made from the purest, most malleable dream matter.

Above the single entrance from the Pagoda of Regicide into the seats of the stadium, as well as over each gate onto the field of battle, is written, in draconic: "Terrified that it is all but a dream, You slay the order which begat Heaven itself."

None remain, besides the Khan himself and his captive devil, who knows the secret of the Pagoda of Deicide, that place where the very floor of the arena shifts and changes with a thought. Fields of fire, churning seas, or the very stars themselves, become the field of battle upon which heroes are made and champions die. While some liken it to the work of the oneirobound, the effects of the Chimeric Amphitheater



surpass even those of the mightiest oneirobound lord. They are like unto the creation of mini-realities, realities in which every action and reaction is performed under the watchful eyes of thousands of cheering spectators.

The Amphitheater is a wonder of the dream realm, a masterly crafted piece of dreams, built with and powered by fear. The emotions of both the champions who fight and those who cheer them on serve to fuel and maintain it, ever strengthening its power. In the Chimeric Amphitheater, more-so than anywhere else on the island, the Khan of Nightmares reigns supreme and nothing which is said or done within its mighty walls escapes his notice.

Keep of the Khan

The particular seat from which the Khan of Nightmares views the wonders, dramas, comedies and tragedies of his Amphitheater is, itself, worthy of note. It is called the Keep of the Khan, and is connected to those private chambers he maintains within the sprawling manse.

A huge, floating, stone-wrought sky-box of exquisite design eternally draped in fluttering silk banners, the Keep contains both the Khan's throne and his personal retinue. Among those in near-perpetual attendance are the Khan's tracker and bodyguard, the deadly Khanzadeh Sukhbataar, master of the Hounds of Ill-Prophecy, and the Khan's majordomo, the hideous Khanbika Khongordzal, night-hag Queen of Thistles. At times, as a display of his power, the Khan brings forth the bound and broken pit fiend Akinshata, forcing him to watch the games. In addition, the Khan regularly entertains visiting dignitaries from other dream realms, mortal emissaries, ship's captains, including those from Leng, and a host of other individuals.

To be offered a seat, even briefly, within the Keep of the Khan is considered the highest of honors. Still, many step warily while within the Keep, for the Khan slays those who displease him during the show with alarming regularity.

The Pagoda of Suicide: The Khan's Estate

Within the twisting halls of the Chimeric Amphitheater, between the echoes of sobs which spin and chase one another through the shifting rooms, somewhere within the many passages that connect the Three Pagodas, the Khan keeps a private estate, a place which can only be safely accessed by one who has already been given entry.

This estate, called the Pagoda of Suicide, lies beyond a secret door, above which, in draconic, is written, "Compelled by curiosity, You slay thyself." Touching the door, without knowing the key, brings death upon the intruder. Though some know (and many suspect) the door's existence, finding it requires unbelievable luck, for the truth is, the door's hidden location shifts from day to day.

The Pagoda of Suicide contains the Khan's bed-chambers, libraries, personal slaves and his treasuries. Deep within this fourth Pagoda lies the severed heads of both the Caretaker and Lucisha. As well, here, in perpetual torment, the Khan keeps the pit fiend Akinshata.

Beyond the Coliseum

The Coliseum exists to entertain, cruel as those entertainments might be. Likewise, the city that has grown up around the Coliseum exists to cater to those that have come to partake of the entertainment, whether as spectators or participants. Little of value is produced in the city of the Coliseum, though much commerce occurs there. The city is filled with taverns, inns, hotels, brothels, bars, restaurants, diversions, and shops. The market called the Tarnished Souk is one of the largest in the whole of the Dream Plane. Beyond this, numerous fighting guilds and training halls have formed in the city, established to better prepare and equip those who would fight in the Coliseum Morpheuon. The city has no walls and every year it seems to sprawl a little wider and further afield, growing primarily eastward of the Chimeric Amphitheater.

The Tarnished Souk

Anything may be bought in the sprawling market located between the Coliseum Morpheuon and the Brightdocks. Magic, dreams, weapons, slaves, souls: nothing is off limits, though the price may be steep. Merchants from a thousand different lands bring their goods to the vast open air bazaar, hoping to sell to the multitude of gamblers, combatants and travelers who have made the journey to the Coliseum Morpheuon. Day and night someone is hawking wares to all who pass by their section of the souk. Few vendors have permanent quarters in the market, setting up shop as they find room. The exception to this rule is the slave auctions, all of which take place in that part of the market closest to the docks.

The Brightdocks

The waters of the Slumbering Sea around the Island of the Coliseum Morpheuon glow with the soft luminescent light of lingering hope, a phenomenon which is not readily observable during the day, yet, at night, it cannot be missed. The glow of the dream-laden water gives name to the dock district of the Island. Little is actually bright or clean around the docks, which crawl with vermin and villains of every sort. Any ship is allowed to anchor in the wide port mouth of the island, so long as the captain is willing to pay the Khan's steep price. Most ship captains pay this fee with flesh, trading slaves for a dock license. Failure to pay results in the loss of ship and sometimes life, for while the Khan maintains no navy, the Voracious Visitor enforces the duty.

The Khan's Preserve

Behind the Gladiatorial Barracks stands a dark forest of evergreens and silver-barked birch trees, called the Wood of the Lost. Declared off limits by the Khan, this foreboding place sighs and moans with the winds. Occasionally, shouts and screams of great pain drift from the wood's shadows, but only the foolhardy dare steal inside to investigate.

Those brash enough to enter and clever enough to evade the Khan's guardians can discover two ruined sites, each standing in sheltered groves. The sounds originate from these broken structures. Any who question the origin of these ruins too loudly among the island's residents soon disappear; and soon after, there is a night of painful screaming from within the dark borders of the woods. Each ruin is haunted by a headless ghost, and while rumors abound of a hidden treasure, kept within the trees, none have ever found it.

The Plain of Twisted Laments

The Coliseum Morpheuon is built on the eastern side of the island; west of the city, rolling hills of lush farmable dreamlands stretch for many miles. The narrow strip of land between the city and the western shore, called the Plain of Twisted Laments, is not so blessed. There the brown soil resists growth, excepting a few stunted trees and scraggly, sharp-bladed grasses. Cold winds blow across the parched ground, winds which blow nowhere else on the island, and at night the area is filled with low cries, like that of dying men. Tar pits and quicksand abound in this uneasy region, and for many a long year, the Coliseum has discarded a multitude of unwanted dead. Below the earth of the Plain lurks a dark and hungry monstrosity, the Ravager, a ghoulish grown to epic proportions. Lost souls may be encountered upon the plain: wraiths and ghosts and the spectres of dead gladiators. It is said that when one brings solace to one of these lost, the spirit is freed, yet before departing for other realms it will teach its savior those secrets of the Coliseum learned in life.

Dingue

Dingue is the closest island to the Island of the Coliseum. Ruled by a council of six oneirobound lords, it is one of the largest oneirobound holds in existence. Escaped slaves, primarily from the Khan's island, flee to Dingue for safety. While oneirobound comprise a fair portion of the populace, making for a constantly changing environment, there are a goodly portion of more conventional dreamers here as well. While the Council of Six maintains a facade of neutrality towards their neighboring island, there is a constant state of unspoken hostility between the two kingdoms, with the council doing all that it can, short of open war, to hamper the Khan's slave trade.

Dingue is famous for the cloth it produces, woven of dream silk. Oneirobound help in the creation of this cloth and it is much sought after as a luxury, for it is easily enchanted, reducing the cost of any cloth-made magic item by half. A bolt of the cloth cost 500 gp and can be used for the creation of a single magical item. Obtaining the cloth, however, is difficult and any object crafted from it can exist only within the Plane of Dreams.

Rumors of the Coliseum Morpheuon

The following rumors may be learned through the use of Diplomacy or Intimidation. Knowledge (planes) can also be used, at the GM's discretion, but it is advised that the DC of each tidbit be increased by +5 in such a case, representing, as it does, information the PCs have already heard. These rumors are pieces of information the PCs should pick up gradually, and any single roll, no matter how good, should reveal only a few rumors. We suggest picking one rumor using the DC achieved and then adding a second rumor 5 DCs lower and so on until you have reached DC 5. We leave it to each GM to determine which rumors are true.

- DC 5** There is an eating establishment in the Souk which claims to serve the grilled flesh of sentients but it's really rat meat.
- DC 5** There is an eating establishment in the Souk which claims to serve grilled rat, but it's really the meat of sentient beings.
- DC 5** The Khan is a creature from hell who feasts upon the blood of the fallen.
- DC 10** There is a brothel in the city where all the prostitutes are actually polymorphed cattle.
- DC 10** If you say the Khan's name three times in a dark room in front of the mirror he will appear within 24 hours and kill you.
- DC 15** There's a potion maker in the Souk who has found the secret to immortality. His potions can make you invulnerable but he keeps this a secret, selling only to the Khan.
- DC 15** Though it's illegal, there's an underground coliseum where a group of competitors holds no-holds-barred fights for rich clients who don't want to pay the price for tickets to the Coliseum.
- DC 20** The Khan does not truly command the strange umbral blot which eternally orbits his home. The games are just a ritual designed to sate the creature.
- DC 20** The Khan is secretly in love with Black Glass Spade.
- DC 20** The Khan is secretly in love with the Queen of Thistles.
- DC 20** The Khan is secretly in love with Lady Puzzledeep.


- DC 25** Winners of the Games are slain in secret by the Khan to feed his captive demon.
- DC 25** The Khan's true form is that of a two headed Vrock.
- DC 28** Within the Khan's preserves, two sites mark ancient graves. Ghosts haunt these sites; they are headless victims of some great crime.
- DC 28** The Khan powers his Chimeric Amphitheater with a bound oneirobound lord.
- DC 28** The denizens of Leng desire all others to be slaves to their dark gods. I don't trust them at all. Soon they will come in numbers too large for us to turn away.
- DC 30** Within the Chimeric Amphitheater there is a place called the Pagoda of Suicide. The Great Mace of Shattered Dreams which the Khan eternally carries is the key to the door of this estate.
- DC 30** Within the Chimeric Amphitheater there is a place called the Pagoda of Suicide. A song, much loved by the Khan, is the key to the door of this estate.
- DC 30** Within the Chimeric Amphitheater there is a place called the Pagoda of Suicide. The blood of the Khan himself is the key to the door of this estate.
- DC 30** Lady Puzzledeep is the head of a guild of thieves. Her good relationship with the Khan allows her group to operate unmolested.
- DC 30** The Pasha of Swirling Ashes is a powerful noble from the City of Brass, but he spends his time here for he had an affair with a friend's wife and is awaiting forgiveness before returning home.
- DC 30** Lord Auberyon is really a disguised demon who masquerades as a sportsman.
- DC 30** Lord Auberyon loves to chase women of every race. He keeps a list of his conquests and if anyone ever found that list they'd have a nice bit of leverage against those in it.
- DC 32** The Khan is dead and the thing wearing his form is a denizen of Leng who is preparing to take over the whole Plane of Dreams!
- DC 33** Chattering dreameaters are a race of malignant, intelligent beings that only pretend to be animals. They watch you while you are sleeping and read your thoughts. They are ultimately planning a planar invasion from their home world.
- DC 33** There is a portal to the waking world beneath the floor of the Chimeric Amphitheater. This is the key to the Khan's control over reality upon the arena floor.
- DC 35** Meabh Liadan hides her true form behind illusions. In reality she is too beautiful to behold.
- DC 35** Meabh Liadan hides her true form behind illusions. In reality she is too ugly for mortal eyes to comprehend.
- DC 35** The Queen of Thistles is a powerful Night Hag who enjoys watching other people suffer. She works for the Khan for the pure pleasure of seeing people die gruesomely.
- DC 35** The Queen of Thistles is a powerful Night Hag who is greedy and covetous of souls. The Khan has arranged for her to steal the souls of those competing in the games.
- DC 35** The Dirges are a group of entities devoted to spreading fear and terror through the Dreaming Plane. They desire to eventually win the Cup of Desire to further this goal.
- DC 35** Jig was sent from heaven to aid Lady Puzzledeep in learning to love again. The draggone chafes at this assignment however.
- DC 35** Jig was an old friend of Lady Puzzledeep and he has sworn to help her in any way possible. He serves her out of his great love.
- DC 36** The oneirobound gather in huge numbers in their holdings, where they plot to invade all the isles upon the Slumbering Sea. The Khan keeps as many slaves as he does to help protect us all.
- DC 38** A great qarnjthak dwells in the middle of the Plain of Twisted Laments and spies out the city from afar. It is the forerunner of a great invasion of such monsters.
- DC 40** Lady Puzzledeep fell from heaven for the sin of losing her dreams. Only when she has learned how to dream again will she be able to regain her old life.
- DC 40** Lady Puzzledeep fell from heaven for practicing necromancy. She will only be allowed to return when she is no longer undead. Her goal is to ultimately find a way to reverse her undead condition.
- DC 40** The Pasha of Swirling Ashes is the only one the Khan of Nightmares truly trusts but the Pasha detests the Khan.

Adventure Seeds for the Coliseum Morpheuon

While the adventure contained in the second half of this book is for high level adventurers, there is no reason a GM could not begin a whole campaign, starting at 1st level, within the city of the Coliseum. What follows are some rudimentary ideas around which further adventures on the Island of the Coliseum can be developed. They are listed in a suggested order of difficulty.

The Dream Drug

A strange drug has surfaced in the city. It sends the user into a semi-slumber, granting oneirobound-like powers. Highly addictive, users must consume more and more of it for it to



work. Furthermore, an overdose wipes the memory of the user and transforms him into a true oneirobound. Who is making this drug and why is the question on everyone's lips.

The Problem with Doctors

A team of regulars in the Probationer's Park bullied and bribed several doctors and potion makers into sabotaging other teams in need of healing. While it was a one time event, trust has been lost and physicians losing their patients are suddenly the focus of much anger. Several wealthy doctors and potion makers are forming a union, the first goal of which is to punish the offending team.

The Dream River

An oneirobound lord is struck in mid-air while flying over the City of the Coliseum. He crashes into the middle of a street and, from the hole created by his fall, a river begins to flow through the Souk and down to the harbor. The river teems with fish and while many are enjoying the new opportunities for fishing, one can't help but realize that the fish are getting bigger by the hour. Can the oneirobound lord be awoken before the Khan takes note and destroys him? Perhaps more importantly: Can he be healed and awakened before aquatic monstrosities pour forth from the river?

The Ghoul Eater

A trio of ghouls, found murdered in the city, their insides devoured and their remains arranged in a mystic pattern, are the beginning of a series of such deaths. Someone is eating the eaters and they are doing it with a purpose. The symbols formed from the ghoulish corpses are suggestive of some great summoning.

Waters of Hope

Everyone knows the waters of the Slumbering Sea around the Coliseum glow with the faint light of hope. What most don't realize is that there is a bound dream god in the waters of the sea: a god of hope, bound in chains of despair. Two cults in the city do realize this, however, and they have begun a struggle. One wants to free their god and the other wants to use him to power their own dreams. Meanwhile, the Khan too has learned this truth and now seeks a way to turn both cults to his bidding.

Slaves no More

A group of the Khan's Hounds of Ill-prophecy decide to throw off their yoke and claim their own plot of land. They seize a farm to the west of the city and begin building a wall around it, conscripting farmers as their labor. The Khan, for his own inscrutable reasons, refuses to do anything about this situation, to the chagrin of a variety of citizens.

The Dock Siege

The Denizens of Leng are after an escaped slave who fled one of their ships and entered into the city of the Coliseum. Hundreds of their black-sailed ships have begun to blockade the Brightdocks, refusing to allow any to enter or leave. The Khan hesitates to attack his best allies and offers a reward for the swift capture of the slave girl, throwing the city into an uproar. What makes this one slave girl so desirable to the denizens of Leng?

Hell's Fury

Akinshata escapes his bonds and smashes his way out of the Coliseum. Unfortunately for the Khan, the Pit Fiend knows all of the secrets of the Coliseum, including the methods for controlling the Voracious Visitor. Bereft of his most powerful weapon, but unassailable in the Chimeric Amphitheater, over which he is still master, the Khan finds himself facing a civil war as citizens of the city begin to take sides.

Chapter Five: Denizens of the Coliseum

“There are some people who live in a dream world, and there are some who face reality; and then there are those who turn one into the other.”

Douglas H. Everett

Being both a minor kingdom unto itself and a successful business, the Coliseum Morpheuon, which has a staff of hundreds (not counting slaves or combatants), is bustling with life. Through its ever open doors flows a constant river of personages, both great and small. The NPCs provided in this chapter are just a small sampling of the many stories and characters that fill the City of the Coliseum.

The entries in this chapter are listed in alphabetical order, but we will mention them here, briefly, out of order, to better explain how they are related, one to another.

The Khan of Nightmares

The Khan is the ruler of the Coliseum Morpheuon and of the Island of the Coliseum. His word is law and his every whim is made a reality. While most citizens of the Island never interact with the Khan, he makes sure to know each participant in the Chimeric Amphitheater personally, along with their benefactors.

Khanbika Khongordzal, the Queen of Thistles

Khanbika Khongordzal is the Khan of Nightmare's majordomo. She handles most of the management decisions for the Coliseum Morpheuon and is responsible for making sure there are contestants each night.

Khanzadeh Sukhbataar, the Master of the Hounds

Khanzadeh Sukhbataar serves the Khan of Nightmares as both bodyguard and chief of police. He enforces the word of the Khan both inside and outside of the Coliseum.

The Hounds of Ill-prophecy

Hellish lycanthropes, the Hounds serve the Khan as enforcers, assassins and guards under the direction of Khanzadeh Sukhbataar.

Lady Puzzledeep, the Witch of Stolen Hopes

A fallen lillend, the Witch of Stolen Hopes is a frequent visitor in the Coliseum and provides the Khan endless amusement with her constant attempts to thwart him. Lady Puzzledeep is master of the Guild of Stolen Dreams, the thieves' guild in the City of the Coliseum.

Jig

A celestial draggone with amazing speed, Jig serves as Lady Puzzledeep's bodyguard and friend.

Jack of Diamonds, benefactor

The Jack of Diamonds is an intelligent construct who regularly fields teams of competitors in the Coliseum Morpheuon. More than most benefactors, the Jack of Diamonds is something of a toady for the Khan.

Black Glass Spade

Black Glass Spade is a marilith trapped in an obsidian body who serves as the majordomo of the Jack of Diamonds. Slightly smarter than her boss, she personally controls most of his interests, often making decisions without consulting him.

Deuce of Clubs

A clockwork ettin, the Deuce of Clubs works as the Jack of Diamond's Bodyguard and is rarely far from his boss's side.

Auberyon, the Solstice King, benefactor

A powerful primal spirit, Auberyon lives for sport. He has taken an interest in the Coliseum Morpheuon and frequently gives aid to teams that capture his interest, regarding them as a master hunter might regard his stable of hounds. The longer Auberyon remains on the Island, the greater his vehemence towards the Umbral Blot becomes, and besides winning games, he plots how he might destroy the Voracious Visitor

Meabh Liadan

An ancient nymph, Meabh Liadan functions as Auberyon's personal secretary, handling much of Auberyon's day-to-day scheduling and accounting. His sometimes lover, Meabh is Auberyon's closest confidant; however, his nature prevents them from ever being true friends.

Lai Elderon, Auberyon's constant companion

A powerful tempest hound, Lai Elderon is never far from Auberyon's side. The hound is one of the few creatures Auberyon truly cares for.

The Pasha of Swirling Ashes, benefactor

A notorious womanizer, gambler and cheat, the Pasha of Swirling Ashes is on an extended holiday from the City of Brass. The Pasha supports teams in order to make enough profit to gamble on the Coliseum games but while he has a knack for nurturing winners, he also has a knack for making bad bets.

Munt Pan Nadish

While Munt is technically the Pasha's bodyguard, this steam mephit is more of a glorified errand boy.

The Dragon of the Ghostdance, benefactor

A half-dragon ravid sorcerer who seeks to advance his own powers, he views the promotion of powerful competitors as a means to make arcane contacts and observe winning strategies.

Ioanna Vipershade

Serving as an enforcer and bodyguard for the Dragon of the Ghostdance, this expensive mercenary medusa believes in removing the competition well before it is a threat to either her or her long-time employer.



Auberyon

Standing over ten feet tall, the lithe, muscled body of the Solstice King exudes a barely-contained savagery and primal energy. Auberyon appears as a handsome man, save for his mighty antlers and cloven feet. He wears as little clothing as circumstances permit and there is no mistaking the sexuality of his presence.

Auberyon, The Solstice King CR 20 (XP 307,200)
 Male Unique Celestial
 CN Large Outsider (azata, chaotic, extraplanar)
Init +12; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 100 ft., *true seeing*; Perception +31
Aura majestic aegis, huntsman's presence

DEFENSE

AC 35, touch 21, flat-footed 27 (+4 deflection, +8 Dex, +14 natural, -1 size)
hp 372 (24d10+240); regeneration 5 (acid or fire)
Fort 22, **Reflex** 26, **Will** 26
Defensive Abilities improved evasion, pyre shield; **DR** 15/cold iron; **Immune** electricity, petrification, poison; **Resist** cold 10; **SR** 30
Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.
Melee +2 *large adamantine double-headed chosen burst halberd* +31/+31/+26/+26/+21/+16 (2d6+12 plus 1d6 energy) or slam +31 (2d8+7)
Ranged +3 *composite heartspike longbow* (+7 Str bonus) +34/+29/+24/+19 (2d6+10)
Space 10 ft.; **Reach** 10 ft.
Special Attacks grasping vines
Spell-Like Abilities (CL 20th)
 Constant – *true seeing*
 At will – *animate plants, calm animals* (DC19), *create water, goodberry, pass without trace* (DC19), *plant growth, purify food and drink, quench* (DC 21), *tree shape, tree stride, wood shape* (DC 20)
 2/day – *baleful polymorph* (DC 23), *commune with nature, quickened call lightning storm* (DC 23)
 1/day – *elemental swarm, finger of death* (DC 26), *liveoak, transmute metal to wood, transport via plants*

TACTICS

During Combat The Solstice King prefers to be the aggressor in combat, striking hard and fast. He prefers to use his Grasping Vines ability against spellcasters, designating the strongest of his opponents as his favored enemy for the day. He transforms his opponent's weapons to wood and sunders them when possible and utilizes his *quickened call lightning storm* against spellcasters in the midst of casting. He reserves both *baleful polymorph* and his *finger of death* as last resorts, as they remove the thrill of combat.

Morale Auberyon fights without fear, especially when his opponents are using fire. Only if death is imminent and he has taken little damage from fire does he use a *feather tree token* and his *tree stride* ability to flee combat.

STATISTICS

Str 25, **Dex** 26, **Con** 30, **Int** 24, **Wis** 26, **Cha** 24
Base Atk +24; **CMB** 32; **CMD** 50
Feats Combat Casting, Combat Expertise, Extra Traits (Diehard Dreamer, Harvester of Dreams), Greater Trip, Improved Critical (longbow), Improved Initiative, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Combat Reflexes, Quickened Spell-Like Ability (*call lightning storm*), Two Weapon Fighting
Skills Bluff +29, Diplomacy +27, Handle Animal +26, Intimidate +26, Knowledge (history) +26, Knowledge (nature) +29, Knowledge (planes) +29, Perception +31, Sense Motive +29, Spellcraft +27, Stealth +29, Survival +31
Languages *truespeech*
SQ oak king, pyre shield, trackless step, woodlander
Gear: *Celestial Dragon's Vengeful Talon* (+2 *large adamantine double-headed chosen burst halberd*), +3 *composite heartspike longbow* (+7 Str bonus), *feather token (tree)*

Special weapon properties

Burst, Chosen: A chosen burst weapon functions as a chosen energy weapon that also explodes with the chosen energy type upon striking a successful critical hit. The chosen energy type does not harm the wielder. In addition to the extra damage from the chosen energy ability (see below), a chosen burst weapon deals an extra 1d10 points of chosen energy type damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra 2d10 points of chosen energy type damage instead, and if the multiplier is $\times 4$, add an extra 3d10 points of chosen energy type damage. Even if the chosen energy ability is not active, the weapon still deals its extra chosen energy type damage on a successful critical hit.

Strong evocation; CL 13th; Craft Magic Arms and Armor; Energy Substitution; *fireball*; Price +3 bonus.

Heartspike: Upon a successful critical hit with this piecing weapon the victim must make a successful Fort Save (DC 10 + $\frac{1}{2}$ the wielder's character level + the wielder's Strength or Dexterity modifier) or die (or, in the case of vampire be destroyed instantly. Creatures who are immune to precision damage are immune to this effect. Similarly, some creatures such as golems and some undead, are not affected by having their hearts pierced. However, this weapon does specifically affect vampires even though they are exempt from Fortitude saves. When hitting a living creature, this is a death effect (and thus *death ward* protects a target). A ranged weapon with this ability confers it on ammunition fired.

Strong necromancy; CL 13th; Craft Magic Arms and Armor; *finger of death*; Price +4 bonus.

SPECIAL ABILITIES

Grasping Vines (Su) Twice per day, as a free action, after causing damage with a ranged or melee weapon to a target within 30 ft., Auberyon can cause flowering vines (AC 20, 200 hp, saves as Auberyon) to erupt from the target's injuries. These vines swiftly seek to wrap themselves around the target. The vines last for 20 rounds unless destroyed and make one grapple attack per round (CMB 30 + target's size modifier, CMD 40 + target's size modifier), seeking to pin the target. The vines' grapple does not provoke an attack of opportunity. The vines are immune to non-damaging magic affects except as follows. *Blight*, *disintegrate* or *dispel magic* (DC 31) will destroy them. *Antiplant shell* will protect against suffering the effect, and *control plant* can compel them cease their grappling. The target can detach the vines by successfully breaking the grapple or a successful Escape Artist check. This tears the vines' roots out of the target, causing the vines to fall lifelessly to the ground and inflicting 4 points of bleed damage on the target. A successful DC 15 Heal check, or any form of magical healing, is enough to stop the bleeding damage. Creatures immune to precision damage and those that do not need to make Fortitude saves do not suffer the bleed damage.

Majestic Aegis (Su) Auberyon, and any allies within 20 ft., receive a +4 deflection bonus to AC and a +4 resistance bonus on saving throws and regeneration 5 (acid and fire). Auberyon is also surrounded by an effect identical to a *lesser globe of invulnerability* with a radius of 20 feet (CL 20th). The Solstice King may withdraw this protection as a free action from any individual within the radius. These benefits are included in Auberyon's statistics block.

Huntsman's Presence (Su) Auberyon's presence affects all animals in one way or another. Dogs, wolves and other canines within 50 feet act as if affected by *charm animal* (DC 29). Any other creature with the animal subtype within 50 feet is subject to *fear* (DC 29). The saves are Charisma-based.

Oak King (Ex) Auberyon is effectively immortal and not subject to age. Furthermore while he is vulnerable to fire attacks, this weakness is also his strength for he cannot be permanently killed by fire. If he is killed in a battle where more than half the damage is from fire-based attacks, Auberyon is resurrected during the next mid-winter, either in Elysium or the Plane in which he was killed. The location is subject to Auberyon's own choosing but it must be a woodland environment. By utilizing a ritual, Auberyon can sacrifice himself in a rite of immolation, imparting an effect comparable to *endure elements* for 1000 creatures for one month's time. Auberyon must enter into the ritual voluntarily and the 1000 creatures must be within 500 feet of him when he dies. After the ritual he is subject to his normal resurrection. This act must be voluntary on the part of Auberyon. The ritual takes 10 minutes to complete.

Pyre Shield (Su) When Auberyon suffers fire damage, part of his celestial nature catches fire and wreathes him in divine flames. These flames cause him no additional harm, but do damage to each creature that attacks him in melee. Any creature striking him with a melee weapon or natural attack suffers 3d6 points of damage. This damage increases to 6d6 during a grapple attempt. Half of the damage is fire-based. The other half is divine and not subject to reduction by resistance or immunity to fire-based attacks. This effect lasts 4 rounds from the last round Auberyon receives fire damage.

Trackless Step (Ex) Auberyon leaves no trail in natural surroundings and cannot be tracked. He may, however, choose to leave a trail if he desires.

Woodlander (Ex) Auberyon has the following abilities, as if he were a 20th level ranger: track, wild empathy (canines only), improved quarry, camouflage, hide in plain sight, master hunter. Auberyon is considered to have Forests as his favored terrain (+8 bonus) and may designate 1 creature type per day as his favored enemy (+10 bonus). Lai Elderon, his hound, is considered Auberyon's hunter's bond.

Auberyon is an ancient being, akin to the azata, though he will not acknowledge the relationship. He lives for carnal pleasures, chief among them the thrill of the hunt. He loves few things, dogs and wolves being the exception, and considers most life in regards to the sport or entertainment it can provide him.

Auberyon's double-headed halberd, the Celestial Dragon's Vengeful Talon, is a large weapon with a rough shaft of darkwood that continually blooms with flowers. His longbow appears less remarkable, excepting the tremendous strength needed to pull it. Yet those that collect stories and legends concerning the Solstice King will warn, his bow is a weapon one would do well to fear. It has struck more than a few living beings dead in their tracks.

Auberyon has little affection for any living thing; indeed the very idea is alien to him, with one exception. Auberyon has a deep and abiding love for dogs and is frequently surrounded by such, including of course Lai Elderon, his constant companions. Many a woman has received passion from Auberyon only to discover later it meant nothing to him beyond the moment of pleasure.

Auberyon was initially drawn to the Coliseum Morpheuon because of his love for sport and violence. However, the presence of the Umbral Blot has been a constant irritation to Auberyon and he now schemes to find a way to destroy it. In the meantime, he acquires contestants as others acquire pets, treating them like others might a stable of horses or hounds.

Dreamburning and the Solstice King

Hope: Auberyon desires nothing more than continue his cycle of life and death eternally. He hopes to one day discover a method of rebirth that will work even without a fiery death.

Aspiration: The Solstice King is a creature of the woods and he dreams of a time and place when all worlds everywhere are covered with trees.

Goal: Despite the fact that both Auberyon and the Khan share a genuine love of physical combat and gamesmanship, Auberyon does not truly like either the Khan nor the Umbral Blot that keeps the Khan of Nightmares in power. He sees the blot as an abomination and his goal is to discover the Khan's method of controlling the Voracious Visitor that it might more easily be destroyed.



Black Glass Spade

Black Glass Spade is a maralith trapped in an obsidian duplicate of her original self. Her towering, six armed torso, atop its snake-body, is a chilling form, especially when she arms herself with her massive mattocks.

Black Glass Spade CR 17 (XP 102,400)
Female Unique Marilith
LE Large construct (augmented outsider, chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft., *true seeing*; Perception +31
Aura *unholy aura* (DC 25)

DEFENSE

AC 38, touch 15, flat-footed 34 (+4 deflection, +2 Dex, +23 natural, -1 size)
hp 118 (16d10+30)
Fort +14, **Ref** +16, **Will** +13
DR 10/cold iron and good; **Hardness** 10/- (molten glass)
Immune construct traits, electricity and poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

OFFENSE

Speed 30 ft.
Melee +1 *mattock of the titans* +24/+19/+14/+9 (4d6+8/19-20), 5 +1 *mattock of the titans* +24 (4d6+4/19-20), tail slap +19 (2d6+3 plus grab) or 6 slams +24 (1d8+7), tail slap +19 (2d6+3 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (tail slap, 2d6+10 plus crushing coils), infuse weapon, multiweapon mastery



Spell-Like Abilities (CL 16th)

Constant – *true seeing*, *unholy aura* (DC 25)
At will – *greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 23), *telekinesis* (DC 22)
3/day – *blade barrier* (DC 23), *fly*
1/day – *summon* (level 5, 1 marilith 20%, 1 nalfeshnee at 35%, or 1d4 hezrous at 60%)

TACTICS

Before Combat: Black Glass Spade often sends a projected image into a dangerous area to draw out would be assassins. She prefers to segregate a single foe and herself inside a *quicken blade barrier* if she believes combat is imminent.

Combat: Black Glass Spade often first power attacks a spell caster first with her tail slap (+14, 2d6+8 plus grab, constrict 2d6+15 plus crushing coils), and then focusing her mattocks against lightly armored foes +19/+14/+9/+4 (4d6+13/19–20). If necessary, she uses *telekinesis* to bring foes within reach.

Morale: “The Six of Spades” will flee using her teleport ability if she is overmatched, but she will not flee without the Jack of Diamonds while he is threatened.

STATISTICS

Str 25, Dex 15, Con -, Int 18, Wis 18, Cha 25
Base Atk +16; CMB +24 (+28 grapple); CMD 40 (can't be tripped)
Feats Bleeding Critical, Quicken Spell-like Ability, Combat Reflexes, Critical Focus, Improved Critical (Mattock of the Titans), Oversized Weapon, Power Attack, Weapon Focus (Mattock of the Titans)
Skills Acrobatics +21, Bluff +26, Diplomacy +26, Fly +16, Intimidate +26, Knowledge (engineering) +20, Perception +31, Sense Motive +23, Stealth +19, Use Magic Device +26;
Racial Modifiers +8 Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
Special Abilities

Crushing Coils (Ex) A creature that takes damage from Black Glass Spade's constrict attack must succeed on a DC 25 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

Death Throes (Su) When destroyed, Black Glass Spade explodes in a blast of molten glass shards that deals 80 points of damage (half fire, half slashing/piercing damage) to anything within 80 feet (Reflex DC 25 halves). The save DC is Charisma-based.

OVERSIZED WEAPON [Combat]

You can use weapons that are larger than you.
Prerequisites: Str 13, Power Attack, Weapon Focus
Benefit: you can use a weapon with which you have weapon focus with as if you were one sized category larger than normal without penalty.

Infuse Weapon (Su) Any weapon Black Glass Spade wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).

Molten Glass (Su) A successful hit against Black Glass Spade with a piecing or slashing weapon (including natural weapons) that gets past her hardness opens a wound that spurts molten glass, the wound bleeds for 1d4 rounds and any creature within 5' must make a Reflex save (DC 25) or take 2d6 damage (half fire, half slashing/piecing damage) a new save must be made each round the wound bleeds and a creature is within the area. The save DC is Charisma-based.

Multiweapon Mastery (Ex) Black Glass Spade never takes penalties to her attack roll when fighting with multiple weapons.

Black Glass Spade ran afoul of the Khan of Nightmares and chose imprisonment and servitude in her current form of obsidian rather than destruction. The Jack of Diamond won her into his service in the Clandestine Tournament and now she serves him as his majordomo. “The Six of Spades” as she is sometimes called is a gifted agent being far more clever and charming than her master. Unheard of for a maralith she has come to love the Jack of Diamonds in a rather twisted way, having been herself seduced by his dream of perfect complexity, and his rescue of her from the Khan's service. On the surface, Black Glass Spade is sweet, caring, and beautiful, distaining vulgarity and rudeness. She can become a deadly menace to those who act in a coarse manner in her presence or that of the Jack. Black Glass Spade seems to be one of the rare few who can keep track of the ever shifting and changing ways of the Coliseum, and seems to know at least one secret entrance into almost every part of the domain, many believe she has an Oneirobound that creates these passage for her, but really it is her experience with chaos and skill with engineering, that allows her to so easily keep her bearing.

Unknown even to her, it is not Black Glass Spade's spirit that is trapped within this obsidian construct, but her dream self. Her true form has been hidden away by the Khan and will be awakened if this construct is destroyed or her truename, long forgotten, is spoken allowed.

Dreamburning and Black Glass Spade

Hope: Black Glass Spade wishes to help the Jack of Diamond become ascend to become the Perfect Complexity.

Hope: Unable to let go of her warlike nature. she is slowly creating a list of constructs which can be conscripted to serve the Jack as an elite army of zealots. It is her hope to one day lead such an army, though she has made no move at recruitment yet.

Aspiration: Black Glass Spade has the irrational desire to change her history. She would that she had entered the world

as a construct first, rather than having once been a mortal soul which ascended to the position of a maralith.

Goal: “The Six of Spades” wants nothing more than the Jack of Diamonds to return her affections.



Deuce of Clubs

The Deuce of Clubs is a clockwork creature, formed in the shape of an ettin. Its two heads glare at all and sundry, but one cannot help but notice its overt stupidity. The two wooden clubs it wields glow with a spectral radiance.

Deuce of Clubs CR 16 (XP 76,800)
Clockwork Ettin Fighter 9
CE Large Construct (augmented [humanoid [giant]])
Init +5; **Senses** low-light vision; Perception +21

DEFENSE

AC 31, touch 10, flat-footed 30; (+8 armor, +1 Dex, +13 natural, -1 size)
hp 294 (19d10+190)
Fort +16, **Ref** +10, **Will** +7
Special Defenses reinforced construction
Hardness 10, **Immunity:** Construct Traits, **Resist:** Acid, Cold, Fire 10
Weakness: Metal Body, Vulnerability to Electricity

OFFENSE

Speed 40 ft.
Melee 2 +1 *ghost touch guided clubs* +30/+30/+25/+25/+20/+20/+15/+15 (2d6+13)
Ranged 2 +2 *returning javelins* +20 (1d8+12)
Space 10 ft.; **Reach** 10 ft.
Special Attacks superior two-weapon fighting, weapon group (hammers +2, spears +1)

TACTICS

Combat: Deuce of Clubs fights on command but has been “programmed” with two techniques. The first is power attack, which it employs (-5 to hit/+10 to damage) until it misses an attack. Any attacks in the same round made after a miss do not use power attack. Deuce’s other tactic is to bull rush a mass of opponents and then once they are pushed back use his Crushing Run.

Morale: Deuce never retreats unless ordered to and does not understand fear.

STATISTICS

Str 30, **Dex** 12, **Con** -, **Int** 2, **Wis** 6, **Cha** 7
Base Atk +16; **CMB** +26 (+28 overrun and bull rush checks); **CMD** 37
Feats Adjust Power Attack, Blind-Fight, Cleave, Crushing Rush, Great Cleave, Greater Bull Rush, Greater Over Run, Greater Weapon Focus (Club), Improved Initiative, Improved Bull Rush, Improved Overrun, Mass Bull Rush, Power Attack, Weapon Focus (Club), Weapon Specialization,
Skills Craft (armorsmithing)+1, Craft (weaponsmithing) +1, Disable Device +1, Perception +21, Stealth -2
Racial Modifiers +4 Perception, +5 Craft (armorsmithing), +5 Craft (weaponsmithing), +5 Disable Device -2 Stealth. It can use these skills as though trained
SQ armor training 2
Languages pidgin of Giant, Goblin, and Orc
Possessions: masterwork full plate, 2 +1 *ghost touch clubs*, 2 +2 *returning javelins*, +3 *cloak of resistance*

SPECIAL ABILITIES

Created Mind (Ex) The Jack of Diamonds can give Deuce somewhat vague commands and allow it to interpret and act on them, secure in the knowledge that his servant will not act in a way contrary to his desires. Despite a animal intelligence, Deuce remains wholly under the control of the Jack of Diamonds and Deuce does nothing against the Jack’s individual’s will. Deuce can instinctively detect the location of the Jack of Diamonds, regardless of magical and natural barriers, so long as Jack is within 100 feet. This ability prevents anyone from successfully impersonating jack within that range. If someone resembling Jack issues an order from more than 100 feet away, it would obey if jack is not within 100 feet. Jack can designate another creature or group of creatures for the Deuce to obey (Black

Glass Spade), but the Jack's commands always take precedence over those of other designated commanders. In the absence of any commands from the Jack of Diamonds, Deuce follows the last commands it received. If it knows Jack has been destroyed, it will continue to fulfill Jack's goals to the best of its ability.

Metal Body (Ex) Beneath its skin, Deuce is largely composed of metal. It counts as a ferrous creature for the purpose of *rusting grasp* and other spells that have special effects on metal.

Reinforced Construction (Ex) Deuce loses its bonus Construct hit points based on size and instead gains bonus hit points per HD equal to its Hardness (10).

Windup Key (Ex) Deuce must be wound up each day by placing a small key (possessed by the Jack of Diamonds) into a special orifice and turning it—an action that provokes attacks of opportunity. For each full round that the key is turned, Deuce can be active for 4 hours (maximum 24 hours). When Deuce runs down, it becomes immobile, helpless, and unconscious, and it remains so until wound up again. Anyone can wind up Deuce without the key by making a successful Disable Device check as a full-round action (DC40). This technique allows Deuce 4 hours of activity.

The Khan of Nightmares had the Deuce of Clubs created, and then allowed the Jack of Diamonds to “win” the clockwork giant in an arena tournament in order to better entice Jack to work as a benefactor. Deuce is nicknamed “the Duncer of Clubs” and though the Jack's body guard is only slightly smarter than a rock, very little actually escapes its four keen eyes. However its real talent lies in being able to beat an opponent into the ground until there is no doubt the foe is long past dead. Deuce has no concept of manners, etiquette, or conformity; it walks over and through both objects and people. The Deuce can speak, but its speech is difficult to understand.

Few realize that the Deuce of Clubs remembers everything it sees or that the Deuce, having been owned at one time by the Khan, well knows the method for safely entering the Pagoda of Suicide.

Dreamburning and Deuce of Clubs

Deuce is not intelligent enough to have hopes, dreams or goals.



New Feats

ADJUST POWER ATTACK [Combat]

Your physical combat prowess is finely tuned to the point that you can shift your muscles in order to deliver a more effective attack.
Prerequisite: Str 17, Power Attack

Benefit: Once per round you may activate or deactivate the Power Attack feat before an attack roll is made, even if it is not your turn (e.g. an attack of opportunity).

Normal: Power Attack may only be activated on your turn and lasts for an entire round.

CRUSHING RUSH [Combat]

You can grind your foes underfoot.

Prerequisites: Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Overrun, Power Attack, base attack bonus +6

Benefit: If you successfully bull rush an opponent, you can immediately try to enter that foe's square and attempt to overrun him (provided you have sufficient movement available).

MASS BULL RUSH [Combat]

You are very effective at performing a bull rush against large groups.

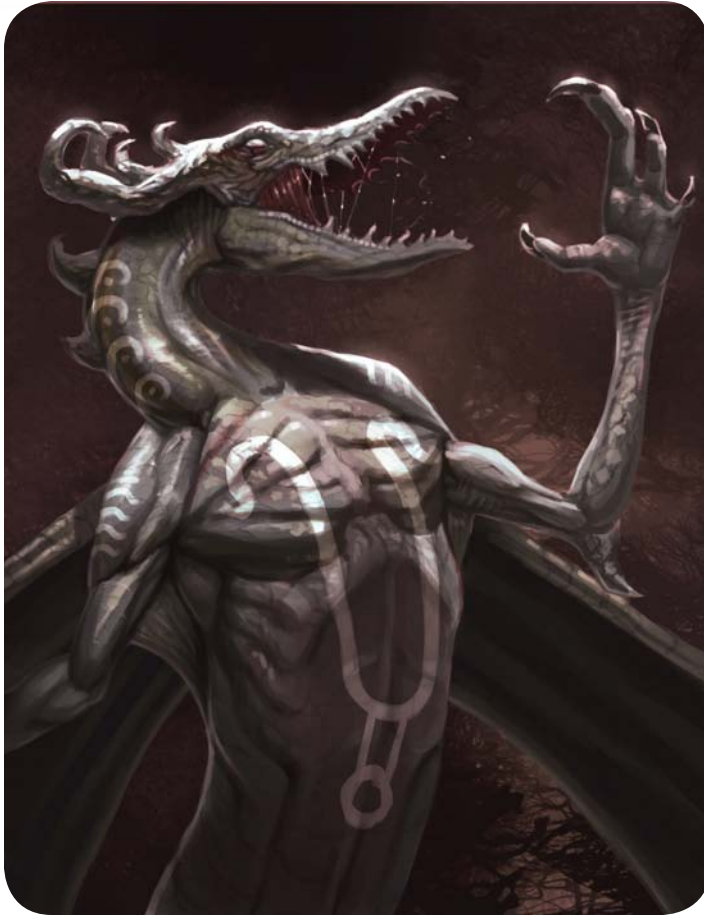
Prerequisites: Str 13, Greater Bull Rush, Improved Bull Rush, Power Attack, base attack bonus +6

Benefit: You can bull rush a number of opponents rather than a single, initial opponent. You can bull rush as many opponents as are within your reach. You suffer only a -2 penalty per opponent beyond the first that you attempt to bull rush. You make a combat maneuver check and apply its result against all opponents you are attempting to bull rush. An opponent may only stop your movement if he is directly in your path. An opponent who is not in your direct path whom you fail to overcome is simply unaffected.

Normal: If there is another creature in the way of your bull rush, you must immediately make a combat maneuver check to bull rush that creature. You take a -4 penalty on this check for each creature being pushed beyond the first. If you are successful, you can continue to push the creatures a distance equal to the lesser result.

New Magical Weapon Property

Guided You increase your chance to hit any target that has the benefit of a miss chance by 20% though you must still know what square to attack if the miss chance is granted by concealment.
Faint Divination; CL 5th; Craft Arms and Armor; *true strike*; Price +2,000 gp.



The Dragon of the Ghostdance

A sinuous, copper-hued beast with vestigial wings, this dragon curls very catlike upon a large, floating stone table carved like the body of a lion. Exuding a powerful sense of self-importance, he contemplates those in front of him as if determining their value.

The Dragon of the Ghostdance CR 20 (XP 307,200)
Advanced Ravid Half-Copper Dragon Sorcerer 11
N Large Dragon Outsider (native)
Init +7; **Senses** low-light vision, darkvision 60 ft.; Perception +18

DEFENSE

AC 43, **touch** 16, **flat-footed** 40 (+4 armor, +2 deflection, +3 dex, +23 natural, -1 size, +2 shield)
hp 245 (8d8+11d6+171)
Fort +18, **Ref** +12, **Will** +15
Immune acid, fire, paralysis, sleep

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)
Melee Tail slap +21 melee (1d8+8 plus positive energy), claw +19 melee (1d6+4 plus positive energy), bite +19 (2d6+4 plus

positive energy); or tail touch +21 (positive energy), claw touch +19 (positive energy), bite touch +19 (positive energy)

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

Special Attacks animate objects, breath weapon (60 ft. line of acid, 8d6 acid damage, Reflex DC 23), positive energy lash

Undead Bloodline Spell-Like Ability (CL 11th, +21 touch)

11/day - grave touch; 1/day - grasp of the dead (11d6, DC23)

Sorcerer Spells Known (CL 11th, +16 ranged touch, +19 to cast defensively)

5th - (5/day) *dream, feeblemind, waves of fatigue*

4th - (8/day) *bestow curse, dimension door, enervation, resilient sphere*

3rd - (8/day) *dispel magic, haste, lightning bolt, nondetection, vampiric touch*

2nd - (8/day) *false life, ghoul touch, knock, scorching ray, spectral hand, web*

1st - (8/day) *animate rope, chill touch, grease, magic missile, ray of enfeeblement, shield*

0 - *arcane mark, flare, ghost sound, mage hand, mending, message, open/close, prestidigitation, read magic*

STATISTICS

Str 27, **Dex** 16, **Con** 28, **Int** 10, **Wis** 14, **Cha** 26

Base Atk +13; **CMB** +21; **CMD** 34 (cannot be tripped)

Feats Improved Initiative, Multiattack, Improved Natural Armor, Improved Natural Armor, Eschew Material Components, Improved Natural Attack (bite), Empower Spell, Maximize Spell, Spell Focus (necromancy), Silent Spell, Quicken Supernatural ability (animate objects), Greater Spell Focus (necromancy)

New Feat: Quicken Supernatural Ability

This creature can use one of its supernatural abilities with next to no effort.

Prerequisite: Supernatural ability at CL 10th or higher.

Benefit: Choose one of the creature's supernatural abilities, subject to the restrictions described in this feat. The creature can use the chosen supernatural ability as a quickened supernatural ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened supernatural ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another supernatural ability (but not another swift action)—in the same round that it uses a quickened supernatural ability. The creature may use only one quickened supernatural ability per round.

The creature can only select a supernatural ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) - 4.

Skills Bluff +19, Escape Artist +11, Fly +20, Knowledge (planes) +11, Linguistics +9, Perception +18, Sense Motive +12, Stealth +12

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Giant

Treasure *bracers of armor +4, belt of dexterity +4, dusty rose ioun stone, headband of alluring charisma +6, lesser rod of metamagic quicken, ring of force shield, ring of protection +2*

SPECIAL ABILITIES

Positive Energy Lash (Su) The Dragon of the Ghostdance can make a touch attack or hit with a bite, claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 2d10 points of damage.

Animate Objects (Su) Once per round, an object within 20 feet of the Dragon of the Ghostdance may be animated though by the spell *animate objects* (caster level 20th). These objects defend the creature to the best of their ability.

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

An orphan, The Dragon of the Ghostdance came into the world without a name or a family. The quest for both defines him. Everything he does, he does in order to insure that he will leave a lasting legacy.

The Dragon of the Ghostdance sees the Coliseum Morpheuon as an opportunity to observe power in action and thus learn from it. He likewise is on the constant lookout for new forms of magic which he can adapt as his own. Ultimately, however, what the Dragon wants is a lifemate, one who can further his goals and give him powerful offspring. He thus prefers to adopt female contenders, although his teams also heavily favor the use of spells.

Dreamburning and The Dragon of the Ghostdance

Hope: The Dragon of the Ghostdance seeks a proper mate, one that it can value as both an equal and as a companion in furthering its desmense.

Aspiration: The Dragon of the Ghostdance desires greater sorcerous power, seeking to found its own bloodline with its own special powers.

Goal: The Dragon of the Ghostdance has never met its draconic parent, and forever collects tidbits of information about copper dragons—wondering if the next encounter will be with its sire.



Hounds of Ill-Prophecy

This assortment of vicious looking soldiery suddenly bristle with rage and begin growling. Fur erupts from their features, smoke curls out from their nostrils and their eyes glow with an inner fire. The end form is bestial, fiery and very frightening.

Hounds of Ill-Prophecy CR 10 (XP 9600)
Tiefling Natural Were-Hellhound (Nessian) Rogue 5/Ranger 4
LE Large outsider (evil, fire, lawful, native, shapechanger)
Init +8; **Senses** darkvision 60 ft., scent; Perception +14

DEFENSE

AC 28, touch 13, flat-footed 24
(+6 armor, +4 Dex, +9 natural, -1 size)

hp 107 (4d10+5d8+63)

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

Defensive Abilities evasion, fast stealth, uncanny dodge; **DR** 10/silver; **Immune** fire; **Resist** cold 5, electricity 5

Weaknesses Vulnerable to Cold

OFFENSE

Spd 40 ft.,

Melee (animal) bite +15 (2d6+13 plus 2d6 fire and curse of lycanthropy)

Melee (hybrid) 2 +1 *short swords* +16/+16/+11 (1d8+10; 19-20/x2) and bite +10 (2d6+4 plus 2d6 fire and curse of lycanthropy)

Ranged masterwork light crossbow +11 (1d10; 19-20/x2)

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

Special Attacks breath weapon (30 ft. cone, once every 1d4 rounds, 10d6 fire damage, Reflex DC 22 halves), surprise attack

Spell Like Abilities

1/day *darkness*

TACTICS

Before Combat Using Stealth, if possible, Hounds encircle their foes before attacking. Hounds always shift to either hybrid or animal forms before combat.

During Combat Hounds begin combat with a unified breath weapon attack before closing in, half in hybrid form, half in hell-hound form. They flank whenever possible to make use of their sneak attacks, attacking humans first.

Morale Hounds fight until reduced to 25% of their hit points, at which point they retreat individually.

Base Statistics Tiefling Form: **size** Medium; Ability Scores **Str** 14, **Dex** 18, **Con** 14, **Int** 12, **Wis** 14, **Cha** 4; 71 hp.

STATISTICS

Str 29, **Dex** 18, **Con** 23, **Int** 12, **Wis** 14, **Cha** 6

Base Atk +8; **CMB** +18; **CMD** 32

Feats Double Slice, Endurance, Improved Initiative, Lightning Reflexes, Toughness, Two Weapon Fighting, Weapon Focus (short sword)

Skills Acrobatics +16, Bluff +11, Escape Artist +16, Intimidate +9, Perception +14, Sense Motive +14, Sleight of Hand +12, Stealth +21, Survival +14; **Racial Modifiers** +2 Bluff, +5 Stealth

Languages Common, Infernal

SQ change shape (tiefling, hybrid, hell-hound (nessian war hound); *polymorph*); favored enemy (human), favored terrain (urban), hunter's bond (companions), lycanthropic empathy (hell hound), track, trapfinding, wild empathy

Combat Gear +2 *chain shirt-barding* (note: these shirts are enchanted to change into barding as the hounds shape-shift), 2 +1 *shortswords*; **Other Gear** manacles

The hounds have served the Khan of Nightmares for hundred of years as his personal guard, chief enforcers and private army. They are as close to a police force as the Island of the Coliseum knows, though they are often more concerned with lining their pockets than enforcing any sort of laws. Nevertheless they swiftly and brutally carry out the wishes of the Khan and are loyal, almost to death to their master.

Periodically, the hounds refresh their numbers by inducting powerful individuals, using the curse of lycanthropy and an intense indoctrination regime to mold the trainees. More often, however, new Hounds are born, not made, for the Hounds, both male and female, are a lustful bunch and by decree of the Khan, all offspring of a Hound is inducted into the Hounds upon maturity.

The Hounds of Ill-prophecy maintain a compound connected to the Gladiatorial Barracks.

Ioanna Vipersshade

A lithe woman with her face concealed behind a veil, this archer's hair writhes and flutters as if gently windblown. It takes a moment to realize the beautiful woman's hair is actually a mane of snakes. This fact is oddly contrasted by her silk and velvet finery, accented by rich jewelry. Though her eyes are hidden behind her veil, one gets the feeling she is closely examining all those around her.

Ioanna Vipersshade CR18 (XP 51,200)

Medusa Rogue2/Assassin 10

LE Medium monstrous humanoid

Init +7; Senses all-around vision, darkvision 60 ft.; Perception +28

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 armor, +4 Dex, +3 natural)

hp 150 (8d10+10d8+2d6+54)

Fort +12 (+17 vs poison), **Ref** +21, **Will** +13

Defensive Abilities Evasion, Improved Uncanny Dodge, Uncanny Dodge

OFFENSE

Speed 30 ft.

Melee dagger +20/+15/+10/+5 (1d4 plus poison/19–20), snake bite +5 (1d4 plus poison)

Ranged +3 Oathbow longbow +25/+20/+15/+10 (1d8+4 plus poison/x3)

Special Attacks petrifying gaze, sneak attack (6d6)

STATISTICS

Str 10, **Dex** 19, **Con** 16, **Int** 16, **Wis** 15, **Cha** 19

Base Atk +16; **CMB** +16; **CMD** 29

Feats Ability Focus (petrifying gaze), Ability Focus (death attack), Great Fortitude, Greater Vital Strike, Improved Great Fortitude, Improved Initiative, Improved Vital Strike, Point-Blank Shot, Precise Shot, Vital Strike, Weapon Finesse

Skills Acrobatics +20, Bluff +25, Disguise +25, Intimidate +25, Linguistics +12, Perception +28, Sense Motive +24, Stealth +25; **Racial Modifiers** +4 Perception

Languages Abyssal, Aklo, Common, Elven, Dwarven, Draconic, Giant

SQ Trapfinding

Assassin Abilities angel of death, death attack, poison use, hidden weapons, hide in plain sight, quiet death, swift death, true death

Treasure +3 Oathbow, +3 *Glamerd Mithral Shirt of Light Fortification*, *Cloak of Resistance* +2, *Greater Bracers of Archery*, *Belt of Incredible Dexterity* +2, Noble's Outfit, Masterwork longbow, dagger, spell component pouch, 1000gp worth of jewelry

SPECIAL ABILITIES

All-Around Vision (Ex) Ioanna's snake-hair allows her to see in all directions. She gain a +4 racial bonus to Perception checks and cannot be flanked.

Angel of Death (Su) Ioanna is a master of death. Once per day, when she makes a successful death attack, she can cause the target's body to crumble to dust. This prevents raise dead and resurrection (although true resurrection works as normal). Ioanna must declare the use of this ability before the attack is made. If the attack misses or the target successfully saves against the death attack, this ability is wasted with no effect.

Death Attack (Ex) If Ioanna studies her victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects Ioanna or recognizes her as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 25) against the kill effect, he dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+12 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once Ioanna has completed the 3 rounds of study, she must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes his save) or if Ioanna does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can attempt another death attack.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 20 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poison Use Ioanna is trained in the use of poison and cannot accidentally poison herself when applying poison to a blade (see Poison).

Hidden Weapons (Ex) Ioanna is a master at hiding weapons on her body. She adds +10 to all Sleight of Hand skill checks made to prevent others from noticing them.

Hide in Plain Sight (Su) Ioanna can use the Stealth skill even while being observed. As long as she is within 10 feet of some sort of shadow, she can hide herself from view in the open without having anything to actually hide behind. She cannot, however, hide in her own shadow.

Quiet Death (Ex) Whenever Ioanna kills a creature using her death attack during a surprise round, she can also make a Stealth check, opposed by Perception checks of those in the vicinity to prevent them from identifying her as the assailant. If successful, those nearby might not even notice that the target is dead for a few moments, allowing the assassin to avoid detection.

Swift Death (Ex) Once per day, Ioanna can make a death attack against a foe without studying the foe beforehand. She must still sneak attack her foe using a melee weapon that deals damage.

True Death (Su) Anyone slain by Ioanna's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using raise dead or similar magic must make a caster level check with a DC 25 or the spell fails and the material component is wasted. Casting remove curse the round before attempting to bring the creature back from the dead negates this chance. The DC of the remove curse is 25.

Ioanna Vipersshade discovered early in life that she had a talent for two things: killing people and spending money. Her line of work allows her to do both. Though not naturally loyal, Ioanna is nevertheless deeply attached to her current employer, The Dragon of the Ghostdance. He appeals to her romantically, financially and aesthetically, but beyond this, she finds him an endearingly tragic character. Though attracted to him, she has no wish to sire his children and is more interested in his ability to keep her in silk. Despite her own feelings, she is always on the lookout for possible romantic attachments for her boss.

Her work is twofold. Responsible for keeping the Dragon of the Ghostdance safe, she not only keeps her eyes peeled for danger but is charged with removing any long term threats, permanently. Though charming in her own way, and possessed of a strong sense of honor, Ioanna, in the end, lives for just one person, herself.

Dreamburning and Ioanna Vipersshade

Hope: Though its a hopelessly romantic notion, Ioanna would like nothing better in life than to have a man stare deeply into her eyes in passion. Unfortunately, her petrifying gaze, coupled with her selfish nature, make this an unlikely dream.

Aspiration: Ioanna would like to one day retire to her own island, somewhere on the Slumbering Sea, a land of ease and plenty. She keeps telling herself she's going to start saving. Soon.

Goal: The perfect kill is one in which both target and weapon flow together seamlessly, an artistic whole, every blood drop perfectly placed, every slice smooth as silk. Something always mars it for Ioanna but she knows one day it will happen: death and beauty made one.



Jack of Diamonds

A hulking creature of angled stone, the Jack of Diamonds is an unsettling presence, radiating a menacing personality; hostility and anger given form and strict structure.

Jack of Diamonds CR 21 (XP 409,600)
 Lifespark Psion-Killer (Modified Stone Golem) Cleric 12
 LE Large construct
Init +0; **Senses** darkvision 60 ft., low-light vision;
 Perception +17

DEFENSE

AC 47, touch 13, flat-footed 47 (+15 armor, +19 natural, +4 deflection [from spell], -1 size)
hp 164 (15d10+12d8+30)
Fort +16, **Ref** +12, **Will** +16 (+14 vs. mind-affecting)
DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.
Melee 2 slams +33 (4d8+10; 19-20/x2)
Space 10 ft.; **Reach** 10 ft.
Special Attacks *dispel magic*, channel energy (6/day; 6d6, DC

21 Will)

Spells Prepared (CL 12th; Artifice & Rune Domains)

- 6th – *banishment*, *blade barrier* (DC 20), *major creation* (D)
 5th – *fabricate* (D), *righteous might*, *slay living* (DC 19), *wall of stone*
 4th – *air walk*, *explosive runes* (DC 18) (D), *freedom of movement*, *greater magic weapon*, *order's wrath* (DC 18)
 3rd – *bestow curse* (DC 17), *blindness/deafness* (DC 17), *invisibility*, *purge*, *locate object*, *stone shape* (D), *water walk*
 2nd – *align weapon*, *bull's strength*, *calm emotions* (DC 16), *hold person* (DC 16), *make whole*, *wood shape* (D)
 1st – *cause fear* (DC 15), *command* (DC 15), *comprehend languages*, *shield of faith* (+4 deflection bonus, already cast), *deathwatch*, *erase* (D)
 Orisons – *detect magic*, *light*, *mending* (D, see below), *read magic*, *stabilize*

STATISTICS

Str 31, **Dex** 10, **Con** —, **Int** 10, **Wis** 19, **Cha** 16

Base Atk +24; **CMB** +34; **CMD** 43

Feats Alignment Channel (Law), Armor Proficiency (Heavy), Awesome Blow, Channel Smite, Cleave, Construct Channel, Extra Traits: [Starry-Eyed Dreamer & Thief of Dreams], Great Cleave, Greater Bull Rush, Improved Bull Rush, Improved Channel, Improved Critical (slam), Improved Natural Attack, Power Attack, Scribe Scroll^B, Weapon Focus: Slam

Skills Craft (weapons, metalworking) +15, Knowledge (religion) +15, Perception +17, Sense Motive +19

Domains

Artificer's Touch (Sp): Cast *mending* at will; melee touch deals 1d6+6, bypassing up to 12 points of hardness or DR, to objects and constructs 7/day.

Blast Rune (Sp): As a standard action, create a blast rune in any adjacent square which last up to 12 rounds or until discharged, 7/day. Any creature entering the square takes 1d6+6 points of damage (acid, cold, fire or electricity). See PFRPG pg. 47 for more information.

Dancing Weapons (Su): Grant a touched melee weapon the *dancing* special weapon quality for 4 rounds, 2/day.

Spell Rune (Sp): Can attach another spell, up to 5th-level, to the blast rune. See PFRPG pg. 47.

Gear +5 *Large full plate*, *headband of mental prowess* (wisdom & charisma) +4, *cloak of resistance* +3

New Feat: Repair-Construct Channel

You can channel divine energy to heal constructs.

Prerequisite: Ability to channel energy, Artifice Domain

Benefit: Instead of its normal effect, you can choose to have your ability to channel energy heal constructs. If you choose to heal constructs, your channel energy has no effect on any other creatures. The amount of damage healed is otherwise unchanged.

SPECIAL ABILITIES

Immunity to Magic (Ex) The Jack of Diamonds is immune to any spell or spell-like ability that allows spell resistance. He can voluntarily 'lower' this special spell resistance as a standard action that does not provoke attacks of opportunity. Once the Jack of Diamonds lowers his resistance, he remains down until the Jack of Diamond's next turn. At the beginning of his turn, the immunity automatically returns unless Jack of Diamonds intentionally keeps it down (requiring another standard action). This immunity to magic never interferes with the spells, items or abilities of the Jack of Diamonds, allowing him to cast spells upon himself freely.

Dispel Psionics (Su) Jack can use *dispel magic* as a free action once per round. The effect is as a targeted dispel, which may target any one object, creature or spell in a 30-foot-radius burst. The dispel check is 1d20+10.

Open Mind (Ex) Unlike normal constructs, the Jack of Diamonds is not immune to mind-affecting effects. In fact, his mind is especially vulnerable to magical compulsion. A lifespark construct takes a -2 penalty on saving throws against mind-affecting effects. The Jack of Diamonds is still immune to spells which allow spell resistance (see above).

Spirit Within (Ex) Though the Jack of Diamonds is not a living creature, a "spirit" still resides within him. Unlike most constructs, the lifespark construct is not immune to all necromantic effects. Certain spells that rely on the existence of a creature's soul (not "life force") - namely *astral projection*, *clone*, *magic jar* and *soul bind* - can affect lifespark constructs. No other necromantic effects affect the Jack of Diamonds, and he remains immune to death effects.

Before he was a benefactor, the Jack of Diamonds was a frequent competitor in the Coliseum Morpheuon. The Jack's true history has been lost to time and he will not speak of his origins to any. What is known is that he entered the Plane of Dreams many centuries ago and immediately made a name for himself as a tough fighter who never backed down from a challenge. The Khan of Nightmares, after a string of over a dozen victories, approached the Jack with the idea of managing other competitors, but the Jack of Diamonds was not interested. So keen was the Khan on the idea, however, that he arranged for Jack to win the Deuce of Clubs, on the condition that he could keep the clockwork ettin only if he took other competitors under his wings. The Jack of Diamonds reluctantly agreed. It was the acquisition of Black Glass Spade however which ultimately won the Jack over to the idea completely. Today, though a benefactor theoretically independent of the Khan, the Jack frequently does the bidding of the Khan, but not because he is servile, rather he views it as a way to further his own goals.

The Jack of Diamonds is an unusual construct, filled with emotions he does not fully want or understand. In particular, he has strong violent urges and a desire to cause others pain. In times past he utilized combat as a way to fight these emotions, hoping that giving them free reign would lessen them. Now he vents them by experimenting on those who come under his power. The Jack is enamored of the concept of a perfectly ordered life, without the vagaries of emotions. He is sadistic by nature, but not by desire. Strictly speaking, he is more than a little insane, though rational enough to recognize this flaw in himself.

Dreamburning and The Jack of Diamonds

Hope: The Jack of Diamonds wants nothing more than to be absolute master of all reality. He worships a theoretical mathematical constant representing Perfect Complexity, an empty throne of a godhead he seeks to someday occupy as manipulator of the cosmos.

Hope: Although he defines himself as a pragmatist, the Jack is nothing less than a true starry-eyed dreamer; although he would never admit his secret desire, and has taken no steps to accomplish this hidden goal, the Jack of Diamonds dreams of creating life in his own image.

Aspiration: The Jack of Diamonds hates the vagaries of mortal emotion which tug at him and force him, against his will, to feel fear, frustration, blind rage, and occasionally, even compassion. His ambition is to rid himself of these distractions without sacrificing his mind.

Goal: the Jack of Diamonds is fascinated with the intermingling of emotion and willpower. He enjoys seeing the effects of emotion on others, and enjoys experiments wherein he forces mortals to act contrary to their emotions, seeking to understand the limitations of will.





Jig

Majestic and goldern, Jig moves at a blurring speed. Seldom fully at rest, this magnificent draggone, with his draconically leonine body, dominates the area in which he stands, filling it with a celestial presence.

Jig CR 19 (XP 204,800)
Male Advanced Celestial Quickling Dragonne Barbarian 10
NG large magical beast (good)
Init +16; **Senses** darkvision 60 ft., lowlight vision, scent; Perception +31

DEFENSE

AC 42, touch 32, flat-footed 27
(+8 armor +10 Dex, +5 dodge, +10 natural, -1 size)
hp 208 (19d10+114); fast healing 1
Fort +19, **Ref** +19, **Will** +10
Defensive Abilities trap sense +3, improved uncanny dodge;
DR 2/-, 5/evil; **Resist** acid 10, cold 10, electricity 10

OFFENSE

Spd 200 ft., fly 120 ft. (good)
Melee 2 bites +27 (2d6+7), 3 claws +27 (2d4+7)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rage (27 rounds), roar, smite evil 1/day (+3 to hit, +19 damage)

TACTICS

Before Combat Before combat begins, Jig uses his incredible speed to place himself out of charge range of his attackers and within range for him to use his spring attack to good affect (about 100 ft.). He begins battle with a roar.

During Combat Jig relies on his speed to make hit and run attacks for as long as possible, only using a full attack when his opponents are on their last legs or he is unable to flee.

Morale Jig is not especially afraid of dying but neither will he throw his life away needlessly. He is a firm believer in living to fight another day.

Base Statistics Without his belt, Jig has a dexterity of 27.

STATISTICS

Str 24, **Dex** 31, **Con** 22, **Int** 10, **Wis** 16, **Cha** 16

Base Atk +19; **CMB** +27; **CMD** +47

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge^B, Fly by Attack, Improved Initiative^B, Iron Will, Lightning Reflexes, Mobility^B, Power Attack, Skill Focus (Fly), Spring Attack^B, Weapon Finesse^B, Weapon Focus (bite), Weapon Focus (claw)
Skills Acrobatics +33, Fly +19, Intimidate +16, Perception +31, Stealth +22, Survival +25; **Racial Modifiers** +10 Acrobatics, +6 Perception

Languages celestial, draconic

SQ +4 initiative, rapid attack

Age Powers Clear Mind, Guarded Stance, Knockback, No Escape, Quick Reflexes, Unexpected Strike

Combat Gear *belt of incredible dexterity* +4, *bracers of armor* +8

SPECIAL ABILITIES

Rapid Attack (Su) Jig moves so fast he gains an extra bite and extra claw attack each round.

Roar (Su) Jig can unleash a devastating roar every 1d2 rounds as a standard action. All creatures except dragonnes within 120 feet must succeed on a DC 17 Fortitude save or become fatigued. Those within 30 feet who fail their saves are also deafened for 2d4 rounds. This is a sonic effect. The save DC is Constitution-based.

Most view Jig as a simple bodyguard for the Witch of Stolen Hopes, but while Jig does not actively dissuade this notion, the truth is he remains by Puzzledeep's side out of loyalty and friendship. Jig was a friend of Lady Puzzledeep long before she became a lich. Though he attempted to dissuade her from her course, her fall did not lessen his friendship and now he seeks to help her redeem herself, serving as her conscious whenever possible.

Jig is a lover of life, sunshine and beauty. He revels in laughter and delights in anything golden. He hates evil, in all its form but is a firm believer in second chances. Jig is something of the oddball around the Coliseum Morpheuon, but he bears it well, ever hopeful that he will be able to redeem his friend.

Dreamburning and Jig

Hope: Jig's most sincere dream is a world with no evil, where all treat others with respect and kindness.

Aspiration: Jig's draconic heritage has give him a love of gold and he aspires to owning a room filled with golden coins upon which he can sleep. However, his penchant for giving his spare coins to the unfortunate hampers this dream.

Goal: Jig's most immediate goal is the redemption of Lady Puzzledeep.



The Khan of Nightmares

The Khan of Nightmares chooses to appear as a kindly man of large build, bedecked in the foppish attire of a bored aristocrat. Yet the gift of true sight pierces the illusion and reveals him as he is, a two headed monstrosity: vulture headed and weeping blood.

The Khan of Nightmares CR 22 (XP 614,400)
Male Half-Ettin Rakshasa Sorcerer 13
LE Large outsider (giant, native, shapechanger)

DEFENSE

Init +10; **Senses** darkvision 60 ft.; Perception +16
AC 41, touch 25, flat-footed 34 (+4 armor, +5 deflection, +6 Dex, +1 dodge, +12 natural, +4 shield, -1 size)
hp 284 (10d10+13d6+184)
Fort +15 (+19 vs. poison), **Ref** +16, **Will** +17
Defensive Abilities evasion, windstance **Resist** acid 10, cold 10; **DR** 15/good and piercing; **Immune** Fire, Poison **SR** 25

OFFENSE

Speed 55 ft., fly 60 ft. (average)
Melee *Dreambreaker* +24/+19/+14 (2d8+14/17–20), claw +19 (1d6+4), 2 bites +19 (1d8+4)
Ranged rock +21/+16/+11 (2d6+9)
Special Attacks detect thoughts, rock throwing (120 ft.)

Spells Known (CL 20th)

- 9th (6/day) – *foresight*, *imprisonment* (DC 25), *meteor swarm* (DC 25), *weird* (DC 26)
8th (6/day) – *binding* (DC 24), *clone*, *mind blank*, *power word stun* (DC 24)
7th (6/day) – *forcecage* (DC 23), *greater teleport*, *limited wish*, *prismatic spray* (DC 23)
6th (5/day) – *contingency*, *disintegrate* (DC 22), *mislead* (DC 23), *planar binding* (devils and fiendish creatures only),
5th (7/day) – *baleful polymorph* (DC 21), *dominate person* (DC 21), *dream*, *nightmare* (DC 22), *teleport*
4th (7/day) – *bestow curse* (DC 20), *charm monster* (DC 22), *confusion* (DC 20), *detect scrying*, *phantasmal killer* (DC 21)
3rd (12/day) – *deep slumber* (DC 19), *dispel magic*, *fire ball* (DC 19), *lightning bolt* (DC 19), *suggestion* (DC 19), *slow*, *vampiric touch*
2nd (15/day) – *acid arrow*, *arcane lock*, *blindness/deafness* (DC 18), *darkness*, *daze monster* (DC 18), *glitterdust* (DC 18), *invisibility*, *minor image*, *scorching ray*, *summon swarm*, *web* (DC 18)
1st (15/day) – *charm person* (DC 19), *enlarge person*, *expeditious retreat*, *identify*, *grease*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement* (DC 17), *shield*, *silent image* (DC 18)
0 – *dancing lights*, *daze*, *detect magic*, *ghost sound* (DC 17), *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

TACTICS

Before Combat The Khan of Nightmares prefers to begin combat as the aggressor, and, if given time, casts protections such as *spell turning*, *invisibility*, *mage armor*, *protection from good* and *shield* upon himself. If the Khan has reason to believe that he may be in danger or that the people with whom he is about to meet mean him harm, he always combines *invisibility* with a scroll of *project image*. Note that *mage armor* and *shield* are already reflected in the Khan's stats.

During Combat The Khan of Nightmares deeply delights in physical combat, seeing it as a guilty pleasure suffused with honor, risk, glory and nearly suicidal danger. While primarily a spellcaster, if truly pressed into melee by a relentless foe or challenged formally to a duel by a particularly desperate opponent, the Khan dives headlong into the fray with barely-restrained glee. If surrounded by melee combatants, the Khan makes heavy use of *quicken* *vampiric touch* while engaging in a mixture of full attack actions and movement which grants him use of his concealment abilities. Otherwise, the Khan keeps moving while casting.

Morale The Khan is, above all things, a survivor. He does not believe in fighting to the death and will flee, to the best of his ability, any fight he does not think he can win. He maintains a *contingency teleport* spell at all times, using it to transport him into the safety of the Pagoda of Suicide when pressed outside his home.

STATISTICS

Str 28, **Dex** 22, **Con** 26, **Int** 13, **Wis** 15, **Cha** 22
Base Atk +16; **CMB** +26; **CMD** 42
Feats Blinding Critical (DC 25), Combat Expertise, Critical

Focus, Deceitful, Dodge, Eschew Materials, Fleet, Improved Critical (heavy flail), Improved Initiative, Lightning Stance, Power Attack, Quicken Spell, Spell Focus (illusion), Spell Penetration, Wind Stance

Skills Bluff +36, Diplomacy +21, Disguise +29, Knowledge (arcana) +14, Perception +16, Perform +19, Sense Motive +14, Spellcraft +14, Stealth +15; **Racial Modifiers** +4 Bluff, +8 Disguise, +2 Perception

Languages Common, Infernal, Undercommon

SQ change shape (any Medium or larger humanoid, *alter self*), Coliseum Master, Master of the Umbral Blot, Power of the Pit, two-headed, rock catching

Bloodline infernal: corrupting touch 9/day (9 rounds); infernal resistance (included above); hellfire 1/day (18d6, DC 25)

Treasure *Dreambreaker*, hat of disguise, ring of protection +5, ring of evasion, scroll of project image, gems, jewelry and sundry items totaling 20,000 gp.

Dreambreaker

Aura strong necromancy; CL 18th

Slot none; **Price** 180,000

Description

Appearing most often as a gilded scepter, in combat *Dreambreaker* sheaths itself with flames of green fire and razor-like chains and functions in combat as a large +1 *dream-shattering heavy flail*. At all times the shaft of *Dreambreaker* functions as a *rod of metamagic*, *quicken* and the flail head itself can be used as a *crystal ball* so long as the user is not in combat.

Construction

Requirements Craft Magic Arms and Armor, *energy drain*, *scrying*, *quicken* spell; **Cost** 90,000

SPECIAL ABILITIES

Coliseum Master (Su) The chimeric amphitheater is under the complete control of the Khan of Nightmares. Practically speaking this means three things. He can alter the walls and doors of the four pagodas at will, rearranging them to his desire. Any such change takes 1 round of complete concentration. Secondly, he has complete control over the arena floor of the Pagoda of Decide. He can shape it at will into any terrain he desires and can even call forth solid objects that last for as long as he desires, so long as they are not removed from the arena floor. Finally, once a round, by concentrating, he can *resurrect* any individual who dies on the arena floor, as per the spell, so long as they have not been dead for longer than an hour and their bodies have not been removed from the arena floor. Where the Khan of Nightmares to be slain, this control of the chimeric amphitheater would pass to his slayer.

Detect Thoughts (Su) The Khan of Nightmares can detect thoughts as per the spell of the same name (CL 18th). He can suppress or resume this ability as a free action. When he uses this ability, it always functions as if he had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 21 Will save. The save DC is Charisma-based.

Master of the Umbral Blot Through ancient and secret rites, the Khan of Nightmares has complete control over the Voracious Visitor. By concentrating for one round, the Khan can telepathically give the Umbral Blot a command which will be obeyed. Were another to perform these same rites, they could potentially wrest control of the Blot away from the Khan. When the Khan dies, the Umbral Blot will be freed from this control.

Fueled more by his dominating personality than any true keenness of intellect, the self-styled Kahn of Nightmares has achieved much success in his very long life. Delighting in combat, especially in watching others fight for his pleasure, the Khan has settled into a very comfortable existence in which his every whim is catered to and he lives like, he supposes, a god.

Due to having overly fed, in his youth, on the blood of giants, the Khan of Nightmares is unable to adopt the shape of small sized creatures. Because of this limitation, the Khan is nearly always encountered in the guise of a friendly, well-groomed and pleasant faced human male with ruddy cheeks, soft skin marked with smile lines, dark eyes and immaculately groomed black hair. Because of his improved reach in his true form, not to mention his ability to wield *Dreambreaker*, the Khan immediately drops his disguise when in melee combat. His true form is of a giant, vulture headed monstrosity; a form that has been more than once mistaken for that of a Vrock.

The Khan tolerates dissenters in his presence, preferring



to keep his enemies close, but does not hesitate to kill anyone he feels is a true threat. In particular, the Khan despises the undead, especially mindless undead and in combat he goes to length to destroy any he encounters. usually through use of his Hellfire ability or his few other directly-damaging spells such as *acid arrow*, *magic missile* and *scorching ray*. Against intelligent undead, the Khan prefers the conjuration spell *trap the soul*, and keeps with him at all times a collection of expensive gems (including one worth 17,000 gold) specifically for use against them. The Khan looks forward to the day when he can attack Lady Puzzledpeep and is seeking a good excuse to do so.

Dreamburning and The Khan

Hope: the Khan deeply wishes, with all his heart, to be the Khan of Nightmares forever. He is truly content with where he is, and his most fervent desire is to remain the immortal master of the Coliseum Morpheuon. He will take any action necessary to secure or guard this ambition.

Aspiration: the Khan dreams, in his idle moments, of becoming a god. Although he intellectually realizes that this would be dangerous, difficult and even counter-productive to his Hopes, that does not stop him from desiring the adoration of worshippers.

Goal: the Khan always seeks the upper hand, for he endures a constant, gnawing fear that he has overlooked some trick or tactic on the part of a Benefactor or ally. He is well aware that although powerful and charming, he is simply not as smart as many of the beings he deals with.

New Magic Weapon Quality: *Dream-Shattering Weapon*

This horrifying quality allows the weapon to permanently consume the Goals, Hopes and Aspirations of those it strikes. Upon any successful critical hit, the wielder may choose to destroy any one Goal of the opponent; if the opponent has no Goals, the wielder may instead destroy an Aspiration; if the opponent has no goals or aspirations, a hope is destroyed instead. If the confirmation roll for the critical is a second natural 20 the weapon devours all Dreams held by the opponent, including Dreams stolen from others. In addition, the opponent is immediately and permanently exhausted (as per the PRPG, pg. 567), with no save. This special exhaustion may only be removed by a properly-worded *wish* or *miracle* spell.

Dreams taken from an opponent by this ability are not stolen by the wielder and may not be subsequently burned; they are simply destroyed. Any wielder of a dream-shattering weapon who also possesses the Thief of Dreams feat may choose, upon confirming a critical hit, whether to use the feat or instead to destroy the opponent's Dreams. In either instance, the opponent is exhausted as per the weapon's normal ability.

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *energy drain*; Price +5 bonus

Designer's Note: If you have chosen not to use dreamburning in your game, substitute the *vorpal* weapon quality for the *dream-shattering* quality and assume the Khan's scepter functions as a slashing weapon when needed.



Khanbika Khongordzal, the Queen of Thistles

Though she stands before you as a shapely fair skinned woman with dark curly hair, dressed somewhat roguishly, complete with a rapier at her side, you know this is not her true form. The only concession her magical disguise makes to oddity is a pair of tiny marionettes, their strings tied off on a cross, tucked in her belt.

Khanbika Khongordzal, The Queen of Thistles CR 19

(XP 204,800)

Night Hag Bard 15

NE Medium outsider (evil, extraplanar)

Init +9; Senses darkvision 60ft.,; Perception +28

DEFENSES

AC 33, touch 18, flat-footed 28 (+5 Dex, +3 Dodge, +4 armor, +11 natural)

hp 272 (8d10 + 15d8 + 161)

Fort 19, **Reflex** 18, **Will** 21 (+4 vs bardic performance and sound based effects)

DR 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 24

OFFENSE

Speed 30 ft.

Melee +2 *rapier of puncturing* +25/+20/+15/+10 (1d6+6/18-20) or +2 *whip of spell stealing* +25/+20/+15/+10 (1d3+2) or 2 claws +23 (1d4+4, bite +23 (2d6+4 plus disease))

Spell-Like Abilities (CL 8th)

Constant – *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*

At will – *deep slumber* (DC 18), *invisibility*, *magic missile*, *ray of enfeeblement* (DC 17)

At will (with heartstone) – *etherealness*, *soul bind*

Spells prepared (CL 15th)

- 5th – *dispel magic greater*, *mind fog* (DC 22), *mislead* (DC 22), *song of discord* (DC 22)
- 4th – *dominate person* (DC 21), *invisibility greater*, *modify memory* (DC 21), *shout* (DC 19)
- 3rd – *crushing despair* (DC 20), *displacement*, *haste*, *scrying* (DC 18), *slow* (DC 18)
- 2nd – *eagle's splendor*, *hold person* (DC 19), *mirror image*, *misdirection*, *silence* (DC 17), *suggestion* (DC 19)
- 1st – *alarm*, *charm person* (DC 18), *confusion lesser* (DC 18), *disguise self*, *grease* (DC 16), *hideous laughter* (DC 18)
- Cantrips – *daze* (DC 17), *lullaby* (DC 17), *mage hand*, *message*, *read magic*, *summon instrument*

TACTICS

Before Combat Prior to combat, Khanbika casts *eagle's splendor*, *displacement*, *haste*, *mirror image*, and *invisibility greater*, as she has opportunity.

During Combat Khanbika avoids melee combat if at all possible, preferring to use her considerable bardic abilities to augment allies. If left unhindered, she'll cast *mind fog*, to enhance her other abilities' effectiveness. Against rival spellcasters she employs countersong or distraction as swift actions. If forced into combat, Khanbika attempts to disarm at range, with her whip, tossing weapons up to 15 feet away. In addition to disarming, her +2 *spell stealing whip* has a chance to transfer beneficial effects from her enemies to herself. If in close combat, she relies on her rapier to reduce the Constitution of hardy opponents.

Morale Khanbika does not fight to the death but instead attempts to parley or flee if reduced to 50 hp or less.

STATISTICS

Str 19, **Dex** 21, **Con** 22, **Int** 22, **Wis** 18, **Cha** 21

Base atk 19, **CMB** +23. **CMD** +38

Feats Ability Focus (disease), Alertness, Combat Casting, Combat Expertise, Craft Wondrous Item, Deceitful, Greater Disarm, Greater Spell Focus (enchantment), Improved Disarm, Mounted Combat, Spell Focus (enchantment)

Skills Acrobatics +14, Appraise +24, Bluff +26*, Craft (woodcarving) +20, Diplomacy +30*, Disguise +18, Intimidate +26*, Knowledge Arcana +28, Knowledge History +22, Knowledge Religion +22, Knowledge Planes +28, Perception +28, Perform (comedy) +24, Perform (oratory) +30, Ride +19, Sense Motive +30*, Sleight of Hand +22, Spellcraft +28, Stealth +20, Use Magical Device +26

Languages Abyssal, Celestial, Common, Draconic, Giant, Infernal, Sylvan

SQ change shape (any humanoid, *alter self*), coven heartstone

Gear +4 bracers of armor, (2) soul puppet, heartstone, rapier of puncturing, +2 spell stealing whip, thistle crown

SPECIAL ABILITIES

Bardic Performance (Su) Khanbika has the bardic performance ability of a 15th-level bard, granting her access to the following

abilities as swift actions.

37 rounds/day – countersong, dirge of doom, distraction, fascinate (DC 22), frightening tune (DC 22), inspire competence (+5), inspire courage (+3), inspire greatness (3 allies), inspire heroics (1 ally), soothing performance, *suggestion* (DC 22)

Coven (Su) Even though Khanbika has mutilated and subjugated her sisters, she can still compel them to assist her in the special magical abilities that are available when three hags work in unison: *animate dead*, *baleful polymorph* (DC 20), *blight* (DC 20), *bestow curse* (DC 19), *clairaudience/clairvoyance*, *charm monster* (DC 20), *dominate monster* (DC 26), *dream*, *forcecage*, *mindblank*, *mirage arcane* (DC 20), *nightmare* (DC 20), *reincarnate*, *speak with dead*, *veil* (DC21), *vision*.

All three must be within 10 feet of each, and all three must participate in a full-round action to take part in this cooperative magic. As the leader of the coven, these abilities are cast at Khanbika's caster level (CL 15 with +2 on enchantments), and are Charisma based, using Khanbika's Charisma score.

Disease (Su) *Demon Fever*. Bite—injury; *save* Fort DC 29; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves. The save DC is Constitution-based, and is augmented by her Ability Focus feat.

Dream Haunting (Su) Khanbika Khongordzal can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

Heartstone (Su) Like all night hags, Khanbika Khongordzal carries a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

Lore Master (Ex) Khanbika can take 10 on any of the knowledge skills listed above. In addition, 2/day, she can take 20 on any Knowledge skill as a standard action.

Versatile Performance (Ex) Khanbika may substitute her Perform: Oratory skill in place of Diplomacy and Sense Motive skills. Likewise she may also substitute Perform: Comedy in place of her Bluff and Intimidate skills. These are substitutions are reflected in her stat-block (*).

New Magic Items

Weapon Property (from *101 Magical Weapon Properties*)

Spell Stealing: Up to three times per day as a swift action, whenever a spell stealing you wield strikes a creature, the item makes a +15 dispel check (as per *dispel magic*) against an ongoing magical effect affecting the target. If successful it dispels the effect off of the target and transfers it to you (the duration remains the same).

Strong abjuration; CL 15; Craft Magical Arms and Armor; *break enchantment*. Price +4 bonus.

Thistle Crown

Aura faint abjuration; CL 9th

Slot head; **Price** 51,000 gp

This item appears to be a wreath of thistles with single flower shaped and woven to worn on the head. When confronted with immediate danger, the crown becomes scratchy and uncomfortable alerting the owner to threats. The wearer receives a +3 dodge bonus to their AC, and is never flat-footed, even if their attacker is invisible. The wearer can still lose their Dexterity bonus to AC if immobilized, or if the target of a successful feint.

Construction

Requirements Craft Wondrous Item, *alarm*, *cat's grace*; **cost** 25,500 gp

Soul Puppet

Aura strong enchantment; CL 9th

Slot none; **Price** 180,000 gp plus 1000 per HD of target

Description

This diminutive doll, fashioned in a grotesque parody of a humanoid, hangs on strings. Each *soul puppet* is created specially to grant their owner dominion over another specific living being. If the creature the *soul puppet* was created to control is killed, the puppet is rendered forever worthless.

The *soul puppet* grants control over a specific humanoid as per *dominate person*, with the follow changes; if the subject is forced to take actions against their nature they can make a DC 17 will save throw to not comply with the order (or whatever the DC Will save would have been at the time of the item's creation). However this does not break the enchantment, it only allows them to resist that specific order. Orders that are obviously self-destructive can be resisted automatically. Otherwise the enchantment is permanent and cannot be broken without destroying the puppet, regardless of distance (while on the same plane) or time. Whoever is in possession of the puppet can control the subject. *Protection from evil* affects the subject as per *dominate person*.

Creating a *soul puppet* has special requirements; some body part of the subject must be incorporated in the construction of the puppet, it must be created on the same plane of existence as the subject, and the final act of creation must be casting the *dominate person* spell on, and in the presence of, the subject. Finally the subject receives a DC Will saving throw against the spell (in addition to the DC checks required to make the puppet), if they make the saving

throw all of the materials used in the puppet's creation are ruined.

Construction

Requirements Craft Wondrous Item, *dominate person*; **Cost** 90,000 gp plus 500 gp per HD of target

Khanbika's Soul Puppets

Aura strong enchantment; CL 9th

Slot none; **Price** varies 378,000 gp

Description

When Khanbika created *soul puppets* to control her sisters to punish them for their betrayal, she eventually grew to dislike their reproachful stares, and the veiled sarcasm they manage to insinuate into their replies. One day in a moment of pique, she sewed their eyes and mouths shut. However this made them less useful as servants, so she added additional magics.

These soul puppets function as normal but also allow Khanbika to know where her sisters are at all times as per *scrying*. In addition, though they are blind, the two night hags controlled by the puppets have the ability to sense everything around them magically, functioning as if they had both sight and the Blind Fight feat. The Will save for the sisters to resist an order against their nature is DC 20.

The sisters still can not speak.

Construction

Requirements Craft Wondrous Item, *dominate person*, *scrying*, *clairvoyance/clairaudience*; **Cost** 189,000 gp

Though she appears most often as a beautiful woman, in reality Khanbika is a tall, gaunt, grey-skinned horror with eyes as black as empty space, a filthy mop for hair, and a mouth full of pointed jagged teeth. On her head rests a crown of thorns and nettles. She does not always disguise herself while in the Coliseum Morpheuon and once a binding agreement is made with a contestant, or other Benefactor, who does not know her true nature she drops her disguises; enjoying the reaction.

Khanbika works as the official majordomo for the Khan of Nightmares. She is charged with arranging contestants, caring for the needs of benefactors and ensuring the will of the Khan is made reality. She is attended to, at all times, by a pair of servants, her "little sisters," also Night Hags, though when combat is eminent, she often sends them away lest she loose them to death.

In terms of personality, Khanbika is an unimaginably cruel creature; however her service to the Khan mandates that sometimes she set this cruelty aside. She can ill afford to drive challengers and Benefactors away with small pettiness, and melodramatics. Like all night hags, she is mercantile and mercenary to the end.

Khanbika's "Little" Sisters

Prior to entering the Khan of Nightmare's service, Khanbika's sisters grew jealous and fearful of their older sister's

growing power and ambition. They conspired against her, but Khanbika was too crafty for the pair of them and discovered their plot while spying on them magically. She pretended to placate them for a time, bidding her time and amassing the wealth she would need to execute the perfect revenge. With time and careful planning and she broke the pair of them to her will with a peculiar magical creation of her own device; the soul puppets. Now she paints their faces in white grease paint and dresses them in flowered robes. Their humiliation and torment is never-ending as Khanbika compels them to dance, curtsy, bow, and perform all manner of unseemly errands and tasks designed to batter at their pride and remind them eternally of the consequence of their infidelity. Their names have not been spoken aloud in centuries, and Khanbika refers to them only as “Number 2” and “Number 3”.

Were they to be liberated, it would cost Khanbika her coven powers. For that reason alone she is careful not to use them in situations that she deems to be too dangerous, preferring to keep them close at hand. Despite their alignment, the “little sisters” would at the least reward any liberators with all they know about Khanbika and her master, the Khan of Nightmares, after plucking the sutures from their eyes and mouths, and then fleeing the Plane of Dreams altogether.

Dreamburning and Khanbika Khongordzal

Hope: Khanbika dreams of being the ruler of her own pocket dimension or Realm. She currently serves the Khan of Nightmares as she works to amass enough personal power that she might strike out and claim an island of her own.

Aspiration: Whether the shriveled hard lump that is her heart can actually admit it, the betrayal of her sisters affected her. While largely incapable of anything resembling true emotion, she is self-aware enough to know she didn't like it. One day she would like to find a new coven, so that she might enjoy the company of sisters who can engage her properly.

Goal: Khanbika currently seeks the smooth and entertaining conclusion of the Damnation Epoch. If all goes well she expects to be rewarded, however she knows that's only going to happen if the challenges go as expected.

Khanzadeh Sukhbataar, the Master of the Hounds

This hulking clay golem strides forward, a massive presence of dried earth. Then before your eyes, his form shifts and he takes on the visage of a monstrous render before settling into the form of a clay sphinx with a comely face.

Khanzadeh Sukhbataa CR 17 (XP 102,400)
Advanced Transforming Shield Guardian Clay Golem
Fighter 3
N Large construct (shapechanger)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 35, touch 11, flat-footed 33; (+6 armor, +2 Dex, +18 natural, -1 size)
hp 141 (16d10+45); fast healing 5
Fort +7, **Ref** +7, **Will** +7
Defensive Abilities armor training +1, bravery +1, shield other; **DR** 10/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Spd 30 ft. (40 ft. Gray Render/Gynosphinx), fly 60ft. (average as Gynosphinx)
Melee (Golem form) 2 slams +26 (2d10+11 plus cursed wound)
Melee (Gray Render form) bite +26 (2d6+11 plus cursed wound and grab), 2 claws +21 (1d6+11 plus cursed wound)
Melee (Medusa form) snakes +26 (1d4 plus cursed wound and poison)
Melee (Gynosphinx form) 2 claws +26 (2d6+11/19-20 plus cursed wound)
Ranged +1 *shortbow* +18 (1d8/x3)
Space 10 ft.; **Reach** 10 ft. (5 ft. in Medusa/Gynosphinx form)
Special Attacks berserk, haste, petrifying gaze (Medusa form), poison (Medusa form), pounce (Gynosphinx form), rake (Gynosphinx form)(2 claws +26, 2d6+11/19-20 plus cursed wound), rend (Gray Render form)(bite 2d6+16)

TACTICS

During Combat Khanzadeh Sukhbataar fights only as directed by the Khan of Nightmares. Typically, the Khan's tactics with his bodyguard is to send the golem into melee, using the gloves of arrow snaring to defend against missile attacks. The Khan has Khanzadeh Sukhbataar shift forms as the situation requires, utilizing the Medusa form for ranged combat, the Gray Render form for melee and the Sphinx form for flight and conversation.

Morale The golem will not flee unless ordered to by the Khan of Nightmares.

Base Statistics Str 30, Dex 13, Con -, Int -, Wis 15, Cha 5

STATISTICS

Str 32, **Dex** 15, **Con** -, **Int** -, **Wis** 15, **Cha** 5
Base Atk +15; **CMB** +27; **CMD** 39

Feats Power Attack, Toughness

Skills Acrobatics +6, Intimidate +2, Perception +9 (+13 Gray Render/Gynosphinx form)

Languages As the Khan of Nightmares

SQ alternate forms (clay golem, greater medusa, grey render, gynosphinx), controlled, find master, guard, spell storing (*phantasmal killer* DC 21), telepathic link

Combat Gear *gloves of arrow snaring*; **Other Gear** +1 *shortbow* with 60 arrows, +2 *belt of physical might (strength and dexterity)*, *bracers of armor* +6, *boots of striding and springing*, *eyes of the eagle*

SPECIAL ABILITIES

Alternate Forms (Su) Khanzadeh Sukhbataa can take an alternate form as a standard action. The clay golem has three alternate forms, that of a greater medusa, gray render and gynosphinx. Khanzadeh Sukhbataa retains most of its abilities including hit points and feats when it changes forms and it can remain in alternate form indefinitely. *True seeing* or similar magic reveals its many forms simultaneously.

Berserk (Ex) When Khanzadeh Sukhbataa enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Controlled (Ex) A shield guardian that has the berserk special attack cannot go berserk as long as the wearer of its amulet is within 30 feet.

Cursed Wound (Ex) The damage Khanzadeh Sukhbataa deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by Khanzadeh Sukhbataa must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Find Master (Su) As long as a shield guardian and its amulet are on the same plane, the shield guardian can locate the amulet's wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex) If ordered to do so, Khanzadeh Sukhbataa moves to defend the wearer of its amulet, the Khan. All attacks against the Khan of Nightmares take a -2 penalty when the shield guardian is adjacent to its master.

Haste (Su) After it has engaged in at least 1 round of combat, Khanzadeh Sukhbataa can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex) Khanzadeh Sukhbataa is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against

the creature, as noted below.

- A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage (no save).
- An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

Petrifying Gaze (Su) Turn to stone permanently, 30feet, Fortitude DC 16 negates.

Poison (Ex) Bite-injury; *save* Fort DC 18; frequency 1/round for 4 rounds; *initial effect* 1d6 Str damage; *secondary effect* 2d6 Str damage; *cure* 2 consecutive saves.

Shield Other (Sp) The wearer of a shield guardian's amulet can activate this defensive ability as a standard action if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (note that this ability does not provide the spell's AC or save bonuses). Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction) the golem possesses.

Spell Storing (Sp) A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Telepathic Link (Su) The Khan of Nightmares has a telepathic link to the Master of Hounds and so far as they are on the same plane, the Khan may speak through his bodyguard's mouth and see through its eyes. This allows the Master of Hounds to operate as if it possessed an intelligence score of 13.

Serving the Khan as both a second set of eyes and as a bodyguard, Khanzadeh Sukhbataa has been by the side of the Khan of Nightmares for over five hundred years. Crafted by a mage, long dead, Khanzadeh Sukhbataa is a true arcane masterpiece. Though called the Master of the Hounds, the golem is truly nothing more than a mouthpiece and as the Hounds of Ill-prophecy obey Khanzadeh Sukhbataa they understand they truly obey the Khan.

Dreamburning and Khanzadeh Sukhbataa

Khanzadeh Sukhbataa does not possess his own intellect and thus does not dream.

Lady Puzzledeep, the Witch of Stolen Hopes

Wearing the guise of a beautiful lillend in her prime, the truth is tragic: Lady Puzzledeep has long been dead and though her body is not completely decayed, her true form is withered and leathery. However she appears, there is no mistaking the aura of power that radiates from her.



Lady Puzzledeep

CR 19 (XP 204,800)

Female Dread Lich Lillend Sorcerer 10

CN Large Undead (augmented outsider, chaotic, extraplanar, good)

Init +4; **Senses** darkvision 120 ft.; Perception +X

DEFENSE

AC 30, touch 14, flat-footed 21

(+4 armor, +4 Dex, +1 dodge, +12 natural, -1 size)

hp 185 (7d8+10d6+119)

Fort +12, **Ref** +14, **Will** +19

Defensive Abilities turn resistance +4; **DR** 15/magic or good;

Immune baleful polymorph, cold, electricity, mind affecting effects, poison; **Resist** Acid 10, Fire 10

Weaknesses phylactery

OFFENSE

Speed 20 ft., fly 70 ft. (perfect)

Melee short sword +18 (1d8+7), tail slap +14 (2d6+3 plus grab plus negative energy plus paralysis)

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

Special Attacks aligned weapons, constrict (2d6+7 plus negative energy), fear gaze, negative energy touch +13 (2d8+10; DC 25 Will halves), paralysis (permanent, DC 24, victim appears dead, DC 20 perception or DC 15 heal reveals otherwise)

Spell-Like Abilities (CL 10th)

3/day – *darkness*, *hallucinatory terrain* (DC 21), *knock*, *light*

1/day – *charm person* (DC 18), *speak with animals*, *speak with plants*

Bard Spells Known (CL 6th)

2nd (5/day) – *enthrall* (DC 19), *mirror image*, *shatter* (DC 19), *summon monster II*

1st (6/day) – *alarm*, *charm person* (DC 18), *detect secret doors*, *remove fear*

Cantrips – *daze* (DC 17), *detect magic*, *flare* (DC 17), *light*, *message*, *prestidigitation*

Sorcerer Spells Known (CL 10th)

5th – (4/day) *symbol of pain* (DC 23)

4th – (6/day) *animate dead*, *bestow curse* (DC 22), *remove curse*

3rd – (8/day) *fire ball* (DC 20), *halt undead* (DC 21), *hold person* (DC 20), *magic circle against evil* (DC 20)

2nd – (8/day) *blindness/deafness* (DC 20), *blur*, *resist energy*, *scare* (DC 20), *web* (DC 19)

1st – (8/day) *bless*, *hypnotism* (DC 18), *mage armor**, *magic missile*, *shield*, *silent image* (DC 18)

Cantrips – *acid splash*, *arcane mark*, *bleed* (DC 18), *dancing lights*, *disrupt undead*, *ghost sound*, *open/close*, *read magic*, *touch of fatigue* (DC 18)

TACTICS

Before Combat Before combat, Lady Puzzledeep makes sure her *mage armor* is active and then casts *blur*, *resist energy*, and *magic circle against evil*. When possible she also attempts to *charm* any potential enemies, or at least *enthrall* them.

During Combat Lady Puzzledeep avoids melee as much as possible. She utilizes *hallucinatory terrain*, *blindness/deafness*, and *hold person* to control the flow of battle. Meanwhile, with her staff she unleashes *circle of death* and *waves of fatigue*, using *fireballs* as appropriate.

Morale Lady Puzzledeep has no fear of dying, trusting that she will be reformed in her home, safe and sound. She thus fights till destroyed.

STATISTICS

Str 24, **Dex** 19, **Con** -, **Int** 18, **Wis** 20, **Cha** 24

Base Atk +12; **CMB** +20; **CMD** 34

Feats Cleave, Combat Casting, Combat Expertise, Command Undead, Dodge, Eschew Materials, Extend Spell, Extra Turning, Lightning Reflexes, Greater Spell Penetration, Iron Will, Power Attack, Spell Focus (necromancy), Spell Penetration, Weapon Focus (tail slap)

Skills Appraise +24, Diplomacy +17, Fly +23, Heal +18, Intimidate +20, Knowledge (arcana) +28, Perception +23, Perform (string) +17, Sense Motive +23, Spellcraft +28, Stealth +22, Survival +19; **Racial Modifiers** +4 Linguistics, +4 Knowledge (any), +8 Perception, +8 Sense Motive, +4 Spellcraft, +8 Stealth, +4 Survival, +4 Use Magic Device

Languages Abyssal, Celestial, Common, Draconic, Elvish, Gnomish, Infernal, Sylvan

SQ Bardic Performance (as a 6th level bard), Cantrips, Command Undead, Empowered Spells, Strong Spellweaving

Bloodline Celestial; summoned creatures gain DR 5/evil; heavenly fire +12 (10/day; 30 ft. ray, touch; 1d4+5)

Combat Gear *staff of necromancy*; **Other Gear** *hat of disguise*

SPECIAL ABILITIES

Aligned Weapon (Su) Any attack made by Lady Puzzledeep is considered both chaotic and good aligned in overcoming damage reduction.

Command Undead (Su) 12 times a day Lady Puzzledeep may command undead as a 15th Level Cleric (DC 24 Will save negates).

Empowered Spells (Ex) Any spell from the Necromantic school, spell with the evil subtype or spell-like ability Lady Puzzledeep uses are automatically affected as if by the Empowered Spell feat. This does not increase the spell slot necessary to cast these spells though they may not be further empowered with a feat.

Fear Gaze (Su) Every creature within 60 feet of Lady Puzzledeep that looks at her must succeed on a DC 24 Will save or be affected as though by *fear* (CL 10). As with most gaze attacks, Lady Puzzledeep can actively gaze at a specific foe as a standard action, causing that foe to make a new save against the gaze in addition to the one it made on its turn in the initiative order.

Negative Energy Touch (Su) Lady Puzzledeep may choose to use a touch attack instead of her weapon. This touch attack harms living creatures. She may also use this attack in connection with her tail-slap and constrict attacks, adding the negative energy damage to the normal damage of each attack.

Phylactery (Ex) An integral part of becoming a dread lich is creating a magic phylactery in which to store its life force. Unless her phylactery is located and destroyed, Lady Puzzledeep reforms next to her phylactery 1d4 days after her apparent death. It does not matter how far away Lady Puzzledeep is from her phylactery, but the two must be on the same plane. If the phylactery is on a different plane, Lady Puzzledeep reforms 1d4 days after the phylactery is brought to the plane on which she was destroyed.

Lady Puzzledeep's phylactery (mithral amulet: hardness 20, 40 hitpoints, Break DC 40) is stored within a magical puzzle kept in a large safe in her dwelling. It is necessary to solve the puzzle to reach the phylactery to destroy it, however, if destroyed herself, Lady Puzzledeep reforms within the safe next to the puzzle.

Strong Spellweaving (Ex) a -4 penalty applies to dispels targeted against any spell or spell like effect cast by Lady Puzzledeep.

Called the Witch of Stolen Hopes because of her position as head of the thieves guild in the City of the Coliseum, Lady's Puzzledeep's history is a long and tragic one. Despite her celestial origins, she found herself strangely drawn to the theories and practices of necromancy. Rather foolishly she experimented on herself, ultimately transforming herself into a powerful dread lich. This was her undoing and she found herself bereft of the moral compass she had been created with and suddenly unwelcome in her home plane.

Lady Puzzledeep seeks redemption but it is hard for her as her undead nature makes her sense of right and wrong sorely out of balance. She wants to do good but often finds herself going about it in ways that are detrimental to her cause. Still, she feels that atonement is possible and she keeps pressing to that end. She curries favor with the Khan of Nightmares, searching for his weakness, feeling that if she can unseat him, she will have done something truly good.

Dreamburning and Lady Puzzledeep

Hope: Lady Puzzledeep's most sincere wish is to be restored to the heavenly realm of beauty she was cast out from.

Aspiration: Lady Puzzledeep longs to truly master necromancy and though it is counter to her Hope, still she researches into ever more morbid aspects of the craft.

Goal: Lady Puzzledeep despises the Khan and wants to destroy him and his power. This is her main focus from day to day.

Lai Elderon

More than just his huge size, his storm grey fur and lightning flecked eyes mark the massive Lai Elderon as something other than a normal hound.

Lai Elderon CR 17 (XP 102,400)
Male Tempest Hound
CN Gargantuan outsider (chaotic, extraplanar)
Init +5; **Senses** darkvision 60 ft., scent; Perception +29

DEFENSE

AC 23, touch 8, flat-footed 21 (+1 Dex, +1 dodge, +15 natural, -4 size)

hp 324 (24d10+192); regeneration 10 (cold iron, fire)

Fort +22, **Ref** +11, **Will** +19

DR 15/cold iron; **Immune** curse, electricity, mind-affecting effects, paralysis, sleep; **Resist** cold, fire; **SR** 28

OFFENSE

Speed 40 ft., Fly 80 ft. (good)

Melee bite +32 (3d8+15 plus anarchic bite and grab or trip), 2 slams +32 (2d6+15)

Special Attacks bay, doom of the wild hunt, rend (bite and 1 slam, 3d8+15)

Spell-Like Abilities (CL 15th)

At-will – *control weather*

1/hour (self) – *ethereal jaunt, plane shift*

1/day – *discern location*

TACTICS

Before Combat Lai Elderon seldom plans before entering combat, unless it is to take a moment to choose a target for the *doom of the wild hunt*.

During Combat Lai Elderon begins each fight with his powerful bay, after which he charges the nearest obvious spellcaster, tripping them if possible. If he has available storm hounds, he directs them into flanking maneuvers, otherwise, he seeks to protect Auberyon's flank himself. When possible he calls up a powerful lightning storm as he fights, rejoicing in the sound and fury of the weather mixing with that of the battle.

Morale So long as Auberyon remains in combat, Lai Elderon fights to the death, otherwise he leaves combat when reduced to 75 hp, using either *plane shift* or *ethereal jaunt*.

STATISTICS

Str 41, **Dex** 13, **Con** 26, **Int** 10, **Wis** 14, **Cha** 14

Base Atk +17; **CMB** 36; **CMD** 46 (50 vs. trip)

Feats Ability Focus (doom of the wild hunt), Ability Focus (bay), Awesome Blow, Dodge, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Power Attack

Skills Acrobatics +29, Fly +26, Perception +29, Stealth +17, Survival +29

Languages Celestial, Sylvan (cannot speak)

SPECIAL ABILITIES

Anarchic Bite (Su) Lai Elderon's bite is treated as chaos-aligned for the purpose of overcoming damage reduction. In addition, a lawfully-aligned creature bitten by a tempest hound must make a DC 29 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

Bay (Su) When Lai Elderon howls or barks, all creatures except other chaotic outsiders within a 300-foot spread must succeed on a DC 26 Will save or become panicked for 2d4 rounds. This is a sonic mind affecting fear effect. Whether or not the save is successful, an affected creature is thereafter immune to the bay's effects for 24 hours. The save DC is Charisma-based.

Doom of the Wild Hunt (Su) Lai Elderon's can bestow an awful curse on one creature within line of sight. If that creature dies within 24 hours, the beast can use the curse again, otherwise this ability may be used once per day.

Curse of No Escape: save Will DC 31; all of the creature's movement rates are halved. Creatures whose movement rates are augmented by magic items or spells still have their total movement rated cut in half. Instantaneous effects such as *teleportation* and *dimension door* are unaffected. *Freedom of movement* at caster level 15 can be used to break this curse in addition to standard methods.

Generate Spawn (Su) As a standard action, Lai Elderon can spawn 1d5 storm hounds from it's body, 6/day. Each storm hound so generated subtracts its hit points from the tempest's available hit points. The tempest hound may always choose to generate fewer spawn than the die roll indicates. Damage dealt by generating spawn is considered nonlethal for the tempest

hound and may be healed or regenerated normally.

Storm hound spawn remain in constant mental contact with their parent tempest. Distance is not a factor, but communication cannot cross planar boundaries. Each spawn is capable of independent action, and can even gain experience, but it obeys the commands of its parent tempest without question.

A tempest may only command up to 12 spawned storm hounds. It can create more than this number, but when the maximum command number is exceeded, the oldest among the spawn are released from contact and control. Free spawned storm hounds may still serve the parent legion willingly, but are truly autonomous entities. When the tempest is slain, all its spawn are freed. A free spawn has a 5% chance to grow into a new tempest hound.

Flight (Su) Lai Elderon can cease or resume flight as a free action.

Raised from a pup by Auberyon, Lai Elderon is defined by his loyalty to his master. This loyalty combines the faithful nature of a hound with the informed intelligence of a powerful outsider, producing a fierce dedication to the goals and desires of Auberyon on the part of Lai Elderon. Such a fierce loyalty might seem at first to be at odds with chaotic nature of the tempest hound but Lai Elderon is no anarchist, rather he pursues the ideal of personal freedom constrained by pack loyalty and familial honor.

Lai Elderon prefers to play the role of a simple dog, masking his true intellect behind silence and apparent laziness. He lounges indolently wherever he finds room, and despite his size, he finds individuals often forget to speak carefully around a "sleeping animal."

Dreamburning and Lai Elderon

Hope: Lai Elderon hates the city and rejoices in running across open plains and resting upon wooded hills. He longs for the day when he has no more responsibilities to fulfill at his master's side and is able to spend every hour in either running after prey or eating or sleeping.

Aspiration: Having heard all of his life about majestic and magical white stags, Lai Elderon wants to one day hunt such a creature, confident he and his pack could bring such a quarry down.

Goal: Lai Elderon shares his master's goal of destroying the Umbral Blot and is constantly on the alert for anything that might help in this endeavor.



Meabh Liadan

Appearing as many things to many people, a defiant warrior to some, a wizened crone to others, the true form of Meabh Liadan is one of such breathtaking beauty as to make mortal men go blind. She hides this beauty behind a veil of magic and only the unfortunately lucky have ever gazed upon her dark hair and sapphire eyes.

Meabh Liadan CR 17 (XP 102,400)
 Female Nymph Sorcerer 4/Mystic Theurge 10
 N Medium fey
Init +11; **Senses** low-light vision; Perception +25
Aura blinding beauty (30 ft., DC 27)

DEFENSE

AC 33, touch 33, flat-footed 25 (+4 armor, +11 deflection, +7 Dex, +1 dodge)
hp 187 (22d6+110)
Fort +24, **Ref** +30, **Will** +32
DR 10/cold iron **Resist** fire 10

OFFENSE

Speed 60 ft., swim 20 ft.

Melee +1 spell storing returning dagger +19/+14/+9 (1d4/19-20)

Special Attacks stunning glance

Spell-Like Abilities (CL 8th)

1/day – dimension door

Druid Spells Prepared (CL 17th)

9th – (DC 23) *elemental swarm, quickened cure critical wounds, regenerate, storm of vengeance, summon nature's ally IX*

8th – (DC 22) *cure serious wounds mass, earthquake, finger of death x 2, repel metal or stone*

7th – (DC 21) *control weather, creeping doom, firestorm (DC 23), heal, quickened dispel magic*

6th – (DC 20) *antilife shell, bear's endurance mass, cat's grace mass, fire seeds, wall of stone*

5th – (DC 19) *baleful polymorph, call lightning storm (DC 21), insect plague, still freedom of movement, stonkskin*

4th – (DC 18) *command plants, flame strike (DC 20), ice storm (DC 20), reincarnate, rusting grasp, scrying*

3rd – (DC 17) *call lightning (DC 19), cure moderate wounds x 2, neutralize poison, poison, spike growth*

2nd – (DC 16) *animal messenger, barkskin, bear's endurance x2, fog cloud, resist energy*

1st – (DC 15) *calm animals, detect snares and pits, entangle x 2, longstrider, obscuring mist*

0 – (DC 14) *create water, detect magic, detect poison, purify food and drink*

Sorcerer Spells Known (CL 14th)

7th – (5/day) (DC 28) *prismatic spray (DC 30)*

6th – (7/day) (DC 27) *disintegrate, dispel magic greater*

5th – (8/day) (DC 26) *cone of cold (DC28), dismissal, feeblemind*

4th – (8/day) (DC 25) *bestow curse, charm monster, ice storm (DC 27), invisibility greater*

3rd – (9/day) (DC 24) *fly, fireball (DC 26), haste, vampiric touch,*

2nd – (9/day) (DC 23) *eagle's splendor, glitterdust, invisibility, mirror image, scorching ray (DC 25),*

1st – (9/day) (DC 22) *disguise self, grease, mage armor, magic missile, shield*

0 – (9/day) (DC 21) *acid splash, dancing lights, disrupt undead, flare, mage hand, mending, message, open/close, prestidigitation*

TACTICS

Before Combat Given an opportunity, Meabh will cast *bear's endurance, barkskin, shield, and mirror image, invisibility* and *fly* on herself in roughly that order of priority.

Combat A favorite tactic for Meabh Liadan is to become *invisible*, position herself so that as many of her enemies as possible will be able to see her, and drop the *invisibility* in their presence to blind them with her beauty. Beyond this, she utilizes her spell synthesis ability to fire off two spells each round *dispelling* enemy spells as she casts *disintegrate* and *finger of death*. *Repel metal* and *stone works* are used to keep her out of close combat situations. Finally, she uses *heal* and *mass cure serious wounds* to aid any allies she might have.

Morale If her life is in danger, Meabh's typical maneuver is to unleash *prismatic spray* as she uses *dimension door* to flee. She never flees so long as Auberyon is alive to defend.

STATISTICS

Str 8, **Dex** 25, **Con** 20, **Int** 16, **Wis** 19, **Cha** 33

Base Atk +11; **CMB** +18; **CMD** 27

Feats Ability Focus (blinding beauty), Ability Focus (stunning glance), Agile Maneuvers, Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (evocation) Improved Initiative, Quicken Spell, Spell Focus (evocation), Still Spell, Weapon Finesse

Skills Bluff +24, Diplomacy +22, Escape Artist +18, Fly +24, Handle Animal +17, Heal +12, Knowledge (arcane) +10, Knowledge (nature) +14, Knowledge (religion) +10, Linguistics +9, Perception +25, Sense Motive +25, Spellcraft +18, Stealth +18, Swim +18

Languages Abyssal, Aklo, Common, Celestial, Draconic, Giant, Infernal, Sylvan

Treasure double (58,500gp +1 spell storing returning dagger (*vampiric touch*), bracers of armor +4, cloak of resistance +2, headband of alluring charisma +4, lesser metamagic rod of silent, mwk dagger, courtier's outfit, 1000gp jewelry)

SQ inspiration, unearthly grace, wild empathy +25

Bloodline Elemental (fire): 12/day—elemental ray (+18 ranged touch, 1d6+2 fire damage)

SPECIAL ABILITIES

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of Meabh Liadan. Those who look directly at her must succeed on a DC 25 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based and includes a feat bonus.

Inspiration (Su) Meabh Liadan can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries Meabh Liadan's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has Meabh Liadan for a muse in this way can use his bardic performance for an additional 11 rounds per day. Meabh Liadan retains a link to her token and its carrier as if she had cast a status spell on the carrier. She can end this effect at any time as a free action. Meabh Liadan may only inspire one creature at a time in this manner.

Spells (Su) Meabh Liadan casts spells as a 17th-level druid, but cannot swap out prepared spells to cast summon spells.

Stunning Glance (Su) As a standard action, Meabh Liadan can stun a creature within 30 feet with a look. The target must succeed on a DC 27 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based and includes a feat bonus.

Unearthly Grace (Su) Meabh Liadan adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except Meabh Liadan has a +6 racial bonus on the check. The nymph's effective druid level is equal to her HD for determining her total modifier to the check.

Combined Spells (Su) Meabh Liadan can prepare and cast druid spells using the available slots from her sorcerer spells. Spells prepared or cast in this way take up a slot one level higher than they originally occupied. Meabh Liadan can not use this ability with spells that are higher than 6th level in power. The components of these spells do not change, but they otherwise follow the rules for the spellcasting class used to cast the spell.

Spell Synthesis (Su) Meabh Liadan can cast two spells, one from each of her spellcasting classes, using one action. Both of the spells must have the same casting time. She can make any decisions concerning the spells independently. Any target affected by both of the spells takes a -2 penalty on saves made against each spell. The mystic theurge receives a +2 bonus on caster level checks made to overcome spell resistance with these two spells. A mystic theurge may use this ability once per day.

Originally from the Material Plane, Meabh Liadan has served Auberyon for over a century, sometimes as a lover, more often as a friend. Despite his detachment Meabh remains loyal to the Solstice King, believing in his causes if not entirely with his headstrong manner. She is a far more subtle creature than her liege; she never reveals that she is a nymph if at all possible using magic to conceal her true features. At best, those with *true sight*, realize that she is an exceptionally beautiful woman, but that is all. Meabh keeps her blinding beauty suppressed until there is strong need to reveal her blinding countenance.

She has a secret soft spot in her heart for the kind hearted; which she would admit is a concession to sentimentality. She tries to temper Auberyon's more ruthless suggestions with soft advice, but nevertheless carries out his orders as they are given. While Auberyon is a very hands on sort of manager, Meabh keeps track of his finances for him and arranges his schedule as needed.

Dreamburning and Meabh Liadan

Hope: Though Meabh has become a creature of intrigue and deception, she still longs to find true romance. Her fondest hope is to find someone who loves her as she is and returns her passion with passion

Aspirations: Meabh Liadan's aspiration is to leave Auberyon's service and have her freedom. But she will never do this until some other woman can take her place at his side, tending to his needs and carrying out his wishes.

Goal: Meabh Liadan's current goal is for herself and Auberyon to depart from the Coliseum Morpheuon and return to some more wild land. She considers Auberyon's obsession in discovering the secrets of the Umbral Blot to be unhealthy for them all and she fears the consequences of a possible confrontation with the Khan.



Munt Pan Nadish

Small, twisted and steamy, this little, winged man sports a rather full beard for a mephit. Armed and armored, he struts around boldly, acting for all the world as if he were three times bigger than he truly is.

Munt Pan Nadish CR 19 (XP 204,800)

Male Bearded-Devil-Bound Steam Mephit Fighter 16
N Small outsider (evil, fire)

Init +9; **Senses** darkvision 60 ft., Perception +6

DEFENSE

AC 32, touch 17, flat-footed 27

(+11 armor, +5 Dex, +3 natural, +2 profane, +1 size)

hp 162 (1d3+12+1d6 fire plus hair attack and infernal wound)

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

Defensive Abilities armor training 4, bravery +4 **DR** 5/magic;

Immune fire, poison; **Resist** acid 10, cold 10

Weaknesses cold

OFFENSE

Spd 30 ft., fly 40 ft. (average)

Melee 2 +1 flaming burst kukris +31/+31/+26/+26/+21/+21/+16 (1d3+12+1d6 fire plus hair attack and infernal wound; 16-20/x2 + 1d10 fire), or 2 claws +28 (1d3+5 plus hair attack and infernal wound)

Special Attacks battle frenzy, boiling rain, breath weapon, hair attack, rend (1d10+3, 1/round)

Spell-Like Abilities (CL 6th)

1/day – summon (level 2, steam mephit)

1/hour – blur

TACTICS

Before Combat Prior to combat Munt unstops his decanter of endless steam to insure his quick healing is active. If he can, he launches a tangle-foot bag to slow up the opposition.

During Combat Munt relies on his small size and mobility to weave in and out of opponents, jumping in to attack and moving back out again as necessary. His style relies on him hitting often and so he seeks to gain any advantage, whether it be higher ground, flanking or sickened opponents. He reserves his boiling rain and battle frenzy for moments when he is hard pressed but uses his breath weapon as often as he can.

Morale Munt is stupid but not suicidal. He flees combat any way he can when reduced to less than 50 hp.

STATISTICS

Str 19, **Dex** 20, **Con** 14, **Int** 4, **Wis** 11, **Cha** 14

Base Atk +19; **CMB** +22; **CMD** 35

Feats Dodge, Double Slice, Improved Initiative, Greater Two Weapon Fighting, Greater Weapon Focus (kukri), Greater Weapon Specialization (kukri), Improved Critical (kukri), Improved Two Weapon Fighting, Lightning Stance, Mobility, Skill Focus (perception), Spring Attack, Toughness, Two Weapon Defense, Two Weapon Fighting, Weapon Finesse, Weapon Focus (kukri), Weapon Specialization (kukri), Wind Stance 1 more

Skills Fly +13, Perception +25, Stealth +15

SQ weapon training (light blades +3, Spears +2, natural +1)

Combat Gear 2 +1 flaming bursts kukris, +5 mithral chain mail;
Other Gear belt of giant strength +4, decanter of endless steam, immovable rod, 4 tanglefoot bags.

Decanter of Endless Steam

Aura moderate transmutation; **CL** 9th

Slot none; **Price** 11000 gp; **Weight** 1 lb.

DESCRIPTION

When the spout of this brass decanter is unstopped, an endless supply of steam pours out. The steam issues forth at a rate guaranteed to keep a 5 foot square around the decanter filled with steam. Those who place themselves (or are placed) directly over the spout take 1 point of fire damage a round, but otherwise the steam deals no damage, nor does it provide cover. Once a day, a single creature with the fire subtype may drink from the decanter and be healed of 3d8+9 points of damage. Those without the fire subtype take 2d4+5 points of damage from such an attempt.

CONSTRUCTION

Requirements Craft Wondrous Item, create water, burning hands, cure serious wounds; **Cost** 5500 gp

SPECIAL ABILITIES

Battle Frenzy (Ex) Twice per day, Munt can work himself into a battle frenzy similar to a barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 penalty to AC). This frenzy lasts for 7 rounds.

Boiling Rain (Su) Once per day Munt can create a rainstorm of boiling water in a 20 ft. square area/ Living creatures within the area take 2d6 points of fire damage (Fortitude DC 23 half; caster level 6th). This ability is the equivalent of a 2nd level spell. The save is constitution based

Breath Weapon (Su) Munt can breath a 15 ft. cone of steam every 4 rounds as a standard action. The cone deals 1d4 fire damage and sickens living creatures for 3 rounds. A DC 22 Reflex save halves and negates the sickness. The save is constitution based and includes a +1 racial bonus.

Hair Attack (Su): Munt's steamy beard grows unusually long. If Munt hits with a melee attack while using a full attack action, its hair automatically hits the same target, dealing 1d8 points of fire damage. The target must succeed on a DC 21 Fortitude save or contract devil chills (incubation period 1d4 days, damage 1d4 Strength).

Infernal Wound (Su): Munt's natural and weapon attacks cause persistent wounds that do not heal naturally and resist healing spells. Any creature damaged by such an attack loses 2 additional hit points each round. The continuing hit point loss can be stopped by a DC 21 Heal check, a cure spell, or a heal spell. However, a character attempting to cast such a spell must succeed on a DC 21 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss. The infernal wound is a supernatural ability of Munt himself, not of his weapon. The saves are constitution based.

Munt Pan Nadish is little more than a thug, albeit a thug of small stature in service to a powerful efreeti. He thinks highly of himself, not quite aware of his own intellectual shortcomings. The Padish of Swirling Ashes utilizes Munt as a bodyguard, and when necessary a messenger boy, so long as the message involves violence and the instructions are easily remembered.

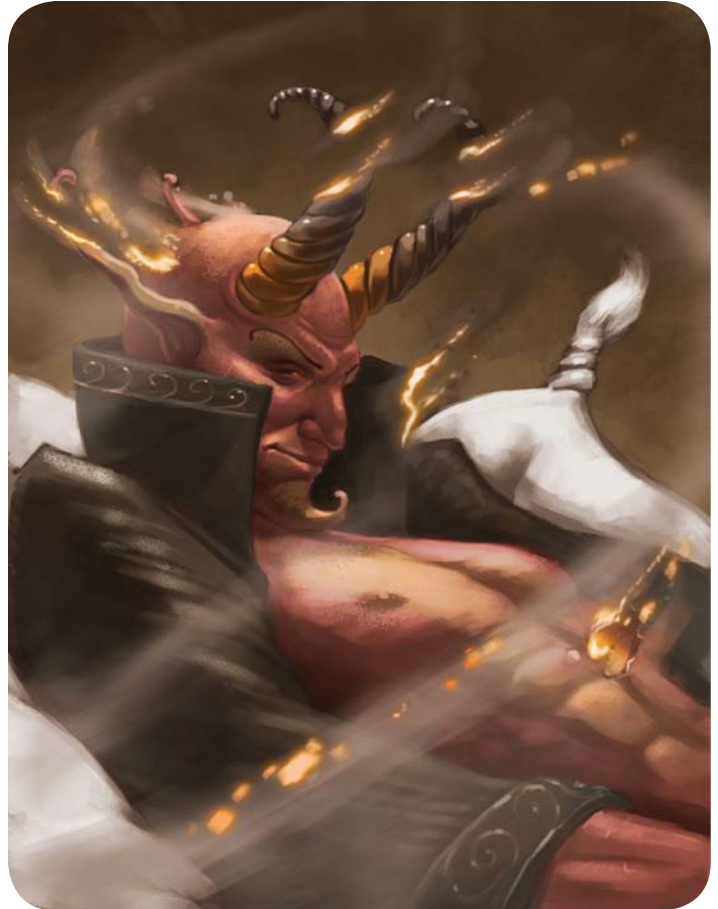
Munt is a bully, only impressed by shows of strength and easily angered. Insecure in his own strength, Munt desiring to make himself 'mighty,' long ago entered into a contract with a devil and still, upon occasion, unknown to even his employer, Munt does small favors for this devil, normally favors which involve killing this or that individual.

Dreamburning and Munt Pan Nadish

Hope: Munt had several siblings, none of whom he has seen in over a hundred years. He hopes for the day when they can be reunited and each of them acknowledges that he, Munt Pan Nadish, is truly the most important of the whole brood.

Aspiration: Munt Pan Nadish has always wanted to be nobility. He longs for the time when he has a domain of his own and others bow to him.

Goal: Munt would like his healing to work faster and his skin to be invulnerable to wounds. He dreams of being the ultimate fighter, unstoppable and unkillable.



The Pasha of Swirling Ashes

Red skinned, handsome and possessed of a wicked smile, the Pasha of Swirling Ashes reclines in comfort as he surveys those around him. His eyes, one notices, linger longest on the ladies.

The Pasha of Swirling Ashes CR 20 (XP 307,200)
Male Advanced Efreeti Bard 2/Duelist 10
LE Large outsider (extraplanar, fire)
Init +20; **Senses** darkvision 60 ft., *detect magic*; Perception +28

DEFENSE

AC 48, touch 32, flat-footed 28
(+6 armour, +12 Dex, +7 Int, +3 deflection, +1 dodge, +10 natural, -1 size)
hp 273 (20d10+2d8+154)
Fort +17, **Ref** +34, **Will** +21; +4 vs bardic, sonic, or language-dependent effects
Defensive Abilities canny defense, elaborate defense, enhanced mobility, evasion, parry, well-versed; **Immune** fire;
Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)
Melee +3 *wounding rapier of speed* +36/+36/+31/+26/+21 (1d8+22/15-20 plus 1 bleed)
Ranged *scorching ray* (3 rays) +32 touch (4d6 fire)

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

Special Attacks change size, crippling critical, heat, riposte, staggering critical, stunning critical

Bard Spells Known (CL 2nd)

1st (4/day) – *cure light wounds, undetectable alignment, ventriloquism*

0 – *mage hand, mending, message, prestidigitation, read magic*

Spell-Like Abilities (CL 11th)

Constant – *detect magic*

At will – *plane shift* (willing targets to elemental planes, Astral Plane or Material Plane only), *produce flame, pyrotechnics* (DC 17), *scorching ray*

3/day – *invisibility, wall of fire* (DC 19)

1/day – grant up to 3 *wishes* (to non-genies only), *gaseous form, permanent image* (DC 21)

TACTICS

Before Combat The Pasha never initiates combat. As he sees it, the master does not bare his teeth at the dog; rather, he strikes the dog down if the dog dares bare its teeth at him. If possible, the Pasha sends in underlings to battle opponents first, giving himself time to gauge the abilities of any would be foes. He challenges worthy foes to single combat before he is attacked.

During Combat The Pasha makes full attacks whenever possible, hoping to get critical hits so that he can combine the effects of his crippling critical duelist ability and his Stunning Critical feat. If fighting an enemy that is easy to hit, or who is immune to precise strike (-10 damage), he uses Power Attack (-6 to hit, +12 damage). If the enemy is able to hit his considerable AC, he fights defensively (-4 to hit, +6 AC). He maintains a superior smile at all times.

Morale While justifiably proud of his skills, the Pasha is nevertheless highly intelligent. He never fights to the death, and saves surrender for a last resort. Normally, the Pasha fights until reduced to less than 100 hit points. At that point he mockingly thanks his opponents for the sport, bows, and plane shifts away in a flash of fire. If he is aware that planar travel is interdicted (via *dimensional anchor* or the like), the Pasha flees if reduced below 150 hit points, using *invisibility* and his natural flight to facilitate his escape. If reduced to below 50 hit points and unable to flee, the Pasha calmly surrenders, offering his wishes in exchange for his life. If this occurs, the Pasha tries to have his vanquishers slain at the earliest opportunity. He thinks of nothing else, and spares no expense to bring about their demise and thus conceal his shameful defeat.

STATISTICS

Str 29, **Dex** 34, **Con** 22, **Int** 24, **Wis** 16, **Cha** 21

Base Atk +21; **CMB** +31; **CMD** 57

Feats Combat Reflexes*, Critical Focus, Deflect Arrows*, Dodge, Improved Critical (rapier), Improved Initiative, Leadership, Mobility, Power Attack, Staggering Critical (DC 31), Stunning Critical (DC 31), Toughness, Weapon Finesse, Weapon Focus (rapier)

* Duelist feat; only applies when wielding one-handed piercing weapon

Skills Acrobatics +37, Appraise +32, Bluff +30, Diplomacy +30^H, Fly +43, Intimidate +30, Knowledge (arcana) +22, Knowledge (local) +33^H, Knowledge (nobility) +33^H, Knowledge (the planes) +33, Linguistics +32, Perception +28, Perform (oratory) +30, Sense Motive +30^V, Spellcraft +22

^H Skill gained via headband of vast intelligence

^V Skill gained through versatile performance ability; uses Perform rank

Languages Aquan, Auran, Common, Ignan, Terran, plus 22 others; telepathy 100 ft.

SQ acrobatic charge, bardic knowledge, bardic performance (11 rounds/day), change shape (humanoid or giant, *alter self* or *giant form I*), *countersong, distraction, fascinate*, improved reaction +4, *inspire courage* +1, precise strike, no retreat, versatile performance (perform: oratory)

Combat Gear *cube of frost resistance, necklace of fireballs (type VII), wind fan*; **Other Gear** +3 *wounding rapier of speed, belt of incredible dexterity* +4, *bracers of armour* +6, *headband of vast intelligence* +4 (knowledge:local, knowledge:nobility), *ring of protection* +3, *vest of resistance* +5, 12,800 gp remaining (305,200/318,000 spent)

SPECIAL ABILITIES

Change Size (Sp) Twice per day the Pasha can magically change a creature's size. This works just like an enlarge person or reduce person spell except that the ability can work on the efreeti. A DC 16 Fortitude save negates the effect.

Heat (Ex) The Pasha's body deals 1d6 points of fire damage whenever he hits in melee, or in each round he grapples.

The Pasha, a notorious womanizer, gambler and glutton, is currently on an extended vacation away from his home in the City of Brass until he figures out a way to apologize to a certain powerful noble for deflowering his virgin daughter. The Pasha spent much time simply gambling on the games in the Coliseum Morpheuon until he realized that his funds were going to be depleted and he needed a source of income. Thus he invested his remaining funds in sponsoring a team and was pleasantly surprised when they managed to turn him a profit. Since then he has acquired several other teams and is always on the lookout for new talent. Unfortunately for the Pasha, though his teams bring him a good bit of cash, he has a tendency to spend through it almost as quickly as it comes in and currently owes several lenders, including the Khan.

Dreamburning and the Pasha of Swirling Ashes

(*note: The Pasha's dreams reflect the fact that he has already, foolishly, burnt some of his dreams.*)

Aspiration: Once a fond hope, now degraded, the Pasha still longs for the day when he has no financial worries. Though accustomed to wealth, he is constantly in debt and he would prefer not to have to ever have to worry about it again.

Aspiration: A true gambler, the Pasha dreams of the perfect streak of luck, one without end where all his numbers come up right and the money flows into his purse.

Chapter Six: An Overview of the Epoch

Legends are born, and dreams are shattered, nightly in the Chimeric Amphitheater of the Coliseum Morpheuon. Many grand tournaments take place within the ever-changing walls of this prestigious arena, events which are attended by the most powerful and wealthy of spectators. Gladiators and onlookers alike flock to the wondrous arena from a hundred planes every day. Yet no single tournament matches the prestige and spectacle that is the Damnation Epoch. Once every hundred years, the Khan of Nightmares offers forth the Cup of Desires, a magical vessel of dreams, containing the means to grant a hundred wishes to the team that wins the tournament. It is an exciting competition, filled with danger, both in and out of the arena, and only the most skilled and the most daring are invited to participate.

The Background of the Damnation Epoch

When the Khan of Nightmares first bound the pit fiend, Akinshata, and built the Chimeric Amphitheater, he decided to utilize the wishes of the pit fiend as an incentive to attract the most powerful competitors he could. Using dark rites and the power of the Chimeric Amphitheater, he fashioned the Cup of Desires and offered it as a reward in a tournament that he called the Damnation Epoch.

Minor Artifact: The Cup of Desires

Aura strong universal; **CL** 18th

Slot none; **Weight** 2 lbs.

Description

A gold chalice, encircled with red rubies, the Cup of Desires was fashioned by the Khan of Nightmares as a prize for his tournament, the Damnation Epoch. Once a year, a drink from the cup imparts a *wish*, granted by the bound pit fiend Akinshata. The wish has a tendency to be fulfilled, if possible, through the suffering of strangers but otherwise works as the spell. Once every hundred years, the Khan of Nightmares can summon the *Cup of Desires* back to himself, regardless of where the cup is located or what planes they are individually on.

Destruction

Were Akinshata to be freed from his imprisonment, the Cup of Desires would be rendered powerless.

The first Damnation Epoch was everything the Khan could have hoped for and it has only grown in both appeal and scope in the thousand years since. The wealth generated by the Epochs, and those many tournaments between, is more than enough to buy the Khan ten times more wishes than those he gives away. The Khan has poured much of his wealth into attracting ever more powerful competitors and this year, as the

tenth Damnation Epoch begins, the field is full of dangerous individuals, all vying for the chance to win a hundred years' worth of wishes, each team possessing their own goals, motivations and quirks.

As the Epoch unfolds, battles are fought both on and off the arena floor. Various competitors seek to weaken the opposition through means both fair and foul, though mostly foul. Benefactors do what is necessary to spur their athletes on to greater heights. Meanwhile certain powerful individuals (in particular Auberyon, Lady Puzzledeep and Akinshata) pursue personal goals that could well destroy the Tournament. Auberyon wishes to destroy the Umbral Blot, the source of the Khan's power. Lady Puzzledeep seeks to find some weakness in the Khan and exploit it in order to undo him. Akinshata simply wants to be free. The Khan, aware of most of this intrigue, and delighted by the sport, does all he can to stir the pot and bring feelings to a head.

A Summary of the Damnation Epoch

The PCs receive an invitation from the Queen of Thistles to enter the Damnation Epoch. Attached to this invitation is an enchanted tuning fork, which, in connection with *plane shift*, transports the PCs to the shore of the Island of the Coliseum. Once upon the island they face a series of tests, culminating in an actual competition within the Chimeric Amphitheater against a villainous team, The Dirges. The PCs do well enough to impress the Khan, who, at a party after the competition, repeats the invitation to enter the Epoch. When the PCs accept, the Khan introduces them to one or more benefactors interested in supporting and shepherding them through the contests.

The PCs are housed in the Pagoda of Patricide at the expense of the Khan, where they have ample opportunity to interact in some of the intrigues of the Coliseum. The entire Epoch is scheduled to take 21 days. When the Damnation Epoch begins, the different challenges occur at the approximate rate of one every other night, each of the hundred teams undertaking the same tests, with a few eliminated each evening. Each event is scored, and, besides death, low scores also serve to eliminate the weaker teams. The first few challenges are both daunting and dangerous, but as the games progress, the tests become ever more deadly, with the penultimate challenge pitting teams against the Tarrasque and the final challenge being to survive the Voracious Visitor itself. If all goes according to the Khan's plan, only one team will remain at the end to claim the Cup of Desires. All the rest will lie dead.

Of course, underlying the games are a host of sub-plots, intrigues, mysteries, vendettas and personal quests, many of which have the ability to throw the games into disarray and disrupt the carefully laid plans of the Khan. Which of these sub-plots to use, if any, is left up to the GM.

Adapting the Damnation Epoch

The events of the Damnation Epoch are purposefully presented in a very free-form manner. High level PCs, particularly those that have survived months, or possibly even years, of a campaign tend to possess well-established motivations and back-stories. GMs in such a case must adapt what is to come according to what has come before. Our goal in presenting the Damnation Epoch is to present a set of tools allowing GMs to easily adapt the tournament to their own needs.

An Overview of the Contents of This Adventure

This chapter contains a general discussion of the Epoch. Chapter seven, “An Invitation to Damnation,” presents an introductory adventure designed to bring PCs onto the Plane of Dreams, introducing them to some of the personalities involved in the Coliseum Morpheuon. Chapter eight, “The Tests of the Coliseum Morpheuon,” provides a set of encounters and events for GMs to use outside the arena floor, when PCs are not competing. These events are meant to capture the decadent intrigue which permeates the Khan’s Coliseum. Chapter nine, “The Tests of the Damnation Epoch,” provides the actual events of the competition. These are the challenges and games which will ultimately decide who wins the Cup of Desire. Chapter ten, “Secrets of the Coliseum Morpheuon,” presents the GM with optional encounters, each designed to facilitate certain story lines which might intersect with the Damnation Epoch. Though all of the events and contests are, of course, optional, the contents of chapter ten are more so and it is doubtful a GM will choose to utilize every possible story and scenario in any one campaign.

It is recommended that a GM running the Damnation Epoch choose an overarching storyline to interweave with the events occurring in the Coliseum and the actual challenges of the Damnation Epoch. The actual contests, in game, should occur at the rate of one every other night, more or less, until they finally culminate in the final free-for-all that is “The Coming of the Voracious Visitor.” A typical gaming session, once the PCs have entered the tournament, should begin with Coliseum intrigue, move on to one of the Epoch contests, and then wind down with an after-competition celebration in which rewards are given and alliances are forged (or broken). Applying such an episodic formula to the Epoch will help give it structure and reinforce the fact that this is a competition which marches inexorably towards the announcement of a winning team. Any intrigue outside the competition and any goals the PCs might have besides the Cup of Desire do not alter the environment in which the PCs must operate: a series of gladiatorial games.

What follows are some suggested storylines to use against the backdrop of the Damnation Epoch. GMs should choose one according to the needs of their players and according to their own artistic tastes. Nor should GMs feel bound by any of these suggestions.

Dwellers on the Island


While it is assumed that many GMs will utilize the Damnation Epoch in campaigns which begin somewhere other than the Plane of Dreams, the Campaign material presented in this book might inspire GMs to run a campaign in which the PCs are residents of the island. In such a scenario, low-level PCs would begin their careers building a reputation on the island and competing in the Theater of Triumph and the Probationer’s Park. GMs might review some of the adventure seeds from **Chapter Four**, incorporating the scenarios there with involvement in the games, using an episodic format similar to the one suggested above. In such a campaign, it is likely that the PCs will already know a good deal about some of the intrigues and personalities of the Coliseum Morpheuon before the Damnation Epoch begins. Around the time the PCs are 12th level, they should come to the attention of the Khan and receive an invitation to an event in the Chimeric Amphitheater. The Epoch itself, however, does not start until the PCs are 16th level, and powerful enough to deal with the challenges. GMs can alter the events described in **Chapter Seven – An Invitation to Damnation**, as necessary. GMs should also, at this point, begin weaving in another of the story-arcs presented in this section.

The Salvation Epoch

Lady Puzzledeep seeks to redeem herself through destroying the Khan. In this scenario, the party is approached by Jig prior to their reception of the Queen of Thistle’s invitation to participate in the Damnation Epoch. Jig informs the PCs of the Epoch, making it clear he wants the PCs to assist him in steering the Witch of Stolen Hopes back towards the light but he does not want her to know that the PCs are doing so. He feels that with the right encouragement, Lady Puzzledeep will make the right choices in her path towards salvation. He also feels the Cup of Desire holds the key to defeating the Khan and promises to do all he can to help the PCs win the Epoch. This scenario works well for good-aligned PCs with strong religious ties. Consider encouraging the PCs to choose the Pasha of Swirling Ashes, the Dragon of the Ghostdance or the Jack of Diamonds as a benefactor, downplaying the goals of Auberyon so as to focus better on the story of Lady Puzzledeep’s redemption. Alternatively, tying Auberyon into the plot could create a grander climax in which the Khan’s enemies rise up against him as a whole.

Destroying the Umbral Blot

The Umbral Blot is central to the power of the Khan of Nightmares. Destroying the Blot, or at least destroying the Khan’s connection to the Voracious Visitor, would go a long way towards undermining the Khan’s power. Auberyon has made the destruction of the Blot his goal and he is looking for tools that will help him achieve this goal. In this scenario, the PCs are approached by Auberyon before they receive the Queen of Thistle’s invitation to participate in the Damnation Epoch.



In addition to the PCs being able to keep the Cup of Desires, Auberyon promises to personally reward them should they help him. He desires for the PCs enter the Damnation Epoch and seek for a method to destroy the Blot, perhaps utilizing the final event of the Epoch as an opportunity to do so. This scenario works well for PCs with a strong tie to the natural world. The PCs would, of course, have Auberyon as their benefactor in this story-arc.

Designer's Notes: To Kill the Khan or to not Kill the Khan?

One question a GM should settle fairly early is whether to bring the PCs into direct confrontation with the Khan. None of the scenarios presented here necessarily require the Khan to be either fought or defeated and taking on the Khan will make any scenario much more dangerous for the PCs. If the Khan is killed, the Coliseum does not end, control of it passes to his killer, but the nature of the island could well be radically altered. Chapter ten includes further thoughts on this question and discusses the ramifications of the choice in each scenario.

The Pasha's Riches

Everyone knows that the Pasha of Swirling Ashes left the City of Brass because of an affair with a noble-born lady. Everyone also knows that the Pasha is constantly on the verge of bankruptcy due to his gambling. There is a little more to the story, however. The Pasha, certain powerful individuals believe, managed to steal a huge amount of money before he left his home plane. These entities are convinced he still possesses this money and only pretends to be perpetually on the edge of financial ruin. They observe, sagely, that he always manages to have the money necessary with which to indulge his carnal desires. In this scenario the PCs are approached, prior to receiving the Queen of Thistle's invitation to participate in the Damnation Epoch, by a group of efreets from the City of Brass. This group represents those who would like to hire the PCs to look into the activities of the Pasha, determine where he keeps his stolen loot, and assist when it is time to bring the miscreant to justice, all the while using the contests of the Damnation Epoch as a cover for the investigation. This scenario works well for PCs who have done previous work as bounty hunters and who do not mind working for evil entities in the cause of justice. Choosing the Pasha as a benefactor will allow PCs greater access to his secrets.

The Dragon's Mate

Though he attempts to hide it, the quest of the Dragon of the Ghostdance for the perfect mate is an open secret known by almost everyone on the Island of the Coliseum. In

this scenario the PCs, having entered the Damnation Epoch, adopt the Dragon of the Ghostdance as their benefactor. In the course of the Epoch, the PCs have opportunities to learn of the Dragon's desire, find the perfect spouse for him, and bring the two together. The scenario works best for players who enjoy intense in-character interactions mixed with their combat, and those who have shown a penchant for in-game romance.

Sympathy for the Devil

Akinshata has been bound for a thousand years, a circumstance he finds most bothersome, especially as he considers the Khan of Nightmares to be less than his equal in terms of both intellect and ambition. Nonetheless, the devil, eternally patient and longsuffering in his wicked schemes, bears it as he subtly influences events and personalities to bring about the downfall and damnation of the Khan. When the PCs enter the tournament, Akinshata senses in them an opportunity to further his plans and seeks to convince them to allow him his freedom. Unknown to even the Khan, Akinshata also possesses the ability to alter the Chimeric Amphitheater and does so subtly, changing hallways so that certain individuals are brought together at opportune times and planting clues in the middle of the games as to the methods by which he might be set free. This scenario works for PCs who might be sympathetic to the suffering of anyone, no matter how vile, or for those that are easily tricked. It is also suitable to be used in connection with any of the other scenarios as a secondary sub-plot.

Setting the Captives Free

The opulence of the Coliseum Morpheuon stands in stark contrast to the wretched conditions of its slaves. The oneirobound have a miserable existence and most of them aren't self aware enough to do anything about it. The Lords of Dingué have set into motion a plan to free great numbers of these slaves, right out from under the nose of the Khan of Nightmares. All they need is someone on the inside of the Damnation Epoch. Before they receive the Queen of Thistle's invitation to the Damnation Epoch, the PCs are visited in their dreams by the Oneirobound Lords of Dingué who plead for the PCs to help them. They desire the PCs to enter the Epoch and thus gain access to the chambers of the Coliseum Morpheuon. A drug has been devised which will, when activated, awaken oneirobound enough to allow them to make rational choices. The PCs are to administer the drug to as many of the slaves in the Coliseum as possible. Then, when the Epoch reaches its finale, the Lords of Dingué plan to open portals through which the slaves can escape while all eyes are focused elsewhere. This scenario works well for PCs who are known to be freedom fighters or who have previously fought against slavery on their own world. The choice of a benefactor in this scenario is not as important as in some other scenarios.

The Cup of Desires

Your players hate romantic backstories, aren't much for complicated plots and prefer beating up bad-guys and looting their bodies. In such a case, we recommend you focus primarily on the reward of a hundred wishes and the challenge of the games. Keep the various sub-plots in the background and don't worry too much about who the PCs choose as their benefactor. In this scenario, the PCs really are in it for the glory and the Cup. GMs should begin with the "**Invitation to Damnation**," use the events of **Chapter Eight** as desired, all the while focusing on the contests in **Chapter Nine**. The material in **Chapter Ten** can mostly be ignored for this set-up.

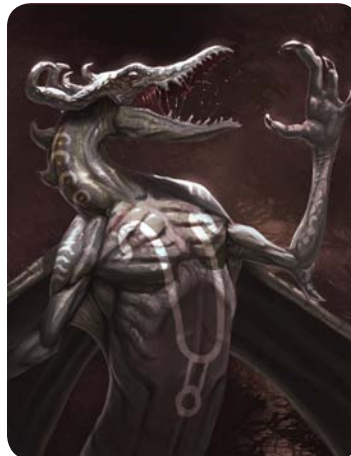
The Benefactors

The Khan of Nightmares devotes his time to planning parties and contests for the Chimeric Amphitheater. He leaves oversight of the Coliseum's staff, including competitors, to his majordomo, Khanbika Khongordzal; the Queen of Thistles. Khanbika, in turn, spends her time making schedules, issuing invitations, and ordering things to her satisfaction. She leaves the management of the actual teams to benefactors.

In theory, the benefactors contribute financially to the needs of a team out of the largeness of their hearts and their love for the sport. In practice, most view themselves as team owners, taking a percentage of each team's winnings in exchange for their financial investments. The role of each benefactor changes from individual to individual with some taking a very hands-on approach to the development of their teams while others simply supply the gold and expect their teams to spend it wisely. Beyond financial support, benefactors also operate as go-betweens for team members and the Queen of Thistles. As such, being a benefactor, of necessity, implies a certain level of familiarity with the operations of the Coliseum Morpheuon.

For the duration of the Damnation Epoch, the PCs are adopted by one of the Coliseum's benefactors. In terms of the game, the benefactor serves to provide the PCs with direction, indicating where they are supposed to be, who they are supposed to meet, and when they are wanted for a competition. Beyond this, the PCs' benefactor serves to provide material rewards, allowing the PCs to maintain the expected level of wealth. This is important, in terms of balance, as the competitions do not, in and of themselves, allow the opportunity for PCs to gather treasure as they gain experience. Moreover, depending on which campaign scenario the GM chooses, a benefactor may play a greater or lesser part in providing impetus for the plot.

The statistics for four benefactors are provided in full in **Chapter Five**, but they are just a sample of the many benefactors involved in the Damnation Epoch. There are a hundred teams and almost half that many benefactors. Just a few of these benefactors are mentioned here.



Dragon of the Ghostdance

A very hands-on benefactor, the Dragon of the Ghostdance favors teams which make heavy use of spellcasting. He treats his teams well, especially the females on those teams. The Dragon rarely has more than two teams under his wing at any given time.



The Jack of Diamonds

A dominating benefactor who micromanages his many teams, the Jack of Diamonds always has at least one team of awakened constructs in his arsenal. The Jack has a closer relationship with the Khan and the Queen of Thistles than other benefactors and his teams are frequently given favorable treatment in the Coliseum.



Auberyon, The Solstice King

Auberyon is one of the more laissez-faire of the benefactors. He only chooses to support those teams that are already successful, having no desire to babysit a group in need of more training and experience. That being said, Auberyon is very enthusiastic about the games and rewards success from his teams well. Auberyon seldom has more than two teams at a time.



The Pasha of Swirling Ashes

Fairly lazy in his management style, the Pasha spends more time in decadent carousing than he does in the promotion of his teams. However, the Pasha believes in treating his people luxuriously and they are always well equipped, well fed and well cared for. At any given time, the Pasha of the Swirling Ashes can have as many as a half a dozen teams in his stable.

Ahinixallakon

An ancient gold dragon wearing the guise of a venerable white-haired warrior, Ahinixallakon detests the Khan and the Coliseum, but he nevertheless occasionally promotes a team if he feels their cause is just. The story of the Gray Feathers was enough to bring him back to the Island of the Coliseum though he continues to avoid the “festivities” of the Khan as much as possible.

Damas the Lithamillite

A good-natured cleric given to wine, music and the roll of the dice, Damas is a favorite at after-game parties and festivities. However, Damas is also a lover of freedom and a spy for the Lords of Dingue, constantly on the alert for weaknesses in the Coliseum’s security. Damas only promotes good-aligned groups, and many of his teams are also agents for Dingue. Damas maintains only one or two teams at a time.

Lord Gabriel Le’Chance

A vampiric drider with a penchant for the dark arts, Le’chance hides a vicious heart under a debonair exterior. A master of subtle and rather vicious vengeance, Le’chance consistently presents a cheerful, generous front even as he plots to torture and kill those that displease him. Le’Chance, who generally fields two or three teams at any given time, prefers undead gladiators, which is one of the reasons he has not climbed higher in the Khan’s good graces.

Rivals for the Cup

The Damnation Epoch features a hundred teams, all competing for the Cup of Desires. Two of those teams, The Dirges and the Gray Feathers, have complete stats presented at the end of this book. These two teams in particular will serve as foils for the PCs and will be mentioned throughout the adventure. Several others are mentioned here as well, to better help GMs describe parties, competition standings and

other events in which a team name and description might be desirable.

The Dirges are a team of villains who are eager to obtain the Cup of Desires and the wishes its grants. The Dirges bought their way into the competition, bribing the Khan with slaves, but they are nonetheless a formidable group of opponents. Benefactor: The Jack of Diamonds.

The Gray Feathers are a team of former villains who seek ultimate redemption for their past misdeeds. They originally joined the competition in the hope that the Cup of Desires would aid them in remaining pure of heart, but the longer they remain on the Island of the Coliseum, the more they feel compelled to do something about the many evils that abound. Benefactor: Ahinixallakon.

Renewed Vengeance is a team of orcs and half-orcs: travelers on the Slumbering Sea who arrived at the Slumbering Docks for the express purpose of joining the Damnation Epoch. Unknown to all, they are actually a team of reincarnated Wyrds who previously died attempting to assassinate the Khan. They are hoping the Epoch gives them a chance to finish their original mission. Benefactor: The Pasha of Swirling Ashes.

The Knights of the Absolution Rose is a team of heroes dedicated to a goddess of sacrifice and redemption. Each of them has committed crimes for which they wish to atone. Though they are ostensibly after the Cup of Desires, in truth their goal is to spy out the Khan’s weaknesses. The Knights fight with honor and dedication, keeping themselves apart from anything that might besmirch their reputation. Benefactor: Damas the Lithamillite.

The Shards of the Black Mirror are a group of self-aware black obsidian constructs, each fashioned in a different style, and given different abilities in order to form the “perfect” team. No one knows who fashioned these constructs, but Coliseum gossip pegs them as the Khan’s ringers. Benefactor: The Jack of Diamonds.

The Sisters of the Wild Coast are a collection of spellcasting women who ply the Slumbering Sea as merchants, pirates and slavers. While not exactly evil, neither are they known for their scrupulous ethics. Though willing to use any tool at their disposal to vanquish an opponent, both before and during a match, they are in the competition more for the fun of it than any actual desire to win. Benefactor: The Dragon of the Ghostdance.

The Silent Knives of our Whispering King are dream-walking bugbears with a penchant for blood and necromancy. Moving with a preternatural stealth and rarely speaking, these death worshipers are unnerving in the extreme. In competition, they act with a single-minded lethality, using straightforward but effective tactics. Benefactor: Lord Gabriel Le'chance.

The Khan of Nightmares and the Damnation Epoch

When one considers all the individuals involved in the Damnation Epoch and the intersection of so many varied stories and lives, one soon realizes that a single individual stands at the center of it all: the Khan of Nightmares. As a villain, the Khan presents an interesting challenge for GMs. He must be central to the campaign, but never overshadow the actions of the PCs. He must be villainous, but yet possessing of sufficient charm so as to provide good companionship. He must threaten the PCs, and their values, but never in a way that encourages a direct assault. Indeed, it should be made obvious to PCs that attacking the Khan is almost certain suicide. To this end, the introduction, "Invitation to Damnation," ends with a dinner party held in honor of the PCs and the Dirges. The purpose of this encounter is to make all of these points sufficiently clear. Ideally, the PCs should have only a hint as to the true nature of the Khan, most of it based on heresy. Ideally, as the games progress and the PCs spend more time in the presence of the Khan, they more and more realize how evil he truly is. His true character should be revealed slowly and subtly over the course of the entire Epoch. If there is a physical confrontation with the Khan, it should come only during the last game or, even better, after the final contest has concluded.

The following bits of advice are offered to help the GM better role play the character of the Khan.

The charm of a kindly uncle, the soul of a thug: The Khan maintains an air of kindly sophistication, but at heart he is a brute who relishes violence, bloodshed and breaking things. The Coliseum allows him to bask in brutal savagery while rarely soiling his own hands. Only when in melee himself does he drop the pretenses. At all other times he is gracious, kindly and generous in his favors.

Witty, but never overly clever: Whereas some master villains reach their exalted position through careful planning, cold calculation and brilliant maneuvering, none of that is applicable to the Khan. Brute strength, a little bit of luck and a willingness to destroy all who stood in his way has gotten him where he is. The Khan is far from brilliant. That is not to say he is unintelligent, quite the contrary, but neither is he given to philosophy or complicated plots.

They never see it coming: If the Khan has one real talent, it is being able to hide his intentions when he plans on doing someone harm. A master at the art of the bluff, few of those the Khan has killed ever realized that he bore them ill will until it was too late. The Khan never threatens and he never appears to be angry.

Everyone should love me: Though he does not show it as such, the Khan is highly sensitive to what others think of him. He adores adulation and longs for attention. This makes him something of a ham and explains his penchant for giving lavish presents. Those who persist in making it clear they don't like him soon make it to his short list of people to have killed.



Chapter Seven: An Invitation to Damnation

We begin with an assumption: the PCs about to engage in the Epoch have completed a long adventure arc and now stand at the edge of retirement. And yet, as they contemplate closing a chapter in their lives and ending their dangerous careers, a new opportunity opens on a new plane, the Plane of Dreams. There, in a world crafted from pure imagination and willpower, they have a chance to test themselves to their limits against not just one foe, but a plethora of dangerous opponents. If this assumption misses the mark, GMs will need to adjust the details of this introduction accordingly. Likewise GMs using one of the sub-plots mentioned in **Chapters 6** and **10** will need to change the opening as the story warrants.

Synopsis for “An Invitation to Damnation”

The adventure begins when the player characters receive a missive carried by a messenger who received the missive from another messenger. This invitation attempts to recruit the PCs into traveling to the Plane of Dreams to participate in the Trials of Joining. The Trials of Joining is a “try-out” before a number of benefactors who could choose to sponsor them for eventual participation in the grand tournaments of Coliseum Morpheuon. The PCs travel to the Plane of Dreams where they are put through five trials.

In the first trial the PCs, challenged by the Hounds of Ill-Prophesy, have an opportunity to show off and find their stride. They also learn a little about fighting on the Plane of Dreams.

In the second trial the PCs must deal with the Master of the Hounds in his sphinx form. He seeks to challenge the PCs mentally as well as spiritually, with riddles. He provides clues to his riddles, but at a price.

In the third trial the PCs, ambushed using a combination of illusion, traps and tricks, must fight not only for their lives but also to protect their dreams as an attempt is made to steal the PCs’ dreams in order to hinder them in their further trials.

The PCs are given a day to rest before their fourth trial, which is to take place in the Chimeric Amphitheater. They are encouraged to spend that time learning more about their competition, the Dirges. During the fourth trial, the PCs confront their rival team amid a dangerous environment of fire, magma, steam, radiance and ash.

Following the Trial by Fire, the PCs must still navigate the treacherous intrigues of the Coliseum at a party given in their honor. At this party they witness a sample of the Khan’s power and must defend themselves socially. At this party they are also taken under wing by a suitable benefactor who explains the nature of the Damnation Epoch and the Cup of desires.

Starting the Adventure

GMs looking for a dynamic opening to this adventure might consider employing the techniques of *In Media Res*, *Foreshadowing*, and *Schrodinger’s Gun*. Start the PCs in the middle of **Encounter #1**, fighting the Hounds of Ill-Omen. When a player asks how they ended up in the situation they are in, the GM should hand that player **Handout #1: The Queen’s Invitation**. Place the fight on hold and role play up to the point you started the session. When you reach Encounter #1, the fight resumes where it left off, with perhaps just a few words to recap the fight to that point. Alternatively, if a player complains of “railroading” and wants to get off the tracks, consider having the PCs “wake up” from a prophetic dream to the sound of a messenger banging on the door and let the PCs play it out a second time, this time “for real.”

How Much do They Know?

Characters with ranks in Diplomacy, Intimidate or Knowledge (planes) have the opportunity to know or discover a few things before the adventure actually begins. PCs with Knowledge (planes) should roll automatically to see what they know. Otherwise, players need to state they want to investigate before rolling, using the appropriate skill. When a character makes a successful check, the following lore is revealed, including the information from lower DCs. Diplomacy and Intimidate can only provide Lore DC 30 or lower. A *legend lore* or *vision* spell also reveals the information, but reduce the DCs by 10 for the Caster Level check required.

DC 25: There is an arena somewhere on the Plane of Dreams that has been referred to as both the Coliseum Morpheuon and the Chimeric Amphitheater.

DC 30: The Queen of Thistles is the majordomo to an entity called the Khan of Nightmares, the ruler of the Coliseum Morpheuon. She is responsible for recruiting extremely gifted teams to participate in the Chimeric Amphitheater for the entertainment of the Khan. Such an invitation is extremely prestigious. The Coliseum Morpheuon hosts groups of contestants and benefactors from across the multiverse.

DC 35: While the Coliseum Morpheuon uses conscription and enslavement, the truly great events are always voluntary. The Chimeric Amphitheater, which is the centerpiece of the Coliseum, is a mutable stage, upon which contestants compete nightly in strange games, often to the death.

- DC 40:** The Queen of Thistles is an ancient Night Hag.
- DC 45:** In response to the Queen of Thistles and the personal interests of the Khan, the Witch of Stolen Hopes appears to be moving against her by arranging for a group known as The Dirges to participate in this round of testing. Rumor has it that the witch is seeking vengeance against the queen for some imagined slight. (Note that this rumor is a mixture of truth and falsehood. Magically acquired knowledge will reveal only that the Witch of Stolen Hopes seeks to unseat the Khan.)
- DC 48:** The Witch of Stolen Hopes is a lillend who dabbled in necromancy and fell from her celestial position. Accompanied by a powerful draggone, she now seeks redemption.
- DC 50:** The Khan of Nightmares uses magic to examine the dreams of notable individuals. Many of the invitations sent out by the Queen of Thistles are sent out at his behest and it is likely this is true of the invitation received by the PCs.
- DC 55:** The Khan of Nightmares is a unique outsider, though most speculate he is a demon or devil; few know what he really is. What is known is that he is a force to be reckoned with on the Plane of Dreams and especially within the Island of the Coliseum Morpheuon.
- DC 60:** The Khan of Nightmares has both rakshasa and ettin blood in his lineage.

Reaching the Coliseum

Using the tuning fork attached to the Letter and the *plane shift* spell is the quickest way to reach the desired location. Other methods of planar travel will work but the Plane of Dreams is vast and the Island of the Coliseum is but one small shore upon the wide Slumbering Sea. PCs with any knowledge of planar travel or spells should recognize *plane shift* as the optimal choice in this case but they are of course free to try other methods. If they travel to another spot on the Plane, they can reach the Island, either by chartering a ship to carry them over the Slumbering Sea or *teleportation*. Though they do not know this, any *teleportation* on the Plane of Dreams, while holding the tuning fork that was given to them, will carry them straight to the destination spot of **Encounter #1**. Regardless of exactly when the PCs depart their plane, so long as they use *plane shift* and the tuning fork, they arrive at **Encounter #1**, as the sun is setting over the Slumbering Sea. They are expected and right on time, a feature of the Dream Plane's morphic time.

Encounter #1: Trial by Guardians CR15 (XP 60,000)

Read or Paraphrase the following when the PCs plane shift or when they otherwise arrive on the Island of the Coliseum Morpheuon:

You find yourself standing on the shore of a soundless sea; waves noiselessly crash against the sand. Where the waves strike, images are left in the sand, now a castle, now a mermaid, but they each vanish under the next strike, replaced with a new shape or structure. There is a dreamy feel to the air, as if you are only half awake and yet you see the sea with perfect clarity. The smell coming off the sea, however, is unique, one moment salty, the next fragrant, as if blowing off a field of flowers.

There is a sudden roar, as of a great crowd cheering, and turning, you see a vast city, dominated by a grand arena-style structure. Two giant avatars battle as another cheer erupts from the onlookers. (cover image)

Between you and the arena is a great city and between you and the city is a stretch of darkening land. The sun is setting behind you into the silent sea. And as it sets, you notice a soft glow from the water, a warm glow that fills you with a sense of hope.

Allow the PCs to experiment, if they want, with the morphic subjective gravity of the Plane of Dreams, and, if you are using Dreamburning rules, describe the semi-transparent images floating around each character, representing their dreams. This first introduction to the Plane of Dreams is important for setting the dream-like tone, so GMs should be careful in describing each unique aspect of the plane so that Players may digest it fully.

As soon as the PCs express an interest in moving on, they can spot four white-robed figures approaching them from the dark strip of land between them and the city. Thirty feet behind the white-robed figures is a group of six bestial figures but it requires a DC 33 Perception check to notice these. The robed figures exude an air of vacant sadness and they bear a scroll, which they offer to the PCs. The scroll reads:

Welcome Champions! Gird Thyself and Prepare to be Tested!

Creatures: The two white-robed figures are oneirobound slaves who have been dominated into submission (*dominate person*, CL 10). If freed from the spell they flee, albeit as if in a constant daze. The bestial figures are Hounds of Ill-Prophecy, the Khan's personal set of troops.

The Hounds wait until the PCs read the scroll before moving in to attack, using their breath weapons in unison. Half of the Hounds attack using their beast form and the other half adopt their hybrid forms in order to attack.

As the Hounds attack, the oneirobound stand back, apparently doing nothing. In truth however, they conjure forth

Designer's Note: Adjusting for more than four PCs

The encounters are designed with four PCs in mind. Three of the five encounters (2, 4, and 5) work as written for larger groups; however, if there are more than four PCs, consider making the following changes in the other two encounters. In **Encounter 1**, increase the number of Hounds to be two more than the total number of PCs. There is no need to increase the number of oneirobound for this encounter. For **Encounter 3**, increase the number of advanced shadows to be equal to the number of PCs and increase the number of remorhazes to three. Bear in mind that these monsters are just distractions while Frau Kindle attempts to curse the PCs with *pariah*.

walls and other obstacles for the PCs to deal with. As stated in their description, each oneirobound can conjure enough non-living, non-magical material to fill a cube of space 5 feet on a side and can maintain their construct as needed by concentrating. When an oneirobound conjures forth a new dream item, any old creations vanish into nothing. PCs who spend a full round observing the oneirobound can determine they are responsible for the suddenly appearing obstacles. Oneirobound only resort to violence if attacked, otherwise they are content to aid the Hounds until one side or the other is defeated. Each foe flees when reduced to 25% of its total hp.

Assume the beach in this area is flat and sandy; movement on foot is reduced by half because of the sand.

Oneirobound (dream slave) (4) CR 2 (XP 600)
AC 12 chapter 3 p. 14
hp 22

Hounds of Ill-Prophecy (6+) CR 10 (XP 9600)
AC 28 chapter 5 p. 33
hp 107

TACTICS

Before Combat Using Stealth, if possible, Hounds encircle their foes before attacking.

During Combat Hounds begin combat with a unified breath weapon attack before closing in, half in hybrid form, half in hell hound form. They flank whenever possible to make use of their sneak attacks, attacking humans first.

Morale Hounds fight until reduced to 25% of their hit points, at which point they retreat individually.

Development: This encounter is not meant to truly challenge the PCs to their limits. It should be unique enough to make them take notice, but not truly deadly. If by some fluke the PCs do lose, they are not killed but are bound in manacles and dragged off to the Coliseum Prison, where they are given the choice of participating in the games as fodder or remaining in prison forever. If the PCs kill or drive off the Hounds, their Trials are not over, for almost immediately they can see a large flying figure coming their way; even in the deepening dusk it appears to be a Sphinx. Meanwhile, any remaining oneirobound

approach the PCs, conjuring forth refreshments and bidding them to wait.

Encounter #2: Trial by Inquisition CR15+ (XP 102,400)

If the PCs agree to wait, or even if they move toward the city and the Coliseum, they witness the following:



A sphinx made of what appears to be hardened clay soars toward you, landing approximately twenty feet away. As it lands, its clay body shifts and flows, and for a moment it takes on the form of a monstrous gray render; then just seconds later it is once more a sphinx: with the head and torso of a woman and the body of a winged lion.

"The Master of the Hounds," intones a voice; and though the voice comes from one of the white-robed men, you get the feeling there is another entity speaking through his body, "Champions! Gird thy minds!" In the background you hear another roar of cheers erupt from the direction of the arena.

The clay sphinx moves closer to you, though not in an overly hostile manner. Nevertheless, you get the feeling that there is something unnatural at work in the clay body; more unnatural than even the fact it is a shapechanging creature of clay.

"Why are you here mortals?" demands the sphinx, in a hollow yet powerful voice. Behind the sphinx you see a large number of the bestial hell hounds you just fought, enough to give you pause.


The clay creature is Khanzadeh Sukhbataar, the "Master of the Hounds." While it has four forms, it maintains a single form for this encounter, though at the GM's discretion, further hints may be dropped regarding its shapechanging abilities. As the PCs interact with the Golem, they should feel as if they are interacting with an intelligent being, not a mere construct; the result, of course, of the hounds' telepathic link to the Khan. PCs also continue to notice a feeling of wrongness about the Golem, as its cursed wounds ability produces strange emanations on the Dream Plane.

The Master of the Hounds is not here to fight the PCs, unless they begin a physical confrontation. If this happens, Khanzadeh unleashes the Hounds of Ill-Prophecy until either the PCs flee or are overwhelmed by sheer numbers. Otherwise it antagonizes them and questions them, only letting them proceed when they have each answered a riddle.

Beginning with the question above, the Master of the Hounds continues to question the PCs. He will accept almost any answer before firing off his next question. The questions are as follows:

Why are you here?
 Why did you kill/harm my Hounds?
 What are you hoping to accomplish?
 How will you measure success or failure?
 What will you do if you fail?
 What do you consider the greatest obstacles to your success?
 What are you doing to ensure that you overcome these obstacles?
 Why did you not flee?

Following the above questions, the Master of the Hounds says:



“By your own admission you are guilty of violence against my Hounds. Yet I shall offer you this chance: a further test. Each of you must answer a riddle to escape my wrath. Answer and I will lead you further toward your goal. Refuse to answer and depart in failure! Furthermore, in generosity, should my questions prove too difficult, I will give you clues in exchange for blood.”

The Master of Hounds asks each PC a riddle, available on **Player Handout #2**. The PCs are allowed to help one another answer their riddles.

The Master of Hounds gives clues if asked, but requires first the PC whose riddle is being aided to allow it to draw blood (claw attack, 2d6+11 damage). The Master of Hounds gloats each time a PC is injured and mocks his weakness and ignorance.

Answers: The answers and suggested clues are as follows:

Riddle #1: The sea or ocean. Clue 1: It waves without hands. Clue 2: It storms without emotion. Clue 3: It offers water that none can drink.

Riddle #2: Battle or war. Clue 1: The drummers keep the time for weary feet. Clue 2: The crimson flow is life draining away. Clue 3: Foes meet when diplomacy fails.

Riddle #3: Sand. Clue 1: The father of bottles and windows both. Clue 2: It flows with time by the will of men. Clue 3: Its oceans are without water.

Riddle #4: A robin. Clue 1: No jacket of fur, nor cotton it wears. Clue 2: No home of bricks or wood does it build. Clue 3: No words to its song.

Riddle #5: A squid or octopus. Clue 1: Arms without hands. Clue 2: Meat without bones. Clue 3: Ink without pens.

Riddle #6: A mountain. Clue 1: A father of rivers. Clue 2: Crowned with white, though not with hair. Clue 3: He kills without pity or hatred those that trespass without care.

Riddle #7: Chalk. Clue 1: Loved by sages through the ages. Clue 2: Brother to the stone, yet softer than the rock. Clue 3: Brainless, handless, tongue-less – yet still it teaches.

Riddle #8: Snow. Clue 1: A seasonal army. Clue 2: Weak individually, strong and heavy when united. Clue 3: A cold blanket.

Creature: The Master of the Hounds is a shapechanging shield guardian clay golem directly controlled by the Khan of Nightmares.


Master of the Hounds CR 17 (XP 102,400)
 AC 35 **chapter 5 p. 44**
 hp 141

TACTICS

During Combat In sphinx form, the Master of Hounds will take to the air to harass enemies using its flyby attack, while also sending its Hounds to attack.

Morale Will not flee unless the Khan of Nightmares orders it to.

Development: Once the PCs have answered his questions, the Master of the Hounds intones:




“Well done. Enter into the city and seek the Gate of the Chimeric Amphitheater. I will meet you there.” The clay sphinx lifts off into the air and the bestial fiery hounds disperse. The white-robed figures also begin walking toward the city.

PCs who answered the riddles without being provoked into combat should receive experience as if they had beaten a CR 15 challenge.

Encounter #3: Trial by Hindrance
 CR16 (XP 76,800)

The movement of the Master of the Hounds has drawn the attention of the Dirges, a rival team, whose leader Pike plans to perform a hit-and-run raid attack against the PCs. They do not plan to kill anyone nor do they desire a long fight. Their intent is to deal lingering harm to the PCs, hoping this gives them an advantage when they do face them shortly in the arena.

As such, while the PCs are solving riddles, Pike, aided by Frau Kindle, arranges an ambush. As the PCs approach the City, they are met by a messenger who breathlessly tells the PCs that “The Queen of Thistles wants to talk with you.” The messenger, a young slave girl, has been charmed (CL 16) and believes the truth of what she is saying. If the PCs go with the girl she leads them westward, finally pointing out a strange, snow-covered hill with a single, large, decorated pine tree upon its brow. There is steam rising from the snow and a DC



20 Perception check reveals shadows moving under the snow, as well as the shape of some large snow-covered creature (two remorhazes). The figure of a woman awaits them, about twenty feet in front of the tree, but she is an illusion and vanishes when the ambush is sprung.

The Dirges intend to remain mostly hidden and allow the remorhazes and the four advanced shadows to distract the PCs, allowing Frau Kindle to attack with her Curse of the Pariah ability. Should the PCs seriously attack any of the Dirges, the group will slip away or parley, claiming they too were just “testing” the PCs.

Creatures: The shadows were summoned by Mother. The remorhaz was charmed by Winegrow Sop. In addition, all five members of the Dirges are nearby, somehow concealed. As soon as the PCs are close enough, the shadows and the remorhaz attack. These creatures fight until destroyed; meanwhile the Dirges will “interact,” but will generally not attack, excepting Frau Kindle. The statistics for the Dirges are given in **Appendix 1**, but each is described here briefly, along with their rudimentary tactics. The Dirges are the opponents for **Encounter #4** and GMs should take care not to allow them to be killed now.

Gallows: An undead treant who appears as a great burnt husk of a tree crawling with stirges, Gallows uses his hat of disguise to appear as the lone pine tree. Those with the scent ability notice a scent of blood coming from this tree. Gallows helps in controlling the shadows but will not attack unless he or his teammates are first attacked.

Frau Kindle: A human sorceress with charred skin and a hatred of righteous individuals, Frau is the key to this ambush. While the PCs are distracted, Frau, under the cloak of greater invisibility, flies in from above. She first uses a wall of fire to separate the combatants, preferring to isolate any obvious clerics or paladins if possible. After this, she attempts to strike each PC once with her pariah spell, utilizing the ability of her dagger to strike from a distance. After she has completed this task, or if things go badly, she gives the signal for her teammates to gather in Gallow’s branches, after which she teleports them all away. She begins the encounter flying 160 feet above Gallows.

Mother: An undead cleric, Mother is a shape of pure darkness. Her preferred hiding place is inside Gallows and that is where she spends this fight. She has summoned the shadows and is in control of them. She only attacks if anyone seeks to hide under the tree, using her incorporeal form to attack from full cover.

Pike: A bald, grizzled troll, Pike is the leader of the Dirges. Armed with his bow, he begins the fight hidden by greater invisibility and flying 160 feet overhead. Pike has an arrow ready to shoot the first spellcaster who attempts to cast and

he uses the telepathic bond and his Countering Tactics ability to aid his companions as necessary. Pike has also received the benefits of a greater heroism spell as he flies.

Winegrow Sop An apparently drunken wyrd, Winegrow is the group’s face man. It is he who has charmed the two remorhazes. Winegrow is hiding behind Gallows and can only be spotted with a successful DC 48 Perception check (see invisibility reduces the DC to 28, true seeing to DC 33). Despite his invisibility, Winegrow stinks of alcohol and anyone with the scent ability gains a +10 bonus to locate him. Winegrow intends to spend the fight insulting the PCs, utilizing Whispers of Despair.

Remorhazes (2) CR 7 (XP 3200)
AC 20 Bestiary p. 233
hp 94

TACTICS

The remorhazes remain hidden until attacked or someone approaches within charge range. They do not coordinate but attempt to swallow the nearest opponent whole. They fight to the death.

Advanced Shadows (4) CR 4 (XP 1200)
AC 17 Bestiary p. 245
hp 25

TACTICS

The shadows rush out from under Gallows as soon as the remorhazes attack. They fight until destroyed or 10 rounds have passed, whichever is quickest. At the end of 10 rounds, they vanish.

PCs who manage to thwart the ambush and cause the Dirges to flee should receive XP as if they had defeated a CR 16 creature, in addition to any creatures they defeated. Otherwise, give them XP simply for those monsters they slay.

Development: PCs are likely to be left with many questions following this encounter. Attacking rival teams outside the Coliseum is frowned upon but the Dirges have given the Khan many slaves recently and they will not under any circumstances be punished for this. If the PCs want to get back at them, they will have an opportunity to do so soon. PCs should recall that they were actually told by the Master of the Hounds to meet him at the gates of the Chimeric Amphitheater.

Into the City of the Coliseum

The Coliseum Morpheuon has stood for a thousand years and in that time a great dream city has grown up around it, a city built on violence and slaves. As the PCs approach the city, they observe there are no walls. At the same time they cannot help but hear the continued roar from the crowds in the majestic amphitheater, nor can they fail to observe the strange

black blot, visible even against the night sky that circles above the Amphitheater like some strange satellite.

The PCs, as they enter into the outskirts of the city pass near to the Bright Docks and through the Tarnished Souk. Use the information in **Chapter 4** to help describe these places but, as the PCs take it all in, continue to draw their attention to the periodic roar of the crowds.

True to its word, the Master of the Hounds will meet the PCs at the edge of the Coliseum Morpheuon and escort them into the Chimeric Amphitheater, where there are rooms prepared for them in the Pagoda of Patricide. Each room is lavishly furnished and comes with its own oneirobound slave who will conjure forth whatever is demanded of it. The Master of the Hounds says to the PCs as it departs, "Welcome again Champions! You have passed the first tests. But tomorrow, as the sun sets, you shall face your mightiest challenge: you will face the Dirges in the Chimeric Amphitheater for the entertainment of the Khan. Do well and Glory shall be yours as shall be the chance to win the Cup of desires. Do poorly and you shall perish unmourned. Prepare yourselves as best you can."

The PCs have the entire night and the following day to do as they will. They might consider visiting the Souk, where they can find just about anything for sale that they desire. Or they may choose to learn more about their opponents and the competition that awaits them.

Rumors in the Coliseum

PCs who seek to discover something of their competition and their opponents can do so however they wish. The base DC for discovering information is 20 and PCs can use Diplomacy, Intimidation or Knowledge (local) to discover information, making one roll for each hour they spend asking questions. For every success, and for each 5 points of success over the base DC of 20, roll a d20 and provide the PCs with one of the following rumors or facts. If the same rumor comes up twice, simply repeat it, do not reroll: such is the nature of rumors. PCs who use scrying or other spells can discover the same information, at the GMs discretion.

d20

1. Tomorrow night's challenge involves fire. I heard tell that witch Kindle is delighted. (true)
2. Gallows is one scary plant. He choked one of the oneirobound slaves to death with that noose of his and the Khan just laughed. (partly true; it was two slaves)
3. Someone said that water breathing will be very important in an upcoming challenge (false)
4. Frau Kindle spends all her time in her room, looking in a pool of water. And she always seems to know what a person is thinking. (mostly true)
5. It is amazing that a team like the Dirges manages to stay together, but they always utilize sound tactics and though a troll, Pike, their commander rarely makes a strategic mistake. (true)

6. Pike, the troll commander of the Dirges, spends his free time cutting himself with a knife and watching himself heal. (true)
7. Gallows is one scary plant. Not only do stirges roost in his rotting trunk, but there is a black shadow that moves within his heart, a ghastly apparition few have ever seen. (true)
8. A friend saw Winegrow Sop talking to Gallows and the wyrd must have been really drunk because he kept calling Gallows his mother. (true but misunderstood event)
9. Frau Kindle went into the market a week ago and when she could not get the price she wanted on a dress, she set the tent on fire. (true)
10. Winegrow Sop has a wicked sense of humor. Last week he had a drinking contest with an ogre and not only did he out drink the ogre, but such was Sop's performance that the ogre literally killed itself drinking, which made the wyrd laugh for two hours. (true)
11. The Queen of Thistles has found some powerful groups to compete lately, which means that the competitions are getting more and more dangerous. She said yesterday that the Khan intends to use lava and fire as a backdrop tonight. (true)
12. Pike is a tough fighter, but he's scared of fire. Wave a torch in his face and he will run away like any other troll. (false)
13. Winegrow Sop actually bought two remorhazes in the Souk yesterday. He said they were for some friends. I wonder what he did with them or how he controlled them? (true)
14. I heard a story that when Pike was a younger troll, he was in a fight and his sword was sundered. He ripped his own arm off and used it as a club. (mostly true – Pike tells this story of himself)
15. I overheard Frau Kindle telling Winegrow Sop that she knew what the next contest was going to be. I wonder how she knew? (true)
16. You know why the Dirges are so popular with the Khan? They gave him a gift of a hundred slaves in order to be allowed into the Damnation Epoch. They are competing in the trials like everyone else, but it's for show. Their place in the actual tournament is assured. (true)
17. The Cup of Desires holds a hundred wishes! Folks say that the Khan wrings them out of his captured devil and manages to store them somehow. I don't know if it's true or not. Makes one wonder why the Khan doesn't use the wishes himself. (a jumble of fact and fiction)
18. The Chimeric Amphitheater is a wonder of the Dreaming Plane. It can be any sort of arena the Khan wants it to be. (true)
19. They say the Khan is really a god and that all of this is just for his amusement. There's a cult starting in the City that worships the Khan. (true)
20. The Khan yesterday bought a thousand elephants. (true) I wouldn't be surprised if they weren't to be used in the tournament testing tonight. (they won't be)

Encounter #4: Trial by Fire

This encounter is the main event of this module and GMs should build up to the actual action, allowing the players to enter into the feeling of being participants in a grand arena. To aid with this, some preliminary events are described leading up to the test itself.

The Summons: An oneirobound, dressed in the typical white robe, is sent to each PC, bidding them to prepare and follow. It leads the PCs through the Pagoda of Regicide and into a chamber adjoining the floor of the arena. The Master of the Hounds is here, waiting. As the PCs enter, he intones, "Welcome Champions. Before you is the ultimate Trial by Fire. In a few minutes you will step out onto the Arena. The Khan will speak a benediction upon you and your opponents, and then the game will begin. I am here to explain the rules of the competition to you tonight. When you enter the arena you will be standing on the far southern side. Your opponents will be standing on the far eastern side. Across on the other side of the Arena will stand a golden tree with a silver apple. Across from your opponents will stand a silver tree with a golden apple. Near to you will be a golden basket and near to your opponents a silver basket. You may not touch the baskets. Your job will be to pluck the silver apple and place it in the silver basket. Your opponents will do the same with the golden apple. You may interfere with the other team however you wish so long as you do not touch either the basket of gold or the apple of gold. The first team to pluck ten apples and place them in the baskets will be deemed the winner. Furthermore, your score will be totaled at the end to compare with other teams you are not competing against directly tonight. You receive ten points per apple and lose ten points for each death."

After making sure the PCs understand this, the Master of the Hounds waits with the PCs for about ten minutes, at the end of which a door appears on a wall of the chamber and he bids the PCs to go through. The PCs can spend that ten minutes however they wish.

Into The Arena: As the PCs enter through the door they see the following:

You enter into a great arena. Overhead the alien stars and the broken moon hang silently and majestically. Thousands of beings, seated in great rows around the arena cheer as you exit the door. You are on a twenty-foot-wide, circular platform about twenty feet above the dirt floor of the arena. There are similar platforms at each "corner" of the field. On the platform to your far left, a group of four exits through their own door: a grizzled, burnt walking tree, a short chubby wyrd, a battered troll, and a woman with burnt skin and smoking hair. They glare at you for a moment and then turn their attention

upward, to the huge, floating, stone-wrought sky box of exquisite design draped in fluttering silk banners which hovers majestically above the other seats to the north of the stadium. The cheers grow louder.

Allow a moment for the players to take this in before continuing.



A man steps through a door into the sky box. He seems ordinary enough, though a bit of a fop. He is followed by a beautiful woman in a tight dress clutching a pair of marionettes, and is then followed by the Master of the Hounds. Several others step out behind him as he strides towards the edge of his box. The crowd cheers again and then with a wave from the man's hand they go silent. "Welcome Friends," he says with a beaming smile. His voice carries easily across the vast distance. Welcome to the Coliseum Morpheuon. Our teams have had the rules explained to them.

As he talks, a tree suddenly sprouts across from you, a tree of solid gold holding a single apple. A silver tree also appears on the fourth platform. There is also, now, a basket of gold on the ground next to you.

"This shall be a Trial by Fire. Let both teams do their best to entertain us. Fight well! Die with honor! Let the Games Begin!" The cheers erupt again and the whole of the arena floor bursts into flame.

The Environment: Though the contest sounds easy enough, the floor of the arena will add some obstacles in the form of a river of lava flowing from one corner to the other, geysers of flame a hundred feet high, and random fireballs that explode from the lava. In short, the arena has become a scene from one of the planes of Hell, crackling with intense heat and filled with fire and magma. If the PCs are to win, they must first overcome the environment.

Heat

The temperature in the arena shoots up to 130 degrees, requiring PCs without endure elements, or similar protection to make a DC 15 Fortitude save or take 1d4 nonlethal damage. Heavy clothing and armor imposes a -4 penalty to this roll. Every two rounds the temperature increases by another degree. When the temperature reaches 140 degrees, the damage sustained by a failed save becomes lethal and checks must be made once every minute. At this point endure elements will not be sufficient to protect individuals. Consult the Pathfinder® Roleplaying Game Core Rulebook for additional details on dealing with heat.

Lava

A river of flowing lava twenty feet wide divides the arena from the northeast side to the southwest side. Anyone landing on the lava takes 2d6 points of fire damage per round and faces the danger of sinking (20d6 fire damage). Even after leaving the lava, characters will take damage for 1d3 rounds, but the damage is halved. For more on lava consult the Pathfinder® Roleplaying Game Core Rulebook.

Magma Geysers

At the beginning of each round, the GM should roll a d6 and consult the arena map where geyser locations are marked, along with a numerical indicator. Each geyser erupts with a hundred-foot-high spout of magma on any round its number is rolled. Those directly above the magma take 10d6 fire damage and those within five feet of the magma take 3d6 points of fire damage. A successful DC 25 Reflex save halves the damage.

Fireballs

At the beginning of each round, GMs should roll a d4 and a d8, consulting the arena map. There are four areas along the lava which spew forth balls of fire. Each round one of these, as indicated by the d4, will spew a single fireball in a line indicated by the d8 scatter die. The fireball will travel in a straight line for 2d100 feet, exploding when it hits a target or at the end of its trajectory as the spell (CL 10, DC 15).

The Opposition: The Dirges are prepared with a plan which they put into effect at once. Mother and Gallows will defend the basket on their platform, attacking any that attempt to land on the platform. Mother summons advanced shadows and uses her negative energy burst to affect any within range.

Frau Kindle has been tasked with picking the apples for her team. She utilizes elemental body IV, teleport and flight as necessary to aid with this. She is best suited to the environment and has no fear of either heat or fire.

Winegrow Sop is enchanted with fly, invisibility, endure elements, blink, freedom of movement and heroism at the beginning of the trial. He plans to use his whispers of despair, charm monster, and dispel magic to hinder the PCs as opportunities present themselves.

Pike also takes to the air, utilizing fly, though he does not bother with invisibility. He has protection from energy (fire, CL 12), heroism, freedom of movement, and true seeing. His job is to coordinate his teammates, assisting as necessary and interfering physically with any opposition that passes through the middle of the arena.

All of the Dirges benefit from telepathic bond.

Death: The arena allows the Khan to resurrect those that die upon its floor; 1d4 rounds after a character dies, he is brought back to life, standing on a random platform. He is fully equipped but any spells that were upon his character are gone.

GMs should keep track of deaths, remembering each adds a -10 to the final score.

Apples and Baskets: Each metallic tree has a single apple upon it. Plucking the apple requires a full round action. The metallic fruits weigh 10 pounds each. Throwing the fruit in the basket is possible. Consider each apple to have a range of 10 feet. Striking the interior of the basket requires a ranged touch attack against AC 12. When a fruit lands in the correct basket, it disappears and reappears on the tree. GMs should note the number of apples picked and basketed, remembering each apple adds +10 to its team's score. Touching the opposition's basket or apple deducts 5 points from the overall score, per touch.

Winning: When the first team baskets its 10th apple, the game is over and the scores are announced. It is possible to be the team with the most apples and the lowest score.

Development: When the game is over, the arena returns to normal and baskets and trees both disappear. The Scores are announced to much fanfare and the teams exit the Arena. PCs who killed one of the Dirges receive XP for that Dirge once, regardless of how many deaths the Dirge actually experienced. Likewise, PCs receive experience for each apple basketed, as if they had defeated a CR 12 encounter (3 apples would be 3 CR 12s, etc.).

Encounter 5: Trial by Peers (Resolution)

As the PCs leave the Arena to the cheers of the crowd, they are met once more by the Master of Hounds who congratulates them on their performance.

A feast is to be held following the games and the PCs are invited. Indeed, it is expected that they will attend as guests of honor. The feast is held in the luxurious Pagoda of Regicide in a room filled with flowing fountains, marble furnishings and lush, green potted plants full of fragrant flowers. Dozens of oneirobound slaves stand here and there, docilely providing whatever is requested of them. Each of the lavishly spread tables contains food conjured by oneirobound and the food replenishes as it is eaten. A multitude of guests have been invited, including a number of benefactors. This is a good opportunity for the PCs to meet many of the individuals who

Designer's Note: Dream Food

Most food in the Plane of Dreams acts just as food would in the waking world. The exception to this is food created by the oneirobound. Like all things conjured by an oneirobound, the food thus created lasts only so long as it is in the vicinity of a concentrating dream-slave. Anyone who only eats oneirobound-created food will end up constantly hungry and will eventually suffer from starvation. Likewise, one cannot easily become intoxicated on wine created by an oneirobound as few oneirobound continue to concentrate on food or beverages after they have been consumed.

will play an important role in the Damnation Epoch, including some other teams.

The feast begins with a speech given by the Khan of Nightmares. In this speech, the Khan expresses his admiration for the PCs and, with much fanfare and gallantry, he presents each of them with a chest of gold. The gold is equal to the number of apples the PCs basketed times 1000 (5 apples = 5000 gp, etc.). Following this presentation, the PCs are shown to their seats.

Sitting at the table with the PCs are several benefactors, and the Queen of Thistles takes the time to introduce each of them to the PCs. She explains the roles of benefactors to the PCs and encourages them at this point to choose one benefactor to work with in the Damnation Epoch, assuming of course the PCs have agreed to participate further. If the PCs still haven't made up their minds, the Queen of Thistles will encourage them to play in the games, assuring them that they can only benefit from such participation. GMs should resolve the benefactor issue before moving on with the rest of the events at the feast.

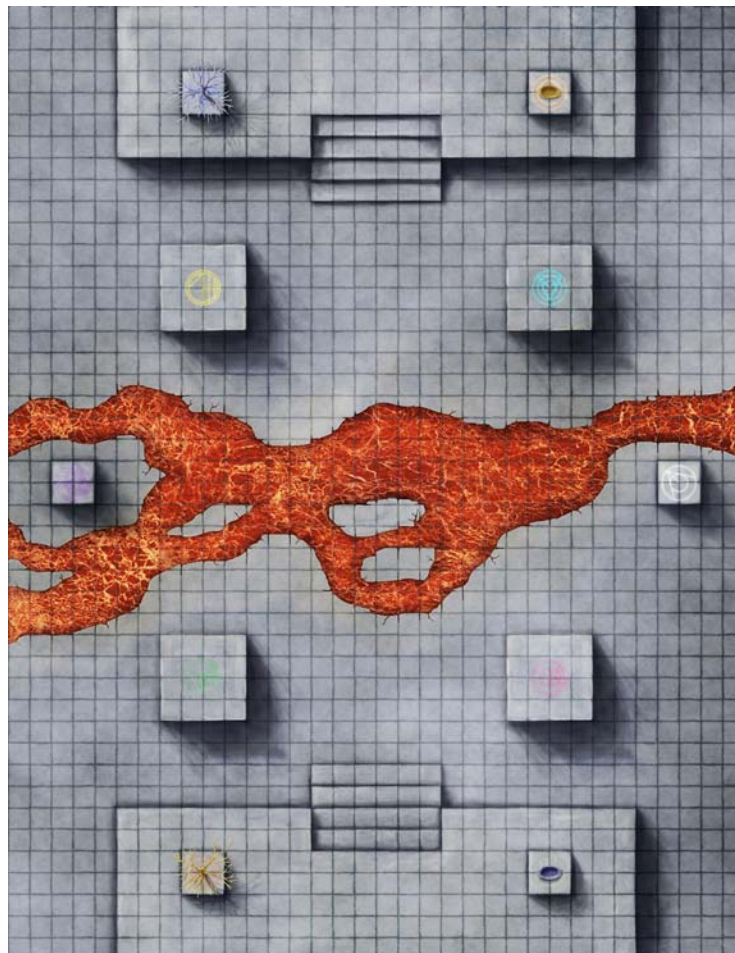
Following the choosing of a benefactor, a group of musicians begins entertaining the crowd, the singer weaving into the verses the Test of Fire and any memorable happenings from the arena floor that evening. Comical mishaps are exaggerated

and daring deeds are made more breathtaking, to the great delight of the feast participants.

As the song nears a climax, one of the musicians draws a weapon and rushes at the Khan. As the assassin nears the Khan, and before anyone else can react, the voracious visitor appears in the path of the assailant and consumes him in a second. The Umbral Blot hovers for a minute more and then disappears as swiftly as it came. The room is silent for a moment and then the festivities resume. The point of this event is to impress on the PCs' minds how dangerous attacking the Khan can be. Shortly thereafter, the Khan visits the PCs' table and apologizes most pleasantly for the disturbance at "their feast."

After the Khan makes his rounds, chatting with all the guests, the band begins playing music suitable for dancing. Many take advantage of this but most of those present spend their time in conversation, making connections and deals. PCs find themselves approached by a veritable flood of individuals, some simply wanting attention, some wanting favors, all of them trying to size up the PCs, their motives and their abilities.

Following the feast, the PCs' chosen benefactor escorts them towards their quarters in the Pagoda of Patricide where they can await the beginning of the Damnation Epoch.



Handout #7.1

Esteemed Champions,

Recently your impressive deeds and exceptional abilities have come to my attention. I believe your exalted skills set you apart from other, lesser mortals and that those possessing talents such as yours should be held up for admiration. So I, the Queen of Thistles, on behalf of my master, am extending an invitation to you and yours to enter The Trials of Joining for the Chiméric Amphitheater of the Coliseum Morpheuon.

You are not the first to receive such an invitation, though I believe you are among the best I have ever written and some few choose to decline the opportunity for adventure and glory we offer. Some have troubled pasts or have experienced tragedies which have forced them to withdraw from life. Some seek only "normalcy." We are looking for the champions who wonder what is wrong with those people. We are looking for those excited by the merest mention of the adventure this invitation represents. It is not an invitation for the weak or the timid but I trust you are not of the sort to shrink from a new challenge.

Joining the various tournaments of the Amphitheater brings a great number of benefits. Each team is hosted by one of our powerful benefactors and each offers their players unique treasures and boons, some magical and some monetary, treasures brought from a thousand worlds. Many contestants find a chance to recapture their very dreams on the floor of the arena. Still others, thinking their greatest adventures behind them, discover new challenges, such as only can be found on the Plane of Dreams. The benefactors will often arrange for their teams to have guests who can view their exploits in the tournaments. Benefactors can also orchestrate a meeting between you and a specific foe to meet you on the arena floor: few are beyond their reach. Finally, do not discount the prestige which comes to those who are victorious in the greatest arena in the multiverse.

As our guests you will have the chance to experience all the wonders of the Coliseum itself, but you will be free to visit other places at your leisure, such as the Isles of Idle Daydreams and the towering Cliffs of Golden Sun; indeed all the grand vistas of the Slumbering Sea are open to champions of the Coliseum Morpheuon. Moreover, the City of the Coliseum is home to a myriad of delights, from the Wild Banquets of the Solstice King to the many wonders of our Souk. While only the select few may participate in the arena, we see countless visitors each day who arrive to sample the pleasures of our land.

With this invitation, I leave you a forked metal rod attuned to the Plane of Dreams and the shores of the Island of the Coliseum Morpheuon. If you would come, I will meet you on the shore of our Island, the finest in all of the Slumbering Sea, before the dawn of the third day.

The Queen of Thistles



Handout #7.2a

Riddle #1: Inviting I wave, to bring men to death; the drink that I give, no thirst does it quench. Insalted I rage, embattled I storm; but no man can tame me, or master my form.

Handout #7.2b

Riddle #2: At the end of diplomacy's silken rope, I stand as the pinnacle of men's lost hope. To a beat that no composer knows, in whose time a crimson river flows. Here all are kin; yet half are foes. To horrid din, each man's fate goes, to a place where most feel most alive; yet death stands by to all deprive.

Handout #7.2c

Riddle #3: With time I do flow, with wind I do blow; the depths of my oceans no one can know. The father of bottles, I drink not a drop, but swallow up water like some greedy sop.

Handout #7.2d

Riddle #4: My shirt is of crimson, my jacket is brown, though puffed out with pride, I feast from the ground. A performer for kings, for farmers and babes, I sing my song loud, but never am paid.



Handout #7.2e

Riddle #5: Without hands I do grab, without wings I do fly, through oceans of water under the sky. The writer he loves me, the cook he does too. I would love both but with fish I make do.

Handout #7.2f

Riddle #6: Ancient warrior, crowned with white: unbroken, unbent, unyielding. His bones they are strong. His face he turns to the storm unshielded. No sword does he swing, but men he has killed, for they dared to tread the place where he stood.

Handout #7.2g

Riddle #7: Upon a field of night I write, the dumb to educate. I have no thoughts I call my own, but eagerly I share. Without a light I illuminate the knowledge of the ages, and hand in hand I work, with teachers and with sages.

Handout #7.2h

Riddle #8: Weightless it floats, wingless it flies. A mighty host, it darkens the skies. Brightening the field, heavy it lies. When comes the spring, swiftly it dies.

Chapter Eight: The Tests of the Coliseum Morpheuon

The events described in this chapter are intended to help GMs provide flavor for the Coliseum outside of the arena. They are each rather brief and should be fleshed out by the GM as needed. For the most part, these encounters can be used in any order desired. Encounters with special significance for a particular sub-plots will include a mention of such in the the **Development** portion of each.

Encounter #1 The Khan's Idea of a Joke

At one of his dinner parties, the Khan mentions, in good humor, that it was recently discovered that one of his cooks had tried to poison him. If asked about the fate of this individual, the Khan laughs in delight and states that he trusts his guests won't find the taste of the cook too poisonous. Indeed, the cook was himself cooked and served as part of the meal.

Development It is possible some PCs might have serious in-character repercussions for having eaten someone. Such developments are left to the GM's judgment.

Encounter #2 The Khan's Generosity

Early one morning, one of the chief stewards of the Pagoda of Patricide presents each PC with a young, oneirobound child as their own personal slave, courtesy of the Khan. The Khan in a fit of charity bought 100 such slaves and is giving them all away to various competitors.

Development If using the "Setting the Captive's Free" sub-plot, one of the PC's slaves is an agent for Dingue.

Encounter #3 The Savagery of the Hounds

PCs are walking through the Pagoda of Patricide when they hear screams coming from a side-hall. Four of the Hounds of Ill-prophecy are cruelly tearing at a female oneirobound for sport.

Development Attacking the Hounds brings no immediate repercussions but it is noted by the Khan and the Queen of Thistles, who mark the PCs as potential spies for Dingue. Rescuing the oneirobound woman gives the PCs a better name among the slaves. If using "The Salvation Epoch" sub-plot, consider having Lady Puzzledeep with the PCs to use this as a morality test in which the PCs can encourage her to take proper action.

Encounter #4 The Nature of the Blot

At dinner a rather drunken party-goer starts expounding on theories concerning the Umbral Blot. He likens it to the famed Sphere of Annihilation, mentioning quite loudly the repercussions of joining a Sphere of Annihilation with a Rod of Cancellation.

Development The next day, the man is discovered to have "killed himself by jumping off a roof and falling on several arrows and sword blades." PCs who are playing through the "Destroying the Umbral Blot" sub-plot will no doubt find the man's theories intriguing.

Encounter #5 The Pasha's Women

Two irate women, one an elf sorceress named Kinyani and one a janni druid, are searching the Chimeric Amphitheater for the Pasha. It seems he made a date with both of them, simultaneously, and then once he realized his error, he left them in an expensive restaurant where they were each individually stuck with an enormous check. To make matters worse, they are room-mates and soon discovered their mutual problem. As fate would have it, the PCs know where the Pasha is, having just seen him before encountering the women.

Development If the PCs help the Pasha avoid the women, he rewards them with a ring worth 5000 gp and an invitation to a feast in his apartments. PCs who are playing through the "Pasha's Riches" sub-plot should be able to use this invitation to their advantage. Likewise, for PCs who are playing through the "Dragon's Mate," Kinyani is one of three potential women the PCs might consider as a potential wife for the Dragon of the Ghostdance.

Encounter #6 A Woman in search of a Story

Kinyani is an elf sorceress interested in the Coliseum Morpheuon for one reason: she is a writer looking for a good story. She thus interviews all of the contestants as she has opportunity. PCs who can share a poignant life story find that she begins following them around, arranging to talk to them at all hours of the day and constantly taking notes on their activities.

Development How the PCs in question react is entirely up to them but for PCs who are playing through the "Dragon's Mate," Kinyani is one of three potential women the PCs might consider as a potential wife for the Dragon of the Ghostdance.

Encounter #7 The Devil's Torment

To commemorate the creation of the Cup of Desires, the Khan chooses one day of the tournament and for the entirety of that day, the Devil Akinshata is put on public display in a grand plaza within the Pagoda of Patricide. There, servants of the Khan spend the day torturing the devil who is bound to his wheel, helpless to defend himself. After the PCs witness this, they find themselves, later in the day, walking through a hallway in which the devil's tortured face is pictured predominately on busts, paintings and tapestries.

Development Akinshata uses the hallway and his tortured condition to attempt to win over the sympathy of any PCs he has chosen to help free him in stories using the "Sympathy for the Devil" sub-plot. PCs engaged in the "Salvation Epoch" sub-plot are encouraged by Jig to discuss the morality of torturing the devil with Lady Puzzledeep.

Encounter #8 The Unscrupulous Spectator

During the course of a test in which the PCs find themselves competing on the second day, they are met in the morning by a dwarven traveler who witnessed the contest on the previous evening and is willing to share details of it with them in exchange for financial recompense (5000 gp). If the PCs pay him, he shares a rough outline of what the test involves, enough to allow them to better prepare.

Development The dwarf shares his secrets with over two dozen teams and the scores for these teams are much higher. However, the poor dwarf does not get to enjoy his wealth. The next day he is found publicly crucified at the gate of the Coliseum Morpheuon, his eyes gouged out and his hands cut off. No further comment on the matter is forthcoming from the Khan.

Encounter #9 The Goblin Carnival

Outside the Chimeric Amphitheater a group of goblins sets up a clockwork carnival, filled with jugglers, wild beasts, magical tricks, rides, dream-freaks and pickpockets. The goblin thieves are quite talented and though there are rumors of their propensity for theft, most of the Coliseum patrons consider it something of a lark to attempt to visit the carnival and escape with purse intact (or not).

Development PCs visiting the carnival have a chance to try and capture one of the goblin thieves. The carnival, furthermore, has ramifications for several of the sub-plots. In "Setting the Captives Free," the carnival is the method used by Dingue to give PCs the drug they are to administer to the oneirobound slaves. In "The Dragon's Mate," Ioanna suggests the PCs convince the dragon to take one of his potential brides on a date to the carnival but asks the PCs to shadow them and make sure nothing goes wrong. In "The Pasha's Riches," the goblins, if caught stealing, will offer to do a job for the PCs if they don't turn them in.

Encounter #10 The Rage of the Water Elemental

A powerful, elder water elemental arrives at the coliseum to cheer on a favored team. Unfortunately all the aquan translators are currently occupied in a conference on the other side of town and the water elemental has been having problems ordering the sort of water it likes as a beverage (slightly salty, with a hint of sand and beer). Consequently the PCs witness it throwing something of a tantrum in a dining room in the Pagoda of Patricide, as it tosses around tables and beats on one of the waiters.

Development If they help him, the water elemental blesses one of the PCs with the gift of water breathing which lasts for a year and a day.

Encounter #11 A Challenge for the Pasha

An old wyrd gambler, slowly dying, has traveled to the Plane of Dreams for one reason: to challenge the Pasha of Swirling Ashes to a game of cards. Having lost to the Pasha many years before, the gambler wants one more chance to win back his mother's wedding ring, lost all those years ago. However, he can't get an audience with the Pasha and is looking for someone to help him arrange the card game.

Development If the PCs arrange the card game, they find themselves invited as witnesses to the event, held in the Pasha's apartments. This gives PCs involved in searching for "The Pasha's Riches," a chance to explore the complex to some extent. The Pasha loses the game, and the gambler pays the PCs 1000 gp each in thanks before he leaves.


Encounter #12 Water, Water, Everywhere

A magical prank goes awry and for half a day, the halls of the Pagoda of Patricide are filled with an ever-flowing stream of glowing harbor water, which rushes out through the front gate. Even worse, sea creatures are swimming in the water at an alarming rate, some large enough to be dangerous.

Development After a half day of this mess, the Khan finally is made aware of it, and, using his power over the Amphitheater, he deals with it. Nobody is punished as the Khan thinks the whole affair was humorous, especially the man-eating fish.

Encounter #13 Lady Puzzledeep's Hobby

PCs notice oneirobound carrying a dozen corpses through the Pagoda of Patricide. Questioning reveals these are the remains of men killed in battle in the Theater of Triumph who are being delivered to Lady Puzzledeep's villa in the city. Further investigation, or questioning Lady Puzzledeep, uncovers the fact that she is planning on experimenting on the corpses: raising them as zombies and then finding ways to destroy them. She offers the PCs good money if they also deliver bodies fresh to her.



Development PCs playing through “The Salvation Epoch” sub-plot have an opportunity to discuss with Lady Puzzledeep her fascination with necromancy in order to better understand her.

Encounter #14 The Queen’s Puzzle

The Queen of Thistles arranges a morbid and dangerous puzzle for the entertainment of the guests of the Pagoda of Patricide. It’s a puzzle box, left in a prominent sitting room, and all are permitted to try their hand at it; indeed she encourages it. Hidden within the puzzle box is a *ring of invisibility* which can be claimed by the person who solves the puzzle.

Development The puzzle is quite tricky and requires a successful DC 50 check to open (Disable Device, Sleight of Hand, or Bardic Knowledge). Failure causes poison needles to erupt from the box (1d4 plus deathblade poison).

Encounter #15 The Cat’s Cradle

Ioanna Vipershade has a soft spot for cats and she has chanced upon a nest of kittens, the mother of which she has determined was killed by Lai Elderon. She is ill suited for raising any creature and politely requests the PCs to watch over the kittens for her.

Development Auberyon hates cats and can sense when anyone has been near one. Possessing the cats increases the difficulty of any interactions with him and his hound. PCs who are playing through “The Dragon’s Mate” sub-plot, however, find that Tarchai is partial to cats; a gift of a kitten to her from the dragon would greatly endear him to her.

Encounter #16 The Bard’s Tale

At a feast in the Pagoda of Regicide, a series of bards perform, each telling a horrific tale in a contest to see who can outdo the other in frightening the audience. One of the bards tells a tale of the headless ghosts haunting the woods north of the Coliseum, and of the doomed souls who, eager to find the treasure buried there, met grisly ends.

Development Alert PCs notice a momentary slip in the Khan’s mask with the telling of this tale. Furthermore, the Umbral Blot visits the bard in the night, destroying him utterly. PCs who are playing through “The Sympathy for the Devil” sub-plot have an interesting experience later that same night. Shifting shadows on the wall of their room perform a pantomime performance of the Khan’s murder of his mate and mentor.

Encounter #17 The Sleeper Awakens

An oneirobound awakens to herself in the middle of being raped and kills her rapist using her powers. The existence of an awakened oneirobound is soon common knowledge as further corpses turn up. The Khan’s hounds eagerly hunt through the Pagoda of Patricide for this subversive criminal.

Development PCs who can find the woman first and convince her to play the role of the sleeper can save her and gain a powerful ally. She calls herself The Petal and is on the verge of awakening to the power of an oneirobound lord. For PCs playing through “The Dragon’s Mate” sub-plot, The Petal is one of three possible women who would make a suitable mate for the Dragon of the Ghostdance. PCs who have been freeing oneirobound in “Setting the Captives Free,” might suspect The Petal is awake as the result of their endeavors and that she might give them away.

Encounter #18 Surrounded by Sinners

Jig hates, with a deep passion, the environment of the Coliseum Morpueon, though he normally bears it well. Sometimes however, it’s more than he can take. Having witnessed a group of the Hounds mistreating one of the guests, he begins berating them. PCs witness the guest fleeing the scene and hear the voice of Jig growing louder and louder, angrier and angrier. It is evident that the celestial dragonne is about to incite violence in either himself or the Hounds.

Development PCs who interfere by either aiding or calming Jig earn his gratitude. If the PCs attack him, he flees. Good-aligned PCs who are not playing through “The Salvation Epoch” have a chance here to make an ally of Jig, who will eagerly help in any good-oriented mission.

Encounter #19 What Dreams May Come

The Queen of Thistles, as part of the entertainment for one of the Khan’s feasts, brings forth a bard she has been “working on.” In truth she has tortured and twisted the poor man to the breaking point. The bard gives an impassioned and moving speech about the nature of dreams, the absence of the soul from the body, and the desire to awaken himself, and then he pulls out a straight razor and slits his own throat.

Development Unless the PCs do something, the man dies. If they interfere in any way, the Queen becomes furious at them and the PCs do not receive a summary of their next test before entering the arena floor.

Encounter #20 The Pasha’s Painting

The Pasha of Swirling Ashes, some months ago, commissioned a painting of himself. Now that it is complete he plans on unveiling it during a lavish dinner. The PCs are among those he invites to his lavish apartments in the city.

Development This encounter affords PCs playing through “The Pasha’s Riches” another opportunity to explore parts of the Pasha’s apartments. Those helping the Dragon of the Ghostdance in “The Dragon’s Mate” sub-plot should recommend the dragon take the object of his affection to the party. Meanwhile, agents of Dingué will be at the party and

will use it as a chance to communicate with the PCs who are involved in “Setting the Captives Free.”

Encounter #21 The Vengeance Gambit

The members of Renewed Vengeance, a team in the competition entirely for the purpose of killing the Khan, make their move during a feast following a night of grueling competition. The five members of the team, each from different positions in the feasting hall, attack the Khan. The Umbral Blot appears, but each of the five of them, being so spread out, has opportunities to attack before they are destroyed. Chaos and panic ensue in the hall.

Development PCs who help defend the Khan earn his gratitude and receive a gift: a box of red rubies worth 50,000 gp in total. They also temporarily earn the Khan’s trust, which might help them in their own endeavors later.

Encounter #22 The Mephit’s Confusion

The Pasha sends Munt Pan Nadish on an errand in the Pagoda of Patricide: deliver an invitation to dinner to the Lady Puzzledeep. The dim-witted mephit, however, is having trouble remembering where he was supposed to find the Lady.

Development If the PCs help him, Munt will not be grateful for any help he receives, but the Pasha will when he discovers the assistance, and he will invite the PCs to dine at the same time as Lady Puzzledeep.

Encounter #23 Threatening the Dragon

Some years back, the Dragon of the Ghostdance published a short treatise attacking the theories of a fellow magic-user. That magic-user has arrived on the Island of the Coliseum, and hearing that the dragon is a benefactor in the games, has been making serious threats against him.

Development If nothing is done to settle the matter, the magic-user is discovered turned to stone a few days later, his head missing. PCs close to the dragon who wish to prevent this taking of life will need to find a way to settle the matter.

Encounter #24 The Magician’s Ring

The PCs become aware of a man angrily storming through the Pagoda of Patricide, looking for someone, that someone being the Pasha of Swirling Ashes. The man is a magician, named Gildonfrun, who is in the business of crafting magical items. The Pasha ordered a magical ring from him. Unfortunately, though the ring was delivered, the Pasha never paid for it.

Development PCs who help Gildonfrun in either obtaining payment or having the ring returned earn his gratitude and 25% off any single magical item he can make for them. PCs playing

through the “Destroying the Umbral Blot” sub-plot can utilize Gildonfrun in an attempt to create an arrow of Blot-Slaying.

Encounter #25 The Dream-Eater

A young lady, claiming to be a fan of the PCs, offers them a gift of a “chittering,” that is, a chittering dream eater (**Chapter 3**). She assures them that the creature is loving, affectionate and easily trained: all statements that appear to be true. In truth however, she is a fan of a rival team and is hoping the creature sucks the dreams out of the PCs when they sleep each night.

Development PCs that give the dream eater free run in their rooms are indeed going to find their dreams slowly diminishing in power and strength.

Encounter #26 A Woman in Despair

The PCs witness a woman in one of the rooms of the Pagoda of Patricide crying softly. Her name is Tarchai and she has lost all her dreams. She hoped journeying to the Plane of Dreams would help her rediscover joy but she believes now the Plane of Dreams is primarily inhabited by nightmares and there is no hope for her.

Development PCs can help cheer the woman up. In particular, if they can help her purchase or find new dreams, she will perk up, rewarding them with the gift of a *gem of brightness*. For PCs playing through “The Dragon’s Mate” sub-plot, Tarchai is one of the women most suitable for the dragon.


Encounter #27 The Stuff of Dreams

Dreams are wishes and fantasies given life. The PCs, while in the city of the Coliseum, witness a strange sight, which illustrates this fact. A strange bubble forms in the air, in the midst of which is a laughing child. The child is unaware of anything outside the bubble containing his dreams, but inside, he moves gaily through a happy land of gems, flowers, animals and magic. The vision is brief but at the end the bubble collapses on itself, forming a clear crystal.

Development The crystal is pure dream stuff and can be used by anyone in the Plane of Dreams as a *wish* spell. PCs in the “Destroying the Umbral Blot” sub-plot can use this crystal to form their necessary weapon. PCs in “The Salvation Epoch” who relate this experience to Jig create in him a suspicion that the Coliseum Morpheuon is built upon a strange area of Dreaming with a nature similar to the Shores of Sleep.

Encounter #28 Philosophical Differences

The Queen of Thistles has something of a rivalry going with the Witch of Stolen Hopes; in truth they hate each other. At one of the Khan’s many feasts, the Witch and the Queen begin arguing concerning which is greater: Good or Evil. Unfortunately for the witch, she is having trouble formulating



sound arguments for Good and if the PCs don't interfere, the whole thing is going to turn into a violent screeching match.

Development PCs that argue for the side of Good earn the eternal scorn of the Queen of Thistles. However, PCs looking to build a relationship with The Witch of Stolen Hopes as they engage in “The Salvation Epoch” find they have a wonderful opportunity to make her acquaintance.

Encounter #29 Toying with the Dunce of Clubs

The Jack of Diamonds cannot find the Deuce of Clubs. The Jack sent the Deuce on a simple errand the day before and he never returned. The Deuce is to be found in a side room in the Pagoda of Patricide, completely wound down. When wound back up, the Deuce explains stiltedly that it was lost as the halls kept seeming to change.

Development PCs who help the Jack find the Deuce earn his gratitude and before the next test he gives them a clue, a day in advance, as to what to prepare for: a sure sign the Jack has inside information. This encounter has more significance for PCs playing through the “Sympathy for the Devil” sub-plot. Following this episode, PCs discover a message on the wall of their room: “*I can change more than hallways -A.*”

Encounter #30 A Palace Purge

Rumors run rampant through the Coliseum that the Queen of Thistles has learned of a spy from Dingue in the Coliseum. No names are mentioned but several oneirobound are publicly beaten, tortured and executed. Their bodies are put on display outside the gates of the Chimeric Amphitheater.

Development The Queen does not specifically know of any spies by name, this is merely something she routinely does for fun, and to keep people in line. PCs who are actually working against the Khan, however, might well become nervous.

Encounter #31 A Devil's Diary

As one of the PCs goes to bed, he finds a strange diary on his bed. It contains the story of an innocent devil who assisted a poor soul and was then cruelly betrayed and tortured. The diary is gone by morning.

Development A PC who reads the diary receives a +2 profane bonus on any Sense Motive skill checks. PCs who are being courted by Akinshata in “Sympathy for the Devil” find a contract at the back of the diary outlining what the devil would like them to do and what he offers them in return.

Encounter #32 Honor Among Thieves

PCs cannot help but notice the poor unfortunate man walking through the Coliseum Morpheuon, his hungry daughter right behind him. His story is an unfortunate one.

Being without proper work for over a month, he did a job for Lady Puzzledeep and stole the dream of one of the Khan's servants, quite a dangerous proposition. However, when he turned the dream over to Lady Puzzledeep, she refused to pay him.

Development Lady Puzzledeep feels she is doing good by the man, for he turned over the dream before asking for payment and she wants him to learn caution. PCs that help the man, in any way, earn the friend of a true rarity: a talented thief with honor and a conscience. PCs who are searching for “The Pasha's Riches” might find him useful. Moreover, PCs working on reforming Lady Puzzledeep in “The Salvation Epoch” have a golden opportunity to encourage her to do right.

Encounter #33 The Khan's Bet

At one of his feasts, the Khan issues a “friendly wager” to the strongest and noblest of the PCs. He will pick an individual from an opposing team and pit him up against the PC with a simple challenge: slice a wooden table in half with the fewest number of blows. The loser pays the winner ten thousand gold pieces. The participants can use magic and whatever weapon they choose. If they each do it in a single blow, he will pay them each out of his own purse.

Development If the PC accepts, the Khan brings out the two wooden tables, both holding helpless slaves atop them, arms and legs bound and stretched with chains to the corners.

Encounter #34 Law and disorder

Two demons, a marilith and a succubus, are staying in the Pagoda of Patricide and observing the Damnation Epoch on behalf of their master. In doing so they could not help noticing Black Glass Spade and her condition. They have slowly come to realize that the obsidian marilith has abandoned the ways of chaos. This outrages them and they have begun a private war against her, sowing chaos wherever they can in her vicinity. The PCs come across the two demons in the process of trashing a room in the Pagoda of Patricide, one Black Glass Spade had just had prepared for one of the Jack of Diamond's teams.

Development PCs have a chance to drive off the two demons before Black Glass Spade arrives. Or alternately, help Black Glass Spade kill them when she finds the room in shambles. The whole situation might help the PCs learn of Black Glass Spade's transformation from a proper demon into a creature devoted to law, though even after they have helped she will not swiftly open up to them. PCs who are trying to help Lady Puzzledeep in “The Salvation Epoch” should be interested to learn that it was Black Glass Spade's devotion to the Jack of Diamonds and her time spent in a different form that prompted her gradual change in outlook.



Chapter Nine: The Tests of the Damnation Epoch

The Damnation Epoch is comprised of ten tests held over the course of 21 days. Each of these tests, except the last one, occurs multiple times as the various teams in the Epoch compete; each team is assigned identical challenges. Events begin each evening at sundown and continue until dawn, with approximately thirty minutes being devoted to each individual competition.

Each test is presented in a general stylized manner, allowing GMs to run the contest, round by round, according to his own desires and the needs of his plot. This chapter details each of the ten tests as follows:

Challenge Level: This is the expected level the scenario assumes the PCs have obtained to this point. However, it is no more than a guideline for GMs, and PCs who are a level higher or lower should do fine.

Thematic Hint: Prior to each contest, the Khan alters the pagodas to reflect the nature of the upcoming test. Brief details concerning these thematic hints are given here.

Map: If an event utilizes one of the maps accompanying this adventure, the map name is given here. Several of the scenarios, especially those involving a race, do not require a specific map but instead assume the GM keeps either a running tally of distance traveled or has no need for specific PC placement.

Suggested Opposition: GMs are free to create their own opposition teams for each event, however, each scenario contains a suggestion for which of the two teams provided to use against the PCs, or else offers some alternative. Some tests, being against the clock or an element of the terrain, do not involve another competing team and in such cases the suggested opposition is “None.” It is important for GMs to make sure they understand the ability of NPCs competing against the team and the brevity of this entry in each contest should not be taken as an invitation to gloss over this rather important Epoch element. Rather, our desire is for each GM to tailor the opposition and the actions of this opposition to the needs of his story.

Summary of the Contest: Before each contest, one of the NPCs involved in the arena gives the PCs a quick rundown on what is expected of them. This section provides boxed-text containing exactly that.

Terrain: Almost every test takes place on unusual terrain. This section of each scenario begins with boxed-text describing the start of the test and changes to the arena floor. Also included in

this section is a discussion of those arena features which have the potential to affect the outcome of the contest.

Event Rules: While “Summary of the Contest,” contains the information given to the PCs concerning the event, this section of each scenario provides the GM all the information, and any sub-systems, needed to run the test.

Creatures: If there are any monsters involved in the competition, besides those in the opposing team, they will be mentioned here.

Resurrection: The Khan of Nightmares has the power to resurrect almost anyone killed in his Chimeric Amphitheater. Whether he uses this power or not, however, is up to him. As the contests advance, resurrection from the Khan becomes less likely. We note, using a simple, “Yes,” “No,” or “Once,” whether the Khan will resurrect a competitor who has been killed. During those events with a “Yes,” the Khan brings the dead back as often as necessary until the event is over. “No,” indicates the Khan never raises a slain competitor during a specific test and “Once,” means the Khan resurrects any individual slain, but only just once. Note that this applies only to resurrections initiated by the Khan. There is nothing to prevent others on the team from resurrecting their slain comrades either before or after the test. Like the spell, the Khan’s *resurrection* results in one permanent negative level. Unlike the spell, the Khan needs no material component and can raise even those normally immune to the spell. However, the Khan, by choice, never resurrects an undead being.

Scoring: Each test in the Epoch is scored, with 100 being the best possible score. Teams are ranked according to their scores. For most of the competition, this fact is mainly utilized for bragging rights and for bookies to determine odds for each contest. In each scenario, this section details the method for scoring that particular test. GMs are free to determine how well the opposition is doing in relation to the PCs. At the beginning of the 10th test, GMs will need to know where the PCs team ranks in order to determine where, in the arena, their team begins.

Reward: Each scenario contains direction for awarding experience from the event. As well, because there is generally no looting during the contests, in order to maintain the PCs expected wealth level, suggestions regarding appropriate rewards from the PC’s benefactor following each contest are provided.

Test 1: The Chains of Guilt

Challenge Level: 16

Thematic Hint: Prior to the contest, the pagodas adopt a chain motif, complete with furniture made of chains and chain streamers draped across the ceiling. All the oneirobound slaves are forced to wear heavy chains.

Map: None

Suggested Opposition: The Grey Feathers

Summary of the Contest:



The Queen of Thistles herself greets you in the luxurious room where you await your summons to the arena floor. She wears the form of a comely elf maid, but the two puppets at her belt and the two hideous hags that follow some feet behind her, their faces grotesquely made up with face paint and red blush, give her identity away. “Good evening my champions,” she says sweetly, “I hope you are prepared for the first event of our glorious Damnation Epoch.”

“Our first test is called ‘The Chains of Guilt’ and it is simplicity itself. You must climb a tower of dreams and madness into heaven. As you climb you must pull the end of a chain along with you. The chain will unspool as you drag it up the stairs. A second team will be climbing a similar tower. The nature of the towers will allow you to interact with your opponents, slowing them as you see fit and being slowed in turn. The first team to reach the top of the tower with their chain wins. However, even if you lose, your effort will be scored, so do your best. The team with the highest score at the end of the Epoch will benefit from it in the last test.”

Terrain:



As you exit from the waiting area and enter the Chimeric Amphitheater, you find yourself exiting onto one of two platforms near the center of the Arena. The great crowd circling the amphitheater cheers lustily to see you. As you sweep your eyes around the great arena, you realize the door has disappeared. On the other platform, a doorway appears just long enough to allow another team into the amphitheater and then it too is gone.

From his exalted position the Khan intones, “Our first challenge is that of guilt, a heavy burden! Let us hope our teams are hardy enough to carry the weight

of their sins upwards toward the heavens. Many have been driven mad by such endeavors!” As the Khan speaks, a great, spooled chain of iron appears on one side of your platform. At the same time, a translucent tower, comprised of what appears to be wispy clouds, springs into being around you. Misty stairs of dubious strength head upwards toward a radiant light which beams from the top of the tower. The hazy walls of the tower are thin enough to see through and you can still make out both the crowd in their seats and your opposition in the other tower.

“Let the games begin!” shouts the Khan, and the crowd roars its approval.

The walls and stairs of the misty towers are of a particular nature. None of the participants can pass through them, nor can the chain, but anything else can, including spells, missile weapons, etc. Opponents in the two towers have a clear line of sight to the opposition and the walls do not provide any cover. Likewise, the walls cannot be damaged, as they are made of mist, but neither can they be blown away by the wind. The towers are each thirty feet wide and are spaced fifty feet apart from each other.

Event Rules: There are three challenges the PCs must overcome in order to reach the top of the tower with the end of their chain.

The first challenge is the opposition. GMs should bear in mind the ability of the opponents during the test, utilizing their spells and attacks as appropriate to hamper the PCs.

The second challenge is one only hinted at by the Khan and the Queen of Thistles. Each round, after the first, waves of dream-induced visions and effects sweep across the arena. The exact effect differs from round to round, randomly, according to the following chart. At the beginning of each round, except the first, GMs should roll a d10 and apply the effect before any actions are taken by either team. Some of the conditions will stack with others, but any new polymorphed condition takes precedence over any such previous conditions. Characters with shapechanging abilities of their own can overcome the polymorphed conditions by taking a full round to utilize their own powers.

1. **Polymorph (Plant):** Any character who does not succeed at a DC 21 Fortitude save turns into a small tree or large shrub for 1d3 rounds. (Speed 0 ft)
2. **Blinded by the Light:** The light from the top of the towers flashes so brilliantly that anyone who does not succeed at a DC 19 Reflex save is blinded for 1d4 rounds.
3. **Polymorph (Tiny Mammal):** Any character who does not succeed at a DC 21 Fortitude save turns into a small mammal, such as a rat, weasel or squirrel for 1d3 rounds. (Dex +4, Str -2, +1 natural AC)
4. **Epic Color Spray:** A dizzying rainbow sweeps over the field bathing all in its colors. Any character who does not succeed at a DC 18 Will save is stunned for 1d4 rounds.

5. **Polymorph (Fish):** Any character who does not succeed at a DC 21 Fortitude save turns into a small fish for 1d3 rounds.
6. **Feeblemind:** The very fabric of reality seems to spin out of control. Any character who does not succeed at a DC 21 Will save has an effective Intelligence and Charisma of 1 for 1d3 rounds.
7. **Polymorph (Bear):** Any character who does not succeed at a DC 21 Fortitude save turns into a brown bear for 1d3 rounds. (Dex -2, Str +4, +4 natural AC)
8. **Lightning:** Lightning flashes across the sky and through the towers. All characters take 10d6 points of electrical damage (DC 19 Reflex halves).
9. **Polymorph (Elephant):** Any character who does not succeed at a DC 21 Fortitude save turns into an elephant for 1d3 rounds. (Dex -4, Str +6, +6 natural AC)
10. **Confused Direction:** The world seems to swirl and twist around the characters. Any character who does not succeed at a DC 20 Will save is confused as to which way is which for 1d3 rounds. Any attempt by this character to pull the chain increases the weight being pulled equal to the character's maximum load capacity as he pulls in the wrong direction.

The third challenge is the chain. The PCs need to haul it up ten flights of stairs. Though the chain begins light enough, as it continues to unwind from its massive spool, the weight being hauled naturally increases. Added to this is the fact that after each flight of stairs, the characters must turn a corner, adding friction to the weight. The chain weighs 200 pounds per 30 feet and each corner adds a cumulative 5% to the weight. Characters cannot go up the stairs faster than a double move. The speed of the characters will of course depend on whether or not they are carrying a light or a heavier load. Working together, characters add their weight capacities together to determine what they can carry and how fast. Do not add their Strength scores together as this will produce a wrong result. GMs should keep track of how far the characters move in total; every 30 feet of movement moves them up another flight of stairs. Characters are free to use whatever spells or tricks they want to assist in moving the chain. Some spells, like *grease*, might reduce friction on a given floor, and other spells, like *levitate*, might be used to decrease the weight of the chain. GMs will have to adjudicate as needed and keep track of which flight of steps the characters are on, along with the current weight of the chain. If the characters do nothing but pull, the weights on each floor will be as follows:

1st Floor – 200 lbs	6th Floor – 1500 lbs (1200 +25%)
2nd Floor – 420 lbs (400 +5%)	7th Floor – 1820 lbs (1400 +30%)
3rd Floor – 660 lbs (600 +10%)	8th Floor – 2160 lbs (1600 +35%)
4th Floor – 920 lbs (800 +15%)	9th Floor – 2520 lbs (1800 +40%)
5th Floor – 1200 lbs (1000 +20%)	10th Floor – 2900 lbs (2000+45%)

Resurrection: Yes

Scoring: PCs gain 10 points for each of the ten flights of stairs they clear. They lose 10 points per character death. Regardless of the scores, the game is over when one team reaches the final level of the tower.

Reward: PCs gain experience for each opponent they kill during the competition, but only once for each such opponent. PCs should also gain experience for completing the contest. Add 7 to the highest floor the PCs clear and award experience as if they had defeated a creature of that CR.

Following the test, during an “after-contest celebration” the PCs’ benefactor presents each of them with *boots of speed* as well as giving the team a single *manual of gainful exercise* +2.

Test 2: Capture the Mast

Challenge Level: 16

Thematic Hint: The pagodas take on a nautical theme, each room being made to look like the interior of a sailing ship.

Map: Glass Ships

Suggested Opposition: The Dirges

Summary of the Contest:



As you wait once more for yet another chance to compete in the Damnation Epoch, the Khan’s bodyguard, Khansadeh, the Master of the Hounds, enters the room, accompanied by half a dozen of his hounds in their most bestial of forms. As the hounds slaver and growl, the golem changes shape, taking on his sphinx form.

“I have been sent to tell you of your next test. You and a second team will begin aboard sea-going vessels. These vessels have each lost their masts to the icy waters in which they float. Your task is simplicity itself. Dive into the water and retrieve your mast before the opposing team can do so. But be careful, the mast is heavy and fragile and any damage it receives will be deducted from your overall score. As always, you can interfere in any way you wish with your opponents, and they with you. However, be forewarned – if both masts are destroyed, both teams lose and gain no points for the competition, so defend your prize well. The game is over when one team lifts its mast on board its ship.



Terrain:



Exiting the waiting area, you find yourself stepping out onto a glass ship floating in an icy sea. The air is bitterly cold. Glass walls surround the arena of the Chimeric Amphitheater, like some giant aquarium, so that the audience can see both above and below the rim. Across the water is a second ship and your opposition exits onto their glass vessel. The cheering of the audience is strangely muted by the walls and the water.

The Khan of Nightmares, in his high booth, strides forward and waves pleasantly to all. Next to him is the Queen of Thistles and behind him is a massive devil bound to a wheel of pain.

“Greetings!” booms the Khan, “We begin now the second test for these two noble teams. May they fight and die well as they seek to retrieve their fallen masts from the icy waters of death! Let the game begin!”

The Khan is right when he describes the environment as the icy waters of death. If the floating ice and the chill temperature of the air do not clue the PCs in, diving into the water will be quite a shock if they are not prepared. The temperature of the water is freezing cold and deals 5d6 points of nonlethal cold damage each round a character is in it. When a character has taken an amount of nonlethal damage equal to his hit point total, any subsequent damage is lethal. A successful Fortitude save (DC 15, +1 per previous check) reduces the damage by half.

Though not as dangerous as the water, the air is severely cold and requires an unprotected character to make a Fortitude save every 10 minutes (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage, as described in the *Core Rulebook* (p. 442).

GMs should keep in mind the rules for swimming (*Core Rulebook* p. 208), including, if necessary, the PCs’ swim speeds and the rules for holding one’s breath.

Event Rules: The mast of each ship lies on the bottom of the water, 100 feet below the surface, near to the ship to which it belongs. Each mast is thirty feet long, weighs 900 lbs, and is made of incredibly sturdy glass-steel (hardness 10, 100 hp). The mast is immune to acid, cold and electricity damage, has fire resistance 10, and takes double damage from sonic. There are ropes on the ship, if the PCs think to look. They are free to use these, though hauling the mast up with a single rope is nearly impossible without swimmers to stabilize the rising object, as the smooth surface of the mast allows the mast to easily slip out of the rope as it raises. *Levitation* is probably the easiest way to lift the mast, but GM’s should bear in mind the range of the

spell and the depth of the water when teams attempt this.

Even before teams lift the masts they must first find them. Spotting the clear glass mast is itself not necessarily easy and is virtually impossible from above the water. Finding the mast in the water requires success on a Perception check (DC 15 + 3 for every 10 feet of water between the mast and the looker (18 DC at 90 feet depth, DC 21 at 80 feet depth, DC 45 from the ship, etc.).

Oposing teams must decide how much time to spend on trying to damage the opponent’s mast and how much time to spend lifting their own.

Resurrection: Yes

Scoring: Teams receive points equal to half the hit points of their mast at the end of the contest. Teams likewise receive 50 points for successfully lifting their mast onto their ship. Each character death reduces the total score by 5 in this event.

Reward: PCs gain experience for each opponent they kill during the competition, but only once for each such opponent. PCs that lift the mast onto the ship should receive experience as if they had defeated a CR 16 creature.

The PCs’ benefactor, a day after the contest, gifts each of them with a *ring of waterwalking*. He also offers to buy any single magic item, worth 20,000 gp or less, from the Souk for them.

Test 3: Into the Fire

Challenge Level: 17

Thematic Hint: The pagodas are filled with fire and a hellishly red décor. Each room is uncomfortably hot as braziers in each corner blaze forth unnaturally high flames.

Map: Arena of Fire

Suggested Opposition: None

Summary of the Contest:



As you wait in the now familiar room for the contest to begin, a chipper young girl skips gaily into the room. You wonder at this for a moment and then notice the pair of puppets in her hand. It is the Queen of Thistles wearing yet another guise.

“This next one is going to be simplicity itself,” she says cutely and then with an evil laugh, she shifts to her natural form, that of a hideous, giant crone. “The Khan wants you to defeat the King of Fire and take his crown from him. There are no rules other than that. Once the King of Fire lies defeated and you have his crown, you have won.”

Terrain:



As you enter into the arena, you notice it looks much as it did when you first competed. A river of lava flows down the center and it is hellishly hot. High above, the Khan beams as the crowd roars, catcalls and cheers mingling together into one overwhelming cacophony.

“Since time immemorial, gladiators have fought in the arenas. They have fought the elements, they have fought each other, and they have fought the wild beasts! Tonight, once more, we witness our brave warriors as they carry on this fine tradition. Standing together they must defeat the King of Fire and claim his crown!”

As the Khan speaks, figures begin to move from the lava, beasts of fire and molten slag. Meanwhile, one great, winged figure of fire rises from the middle of the fiery stream, a molten crown of gold upon its bearded, horned face.

As in the “Trial by Fire,” so now the arena begins hot and grows ever hotter. The temperature in the arena starts at 130 degrees, requiring PCs without *endure elements* or similar protection to make a DC 15 Fortitude save or take 1d4 nonlethal damage. Heavy clothing and armor imposes a -4 penalty to this roll. Every two rounds the temperature increases by another degree. When the temperature reaches 140 degrees, characters take 1d6 points of heat damage, no save, and must also make a save to avoid nonlethal damage. At this point *endure elements* will not be sufficient to protect individuals. Consult the *Core Rulebook*, page 444, for additional details on dealing with heat.

Anyone landing on the lava takes 2d6 points of fire damage per round and faces the danger of sinking (20d6 fire damage). Even after leaving the lava, characters will take damage for 1d3 rounds, but the damage is halved. For more on lava, consult the *Pathfinder® Roleplaying Game Core Rulebook*.

Event Rules: This test is a fairly straightforward combat with one caveat. The “King of Fire,” a devil-bound gold dragon, begins the combat in hiding. The visible King of Fire is a mere construct formed from animated lava. Three waves worth of combatants exit the lava, and not until they are defeated does the “King” leave his place in the middle of the lava.

The main twist is the retrieval of the crown, once the king is dead. As he dies, his body dissipates and the crown falls into the lava and sinks. To retrieve it, one of the PCs will have to go “into the fire.”

Creatures: All of the creatures the party fights in this test, except the true King, are disguised by the Khan, using the

power of the arena, as creatures of fire and molten slag. True sight, or similar powers, reveals their true forms, hell-spawns all, conscripted to this fight through the power of Akinshata. Each wave occurs four rounds apart, or after the preceding wave is destroyed, whichever is first. None of the devils use their *teleports*, nor do they attempt to *summon* in other devils. If the PCs destroy the three waves of combatants, the lava construct collapses and the dragon rises from its hiding place. Likewise, if the PCs destroy the construct before the devils, the dragon waits two rounds and then rises from his hiding place to use his breath weapon.

First Wave

8 Advanced Bearded Devils (CR 6)

AC 23 *Bestiary* p. 73

hp 69

Second Wave

5 Nessian Hell Hounds (CR 9)

AC 24 *Bestiary* p. 173

hp 126

Third Wave

3 Barbed Devils (CR 11)

AC 26 *Bestiary* p. 72

hp 138

Lava Construct

Huge Animated Object (CR 7)

AC 14 *Bestiary* p. 14

hp 78

(Add 2d6 fire to damage, grab and constrict)

The King of Fire

Male Pit-Fiend Bound Gold Dragon (CR 18)

LE Huge dragon (evil, fire)

Init +2; **Senses** dragon senses; Perception +32

Aura frightful presence (200 ft., DC 26)

DEFENSE

AC 34, touch 12, flat-footed 32 (+2 Dex, +22 natural, +2 profane, -2 size)

hp 261 (18d12+144); regeneration 5 (silver, good)

Fort +19, **Ref** +12, **Will** +20

DR 5/magic; **Immune** fire, paralysis, poison, sleep; **Resist** acid, cold 10; **SR** 26

Weaknesses vulnerability to cold

OFFENSE

Spd 60 ft., fly 250 ft. (poor), swim 60 ft.

Melee bite +29 (2d8+20 plus disease /19-20), 2 claws +29 (2d6+13 plus disease /19-20), 2 wings +27 (1d8+6 plus disease), tail +27 (2d6+20 plus disease)

Space 15 ft.; **Reach** 10 (15 ft. with bite)
Special Attacks breath weapon (50 ft. cone, DC 27, 12d10 fire), crush, disease (devil chills DC 26), weakening breath

Spell-Like Abilities (CL 18th)

At will – *bless, daylight, detect evil*
3/day – *blasphemy, create undead, fireball* (DC 20), *greater dispel magic, greater teleport (self plus 50 lbs.), invisibility, magic circle against good, persistent image, unholy aura*

Spells Known (CL 7th)

3rd (5/day) – *dispel magic, fireball* (DC 20)
2nd (7/day) – *cure moderate wounds* (DC 19), *flaming sphere* (DC 19), *resist energy*
1st (X/day) – *alarm, divine favor, mage armor, magic missile, shield*

STATISTICS

Str 37, **Dex** 14, **Con** 27, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +18; **CMB** +33; **CMD** +45 (49 vs. trip)
Feats Alertness, Critical Focus, Extend Spell, Improved Critical (bite, claw), Iron Will, Multiattack, Power Attack, Vital Strike
Skills Diplomacy +28, Fly +15, Heal +28, Knowledge (arcana, local, nobility, religion) +28, Perception +32, Sense Motive +32, Spellcraft +28, Swim +42
Languages Abyssal, Celestial, Common, Draconic, Giant, Infernal
SQ change shape, detect gems, fast flight

SPECIAL ABILITIES

Change Shape (Su) The King of Fire can assume any animal or humanoid form three times per day as if using polymorph.
Detect Gems (Sp) The King of Fire can detect gems three times per day. This functions as locate object, but can only be used to locate gemstones.
Weakening Breath (Su) Instead of a cone of fire, the King of Fire can breathe a cone of weakening gas. Creatures within the cone must succeed on a Fortitude save or take 6 points of Strength damage (Will save DC 25 halves)

Resurrection: Yes

Scoring: Killing the King of Fire nets each team 50 points. Retrieving his crown earns the team another 50 points. Teams lose 10 points for each death they endure.

Reward: PCs should receive experience for every foe they defeat. Furthermore, teams that do successfully retrieve the crown earn experience as if they defeated a CR 16 creature.

The PCs' benefactor, following this contest, during a celebratory feast, gives each member of the party a *ring of fire resistance, major*.

Test 4: The Test of the Dragon Riders

Challenge Level: 17


Thematic Hint: The walls and floors of the pagodas seem to be

made of sky-blue marble, while billowing white curtains flutter prettily at the windows. One gets the feeling of walking on air, surrounded by clouds.

Map: None

Suggested Opposition: We suggest for the opposing team using the stats of a group of five adult red dragons, (*Bestiary* p. 98), one of which has been polymorphed into a rider. However, change the flight speed to 120 ft. For GMs who don't mind extra work, apply Form of the Dragon III to the Gray Feathers.

Summary of the Contest:




Once more it is the Queen of Thistles who arrives to brief you on the event you are about to face. She is accompanied by several oneirobound slaves, some carrying packs of scrolls. One of the oneirobound forlornly clutches a long jousting lance, another carries a rather strange-looking saddle.

"This contest is a bit different," she cackles delightedly, "in that most of you get to play the part of dragons if you want, except for the one who gets to be the dragon-rider. One of you has to be a dragon, but the rest can do as you will. Once in the arena, you will be racing the other team. You are to fly from your starting position, toward a set of ten checkpoints and then at last to the goal. At each checkpoint there will be a pair of golden rings. Your dragon rider gets to try and lance one of these onto his jousting lance. You'll only get one shot, so make it count. When one team reaches the finish line, the race is over. As always you can do what you like to the other team. So who's doing what?"

The oneirobound with the Queen carry scrolls containing *Form of the Dragon III* which the party can use as they will. The saddle and lance are of course for the rider's benefit.

Terrain:



As you enter the arena floor, you find yourself once more on a wide pedestal in the middle of the arena. As the crowd chants out your names, the other team, on their pedestal, sneers over at you. Before you can react, the Khan, speaking from his position above the arena, shouts "Tonight we witness a race through the skies, two teams speeding through the atmosphere after the elusive prize that is victory!" Even as the Khan speaks, the arena fades away and you are suddenly in the midst of a massive blue sky

which is simultaneously infinite in scope while yet contained within the seats of the amphitheater. It takes a few moments for your brain to adjust to this. In the distance you can just make out what you take to be your first checkpoint.

“Let the games begin!” shouts the Khan, his voice echoing through the sky.

This race takes place in a field of blue sky which stretches beyond sight in every direction from the teams. The first set of rings lies 500 feet beyond the starting point. The other rings and the final goal are likewise spaced 500 feet apart from one another in a straight line.

Lightning arcs between the second and third set of rings, and between the eighth and tenth sets. Each round 1d4-1 members of each team will be hit with lightning while in these areas (10d6, Reflex save DC 19 halves).

Between the third and fourth set of rings, and between the sixth and seventh set, are massive floating rocks. Weaving between these at full speed requires a successful DC 25 Fly check each round; failure results in a collision with rocks, which deals 8d6 points of damage to the flier.

High winds blow between the fourth and seventh rings. Between the fourth and fifth rings, the winds blow at a speed of 50 mph against the fliers. Between the fifth and seventh rings these winds increase to 100 mph. This makes flying among the rocks on this last windy section especially tricky. Consult the Pathfinder® Roleplaying Game Core Rulebook, for specifics as to how this will affect individual flyers.

Event Rules: As in other contests, the two teams must decide how much to focus on attack and how much on defense. In particular, the dragon-character bearing the rider should focus on speed. Teams will also have to deal with the elements as they race, especially if any of the PCs chose to remain Medium sized.

The ten sets of rings, each ring in the set twenty feet from the other, are golden in color and quite small. Dragon and rider need to work together to allow the rider to lance the rings. Dragons must succeed in a DC 20 Fly check to pass by the appropriate location. If the Fly check is successful, passing riders need to strike an AC of 18 in order to lance the ring. If the Fly check is unsuccessful, the rider suffers -4 to his attack roll for every one point by which the check failed (Fly check of 19 equals a -4 penalty, 18 equals -8, etc.). Rings dissipate singly after a failed attempt to lance them or after the rider and his dragon have passed them (if one team, for instance, chooses to teleport).

The finish line is a bank of clouds into which the flyers must enter. As soon as a dragon and his rider enter the clouds, the race is over and the sky turns once more to solid ground, with both teams once more upon the floor of the Chimeric Amphitheater.

Resurrection: Yes

Scoring: For every ring the dragon-rider on a team lances, the team earns 8 points. The team whose dragon crosses the finish line first earns an extra 20 points. For every death they suffer, the team loses 10 points.

Reward: PCs gain experience for each opponent they kill during the competition, but only once for each such opponent. PCs should also gain experience for each ring the rider lances, treating each ring as a defeated CR 7 creature. Finally, PCs who win the race gain experience as if they had defeated a CR 17 creature.

Following the race, the PCs' benefactor will reward each PC with a sack of gems worth 19,000 gp, advising them to spend a couple of days enjoying the Souk and the pleasures of the city.

Test 5: Chaotic Time

Challenge Level: 17

Thematic Hint: The pagodas are filled with clocks of every shape and size, each of them with a different time on its face. Clocks are constantly and noisily chiming the incorrect hour.

Map: Clock-Tower Maze

Suggested Opposition: None

Summary of the Contest:



The Master of the Hounds awaits you in the room leading to the arena floor. As you enter, he shifts to his sphinx form in order to better communicate.

“Greetings champions. You have done well to make it this far, but now the challenges will begin to grow harder and more dangerous. Yet before we move on to more dangerous games, we have one more contest which will be simplicity itself for you. Tonight you will journey through a chaotic maze of clockwork gears. You will have to forgive the poor unfortunates who have become trapped there and may try to interfere with your rather easy task. Within this clock tower are four switches that need to be pulled in order to turn off the gears. As soon as you pull the four levers you have won. Do beware of the gears, however, and try not to get caught in any of them as they can be quite bothersome.”

Terrain:



As you enter into the arena, you find yourself in the very middle of the Chimeric Amphitheater. It appears, momentarily, very plain and unadorned. Nevertheless, the crowd seems excited to see you. They cheer and jeer, and for a moment you find yourself noticing the mood seems darker, more dangerous, tonight. Overhead the stars circle strangely around the broken moon and the dark Umbral Blot floats lazily near the Khan's box.

The Queen of Thistles steps forward and gestures for the crowd to be quiet and only after the audience complies does the Khan walk forward. If the crowd seems more bloodthirsty tonight, the Khan seems more cheerful. He beams a bright smile and waves before saying, "Well, it's been quite a night already! Two teams completely eliminated from our glorious Epoch. Shall we see another failure or another triumph? Shall chaos reign or will our champions overcome?"

As the Khan speaks, metal gears rise from the earthen floor and you find yourself hurtling upwards as the arena becomes a tower: a clock tower in which you are suddenly surrounded by churning, monstrous gears. Each wall of the tower is a clock face, each clock showing a different time, and the interior of the tower is filled with a hideous cacophony of chimes, ticks, knocks, rattles, and thumps. Even worse, there seem to be various body parts caught among the gears, churning and turning with the clockwork mechanisms.

You hear the cheering of the crowd from outside the tower and you are aware that though you cannot see them, the audience can still clearly see you and also that you have not moved in relationship to them.

The voice of the Khan booms, "Four levers to pull for victory! Let the games begin!"

The interior of the clock tower has two kinds of spaces: those filled with gears and those not filled with gears. The spaces filled with gears count as difficult terrain and in addition to the normal penalties to movement, any character standing in a gear space must make a DC 18 Acrobatics check or be knocked prone.

Furthermore, the gears have a disconcerting tendency to grab characters. This effect is discussed more fully in **Event Rules**, but characters in a space between the gears must make a DC 15 Reflex save whenever they move through a new square or engage in combat in a square. Failing the save indicates the

character was caught by the gears. Characters in spaces filled with gears must make a DC 21 Reflex for each such square they stand in or move through in order to avoid being caught by the gears. Notice that standing perfectly still in a non-gear space requires no Reflex save, but if one is among the gears, it is impossible to stand still. Characters knocked prone suffer a -4 penalty to any Reflex save, in addition to losing their Dexterity modifier.

The clock tower is 100 feet in width and length. It is forty feet high, but spaces filled with gears are filled with gears from floor to ceiling, so flight does not allow one to avoid the gears. Effects in this test require the GM to randomly place both monsters and characters throughout the length of the event. The map squares have been assigned x, y values (Cartesian coordinates) from 1 to 20. To randomly place any creature on the map, GMs should roll 2d20, using one die as the x value, and the other as the y value.

Event Rules: At its heart this test is fairly simple. There are four levers at the four corners of the room and characters must simply travel to each corner and pull the lever. However there are three complications which will make this a true challenge. First, the clock tower is inhabited by an unending supply of gibbering mouters, which, beginning in the first round of the test, begin appearing from between the gears. Each gibbering mouter, as it appears, is placed randomly on the map as described in **Terrain**. The gibbering mouters rush the nearest character, fighting until destroyed.

The second obstacle is the gears themselves. Characters caught in the gears are pulled apart, moved along the gears and then reassembled elsewhere in the tower. Characters so transported are placed randomly in the tower by the GM. This, in and of itself, would be annoying, but characters who are reassembled by the gears may not be put back together with their original parts. Characters transported by the gears must make a DC 21 Fortitude save. For those that fail this save, one of their normal body-parts is replaced with that of another creature, or else their body is rearranged. GMs should roll a d20 and apply the results from the following table to the character. Characters with shapechanging abilities can spend a full round to use their abilities to turn themselves back to normal. All limbs, unless noted, are of a size appropriate to the character and any bonuses to skills should be considered racial bonuses.

d20

1. The head of an eagle (-2 Wis, +6 Perception, speech is impossible)
2. The arms of an ape (+2 Str, +2 Dex, +4 Climb)
3. Tentacle legs (-20 Speed, +2 Dex)
4. Mismatched arms, one short, one long (-2 Dex, -2 Cha)
5. Head of an ape (low-light vision, scent, -2 Cha)
6. Dog legs and torso (centaur like, +10 Speed, -2 Str, +2 con, +4 to CMB versus trip)



7. Legs replaced with fish-tail (-20 Speed, Swim 40, -2 Dex out of water, +2 Dex in water)
8. Tentacle arms (10 ft. reach, +2 Str, +2 Dex, -2 Cha, no hands)
9. Bat wings (flight 20 ft.)
10. Head of a horse (-4 Cha, +4 Perception)
11. Hands replaced with bird claws (-2 Dex, -4 Disable Device, -6 Sleight of Hand)
12. Left and right arms switched (-2 Dex)
13. Bird legs (-10 speed, -2 Str, -2 Dex)
14. Arms become fins (+10 swim speed, -4 Str, -4 Dex, no hands)
15. Arms become bird wings (flight 20 ft, no hands)
16. Legs twisted backwards (-20 Speed, -4 Dex)
17. Gains a tail, or if already tailed, loses tail (-4 Dex)
18. Internal organs rearranged (-4 Con, 50% chance of a sneak attack failing)
19. Head of a fish (water-breathing, -2 Int, -4 Cha, speech is impossible)
20. Two effects: roll twice more on this table

In addition to the danger posed by the gears, the levers themselves provide some complications. Each lever is located in one corner of the tower. The levers are as follows:

Lever 1 is a massive affair, requiring a DC 30 Strength check to move (**CR 15**).

Lever 2 is locked into place with a massive superior lock under the effect of an *arcane lock* (DC 50, hardness 10, 20 hp) (**CR 17**).

Lever 3 is trapped with a deadly spear trap (type mechanical; Perception DC 20; Disable Device DC 30; trigger sight (*true seeing*); reset manual; effect Atk +20 ranged [1d8+6 plus black lotus extract]; black lotus extract Fort DC 20, onset 1 minute; frequency 1/round for 6 rounds; effect 1d6 Con damage; cure 2 consecutive saves) (**CR 18**).

Lever 4 is set behind a gear in such a way as to only allow a character to reach it with 1 arm. Any character attempting to do so must make a DC 21 Reflex save or get caught by the gear. Any character who makes the save must then succeed at a DC 20 Strength check to move the lever, suffering a -4 penalty to the roll because of the awkward position. *Levitate*, sufficient to lift 400 lbs., can also be used (**CR 17**).

Creatures: The clock tower is filled with advanced gibbering mouthers. These monsters arrive on the map at the rate of 2d4 per round the entire time, though there are never more than 16 in the tower at once. The gibbering monsters are immune to the effects of the gears and can move across gears with ease: that is, they can charge through spaces with gears and do not treat such spaces as difficult terrain.

16+ Advanced Gibbering Mouthers (CR 6)

AC 23 *Bestiary* 153
hp 54

Designer's Notes: A shoggoth in the clock tower

Though we were not so devilish as to include it, the idea of using a shoggoth (*Bestiary* p. 249) in the chaotic clock tower of the fifth test was considered. GMs that wish to be cruel can rule that whenever 16 of the gibbering mousers gather in the clock tower for longer than 1 round, they change shape into a pseudo-shoggoth and attack. Of course if the shoggoth is defeated the gibbering mousers might still begin to return, albeit more slowly.

Resurrection: Once

Scoring: Each lever pulled is worth 25 points. However, teams lose 2 points every time one of the characters is caught by a gear and transported elsewhere. These points are lost regardless of whether the character mutates. As well, for every death the team suffers, 10 points are lost.

Reward: PCs receive experience for each gibbering mouser slain. As well, each lever moved awards experience according to the CR in each entry.

If the PCs survive this test, their benefactor pays to have them magically restored to normal, if necessary. He also gives each PC a +2 axiomatic weapon appropriate to each character, or another magical item with a value of approximately 32,000 gp if an axiomatic weapon is not appropriate.

Test 6: Black Stone on the Rocks

Challenge Level: 17

Thematic Hint: All seems normal in the pagodas, but the Khan introduces a new drink, which he calls Black Stone on the Rocks. It's a thick, black liquor with ice, which burns mightily as it goes down but makes one feel strangely invigorated.

Map: Glass Ships

Suggested Opposition: The Dirges

Summary of the Contest:



"Aye, aye mateys," laughs the Queen of Thistles as you enter the waiting room leading out to the amphitheater. She wears the form of a sea elf and her two "sisters" behind her are sullenly made up to look like seamen.

"Your last contest was a little rough, so the Khan thought he would make this one simpler for you. Once more you will set sail in your ship of glass into the seas of ice. Embedded in the ice are nineteen black marbles. All you have to do is find ten of them, chip them out of the ice, and place them aboard your ship. If you can do that, you will win. Of course you will be facing some competition, so you can't take your time. Also, watch your backs and don't fall into the water."

Terrain:



As you enter the arena once more, you find yourself on familiar territory. You stand once more on the deck of the glass ship in the sea of ice. Yet there is something different. As the crowd roars their approval, you catch a hint of the scent of rain and then realize the air is not cold, not in the slightest. Indeed it buzzes with an almost imperceptible electricity that invigorates and enlivens you.

“Greeting champions,” says the Khan loudly from his perch above the arena, “A riddle: When is ice hot and the water cold? I feel you will find the answer to that question shortly. Nineteen black stones are hidden in the ice, you have only to find ten and return them to your ship to win. Be forewarned, once the prizes are aboard, they may not be stolen from your opponents. Before that, anything is fair game. Let the games begin!”

From their ship across from you, the other team eyes you coldly as they begin to move into position.

All is not as it seems. The “ice” is really solidified positive energy and the “water” is liquid negative energy. Superficially, they act much like they are supposed to. Creatures may swim in the “water” as normal, and walking on the ice is treated as crossing difficult terrain. Anyone attempting to move faster than half speed must make a DC 25 Acrobatics check or fall prone. Furthermore, anyone who slips on the ice continues to move forward a number of feet equal to his base speed. If he slides into another creature, it is treated as a bull-rush attempt with a CMB equal to the slider’s base speed plus any size modifiers. If the check succeeds, both characters slide 5 feet and for every 5 by which the bull rush check exceeds the opponent’s CMD, they continue to slide another 5 feet before coming to a tangled stop, both prone. If the slide moves a character off the ice, he falls into the “water.”

Any living creature on the “ice” gains fast healing 5. Any undead creature on the “ice” takes 4d6 points of positive energy damage each round (Fortitude DC 20 halves). Any undead creature in the water gains fast healing 5. Any living creature in the “water” takes 4d6 negative energy damage each round (Fortitude DC 20 halves).

Event Rules: This contest is likely to turn into something of a brawl, but it does not end until all of one team is dead (twice over) or ten of the black stones have been found.

Finding the black stones embedded in the “ice” requires two things. First, the searcher cannot be in a square of the map wherein a stone has already been found. Second, the searcher must succeed in a Perception check (DC is 20 +1 for each

stone already found). Once a stone is carried on board a ship, regardless of who is carrying it, it immediately grafts itself permanently into the center of the glass mast and counts as a success for the team which began on that ship.

Once a stone is found it must be chipped from the “ice.” The substance has a hardness of 5 and 5 hit points in each spot wherein a stone is buried. Digging for the stones is not without its own risk. Anyone who chips at the hardened positive energy must succeed in a DC 18 Reflex save or be blinded for 1d4 rounds as the “ice” flares in his face.

The game ends when one team has ten stones on board its ship. If, by chance or design, one team wipes out the other, the Khan makes the stones easier to find so the game ends quickly.

Resurrection: Once

Scoring: The teams receive 10 points each for each black stone they find and return to their ship. They lose 10 points for each death their team suffers.

Reward: PCs receive experience for each opponent they killed, though they can only receive experience for a specific individual once. PCs should receive experience for finding stones, treat this as a single defeated creature where the CR is equal to 8 + the number of stones they found and placed on board their ship.

Following this contest, the PCs’ benefactor takes the PCs out of the coliseum to a rather exclusive inn in the city. There the benefactor entertains them for a day in grand luxury and then at the end presents each with a gem-encrusted crown worth 25,000 gp.

Test 7: Rage against the Machine

Challenge Level: 18

Thematic Hint: The walls of the pagodas are formed of bolted metal sheets. Open panels in the walls display gears performing no discernable function. The doors of the pagodas are likewise metallic, bearing intricate gear locks and massive crank handles.

Map: None

Suggested Opposition: None

Summary of the Contest:



You were told before this contest began that the Queen of Thistles was not sure exactly how long it would be before your team began its endeavor in the seventh test. Evidently, the other teams have taken longer than expected, for you have waited a good while. At last, the Queen sweeps into the room.

“Sorry for the delay,” she says with a wicked and toothy grin, “You will soon be entering the seventh test and it is fairly simple, though not without a

certain level of danger. You will find yourself in a long canyon of metal and machinery. Don't worry about the full canyon, however, there are ten hidden panels near where you will begin. Also there are certain recesses along the walls of the canyon. Periodically the massive machinery will collide two walls together near where you might be standing. You don't want to be standing there when it collides. Heh, heh. No you don't. All you have to do is find the ten hidden panels and claim what's behind them and you have won and can go get some rest for something harder."

Terrain:



As you enter the arena, the crowd goes expectantly silent. Strangely, there are no cheers and you wonder what has transpired to cause this somber mood. Despite the unnerving silence, all eyes are on you, filled with either delight or horror.

The arena floor shifts and turns, even as the Khan strides forward to the edge of his balcony. Iron-tinged winds blow past you as you find yourself suddenly in a long canyon formed of bolted sheets of metal. The canyon walls rise to a hundred feet above you and the two ends of the canyon stretch out beyond sight. Distances seem strange and hard to determine in this weird, dreamy place but you have the feeling, suddenly, that at either end of this canyon the walls are speeding towards you. You notice, as the queen said, there are alcoves along the side of the canyon, enough for you to hide in from the onrushing walls.

The Khan laughs merrily, "We've had quite a night thus far and it can only get better! Friends, our champions must find ten hidden panels and avoid the ever-present machinery of the cosmos which is merciless in its exactitude. Find the ten panels and claim the treasures and you have won!"

The canyon is a massive piece of machinery in which two walls rush toward each other, drawing ever closer to one another, until at last they slam violently together. Distances in the canyon are hard to determine and characters will be unable to tell exactly when the walls will strike. At the beginning of each round following the first, there is a chance of the walls striking, the probability is 10% + a cumulative 5% per round (15% on the first round, 20% on the second, etc.). When the walls strike, anyone caught in the middle takes 10d10+30 points of damage from the impact. Gaseous form, etherealness, and the like negate this damage. It takes two rounds for the walls to pull apart and then they start the procedure of slamming together all over again. Characters can also avoid the slamming

walls by ducking into the alcoves or flying up out of the canyon on any round before the walls strike.

Event Rules: The panels are hidden on the floors and the walls of the canyon and the characters will have to either search for them or use magic. The difficulty for finding each panel is progressively more difficult and furthermore, each panel is trapped in some way. GMs should allow individual characters to spot no more than two panels in a single round, assuming they make a successful Perception check high enough to discover more than one. In such cases, allow them to find the panel closest to their Perception check and the easiest panel remaining. Once a panel has been spotted, it will require a second Perception check to find the trap. Each panel has a hardness of 10 and 10 hit points; though tearing them open with weapons automatically sets off the traps.

Panel 1 **Perception** DC 15; **Spinning Blade Trap (CR 17):** Opening the panel causes the whole canyon to erupt with moving, spinning blades. (**Type** mechanical; **Perception** DC 29; **Disable Device** DC 29; **Trigger** touch; **Reset** none; **Effect** spinning blades erupt from every wall and the floor (2d3 blades per target dealing 2d6+10 damage, Reflex DC 20 for half damage from each blade)

Panel 2 **Perception** DC 18; **Maximized Fireball Trap (CR 13):** Opening the trap causes a *fireball* to explode, filling the whole of the canyon around the PCs. (**Type** magic; **Perception** DC 31; **Disable Device** DC 31; **Trigger** touch; **Reset** none; **Effect** spell **Effect** [*fireball*, 60 fire damage to all in canyon, DC 14 Reflex save for half damage])

Panel 3 **Perception** DC 21; **Poisoned Pit Trap (CR 12):** Opening the panel causes a pit full of poisoned spikes to open underneath the character. (**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20; **Trigger** touch; **Reset** none; **Effect** a 50 ft. deep pit opens up underneath the one opening the panel, [5d6 falling damage], pit spikes [Atk +15 melee, 1d4 spikes for 1d6+5 damage plus poison [shadow essence], DC 25 Reflex save avoids the pit]; Shadow Essence (**Type** injury; **Save** Fortitude DC 17; **Frequency** 1/round for 6 rounds; **Initial Effect** 1 Str drain; **Secondary Effect** 1d2 Str damage; **Cure** 1 save)

Panel 4 **Perception** DC 24; **Empowered Disintegrate Trap (CR 16):** Opening the panel causes magical energies to engulf the opener, threatening disintegration. (**Type** magic; **Perception** DC 33; **Disable Device** DC 33; **Trigger** touch; **Reset** none; **Effect** spell **Effect** [empowered *disintegrate*, +9 ranged touch, 30d6 damage, plus 50%, DC 19 Fort save reduces the damage to 5d6 plus 50%])

Panel 5 **Perception** DC 27; **Wall Trap (CR 17)**: Opening the panel causes the walls to speed up. (**Type** mechanical; **Perception** DC 31; **Disable Device** DC 31; **Trigger** touch; **Reset** none; **Effect** the chance of the walls slamming together increases each round by a cumulative 10%, instead of the regular 5 %)

Panel 6 **Perception** DC 30; **Poisoned Needle Trap (CR 18)**: Opening the panel causes poisoned needles to strike the hand of the opener. (**Type** mechanical; **Perception** DC 30; **Disable Device** DC 30; **Trigger** touch; **Reset** none; **Effect** poisoned needles sprout within the panel, piercing the hand of the opener, +9 melee touch attack, 1d2 damage plus tears of death); **Tears of Death (Type** contact; **Save** Fortitude DC 22, **Onset** 1 minute; **Frequency** 1/minute for 6 minutes; **Effect** 1d6 Con damage and paralyzed for 1 minute)

Panel 7 **Perception** DC 33; **Lightning Bolt Gallery Trap (CR 17)**: Opening the panel causes the whole canyon to come alive with electricity. (**Type** magic; **Perception** DC 29; **Disable Device** DC 29; **Trigger** touch; **Reset** none; **Effect** spell **Effect** [heightened *lightning bolt*, 8d6 electricity damage, DC 16 Reflex for half; multiple targets {all characters in the canyon}]

Panel 8 **Perception** DC 36; **Power Word Stun Trap (CR 18)**: Opening the panel unleashes a power word stun upon the opener. (**Type** magic; **Perception** DC 32; **Disable Device** DC 30; **Trigger** touch; **Reset** none; **Effect** The character opening the panel is struck by a *power word stun*)

Panel 9 **Perception** DC 39; **Meteor Swarm Trap (CR 19)**: Opening the panel causes flaming rocks to slam into the canyon, striking four characters. (**Type** magic; **Perception** DC 34; **Disable Device** DC 34; **Trigger** touch; **Reset** none; **Effect** spell **Effect** [*meteor swarm*, 4 meteors at 4 separate targets, +9 ranged touch, 2d6+6d6 fire {-4 save on a hit} DC 23 Reflex save for half fire damage, 18d6 fire damage from other meteors, DC 23 Reflex save for half damage])

Panel 10 **Perception** DC 42; **Wall Trap (CR 19)**: Opening the panel causes the walls to slam together automatically. (**Type** mechanical; **Perception** DC 34; **Disable Device** DC 34; **Trigger** touch; **Reset** none; **Effect** walls slam together dealing 10d10+30 points of damage to everyone in the canyon)

Resurrection: Once

Scoring: The team scores ten points for each hidden treasure they claim but loses ten points for every death suffered.

Reward: PCs earn experience according to the CR of each panel they find and open without setting off the trap. Panels in which the traps were set off earn only half the experience. Completing this test alive earns the PCs experience as if they had defeated a CR 19 opponent.

The treasures behind each panel are real: scarlet rubies worth 10,000 gp each. Teams that survive may keep these.

Following the test, the team's benefactor takes pity on them and offers them a single *ring of regeneration*.

Test 8: When a Star Falls

Challenge Level: 18

Thematic Hint: The ceilings in the pagoda display a constant night sky filled with dying suns and falling stars.

Map: The Ruined Library

Suggested Opposition: None

Summary of the Contest:



Wearing the form of a massive gray render, the Master of the Hounds lumbers into the room with you. The golem eyes you impassively for a moment and then speaks, "There are few things more wondrous than the stars and few tragedies so sad as the death of a sun. Tonight you shall stride across the surface of a dying, shattered world. Before it bids farewell to this cosmos, you must secure, from its ruins, the treasure of its sages. In the wreck of its most ancient library lies a book, the most precious book written by this doomed race. Search the library; secure the book. You may leave the dying world at any time, simply by stating either, 'We admit failure oh merciful Khan,' or 'We have triumphed oh great Khan.' If you leave without finding your prize, however, you lose and gain no score from this test."

Unless the PCs ask, the Master of the Hounds provides no further details, if the PCs think to ask about the title of the book, they are told it is simply entitled, "The Truth."

Terrain:



The sky above the coliseum whirls strangely tonight as you exit onto the stone floor of the Pagoda of Deicide. The crowd is more vocal tonight, with its cheers and howls of derision. The Khan is already standing, ready, as you gaze up towards his box. He waves cheerily at you and suddenly the arena floor swirls and darkens. You find yourself on a vast field of rubble and ruins, the remnants of a dead city. The sky above you swirls and a red-orange sun, hot and close, whirls speeding through the sky. One moment it is day, the next, night and then again day. In a flash of insight you realize the sun is not moving, but the rocky surface you stand upon is spinning crazily. Looking out over the city, you realize with a start that this is no planet,



but a huge spinning rock, broken off of a dying world. Somewhere near, another rock strikes the surface of your rock with a mighty crash. The sun spins across the sky again, and you are certain that it looks a little bigger and feels a little hotter.

“Champions!” says the Khan with gusto, “The rock you stand upon is soon to perish. Pray you finish your task, or else choose to leave, before it so dies. Ten teams have already quit this contest mere minutes after it started, too frightened to continue. They earned no score and will pay for it in the final round. I trust you are of sterner stuff. Find the Tome of Truth and win. Quit or perish, either, and you have lost. LET THE GAME BEGIN!”

The PCs begin in a ruined plaza outside a ruined library on a piece of rock that is hurtling towards a fiery death within a dying sun. Meanwhile, other pieces of the broken planet continue to strike the surface of the PCs’ rock.

Each round there is a 25% chance that a large rock hurtles into one of the PCs (determined randomly). Such a rock deals 6d6+8 points of damage (Reflex save DC 24 halves). Anyone in a square next to such a strike takes 2d6+4 points of damage from flying debris caused by the impact (Reflex save DC 24 halves). These rocks strike even within the library, where they crash through what is left of the roof before striking. Even on rounds in which a PC is not struck, there are rocks crashing into the ground near enough to notice.

As the sun gets closer, the air gets hotter. After two minutes on the rock, the temperature reaches 100 degrees. The temperature increases by 25 degrees every minute thereafter. When the temperature exceeds 150 degrees, characters will take 1d6 points of heat damage each minute, no save. They will also need to make a save to avoid nonlethal damage. Consult the Pathfinder® Roleplaying Game Core Rulebook, for the exact ramifications of this heat.

Event Rules: This test somewhat resembles a standard dungeon crawl but the PCs are on a six minute time limit. At the end of the six minutes (60 rounds), the rock they are on is burnt up in the heat of the dying sun and any character still on it dies as well.

Besides the threat posed by crashing rocks, there is still life on the dying hunk of planetary debris. These creatures, herein called The Doomed, attack the PCs as soon as the game begins, providing a real threat and eating up valuable time.

The library is in shambles and is, furthermore, filled with books lying everywhere. PCs have to search through every book if they are to find the one they want, or they need to use magic. Each search of the library, assuming the PCs are not in combat, eats up one minute of time and GMs need to keep track of these minutes, reminding the PCs after each that they are getting ever closer to the sun. To make matters worse, the books are written in Cyclops and only characters who can read

Ancient Cyclops will be able to determine if they have found the right book. Finding the book, a slim folio with gold leather binding, requires a successful DC 45 Perception check. This DC increases by +10 if the PCs cannot read Ancient Cyclops. GMs should allow PCs to use aid another in this search.

Players who lose their nerve in this game of cosmic chicken can indeed plead with the Khan for the game to end, and true to his word, it will. However, doing so garners much derision from all who watch, and, for some days afterwards, from everyone in the coliseum.

Characters that die in the sun, who have not already been resurrected once during the contest, find themselves resurrected afterward, appearing in defeat in the Chimeric Amphitheater as the crowd jeers and boos.

Creatures: There are eight doomed creatures roaming the ruins, one-eyed giants descended into savagery. Four of them are encountered outside the library and four more inside the library.

The Doomed (8) CR 14

Great Cyclops Fighter 3

CE huge humanoid

Init +1; **Senses** low-light vision; Perception +25

DEFENSE

AC 27, touch 10, flat-footed 25 (+ 4 armor, +1 Dex, +1 dodge, +13 natural)

hp 272 (3d10+17d8+180)

Fort +16, **Ref** +7, **Will** +15

Defensive Abilities armor training 1, bravery +1, ferocity, rock catching

OFFENSE

Spd 50 ft.

Melee masterwork greatclub +27/+22/+17 (3d8+19; 19-20/x2), 2 slams +26 (2d6+13)

Ranged rock +16 (2d6+19)

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

Special Attacks powerful charge (gore, 4d8+24)

TACTICS

During Combat The doomed begin combat by ripping up great blocks and throwing them at any intruders. They follow this up by charging the very next round.

Morale The doomed fight to the death.

STATISTICS

Str 36, **Dex** 13, **Con** 26, **Int** 7, **Wis** 14, **Cha** 8

Base Atk +15; **CMB** +30; **CMD** +41

Feats Awesome Blow, Cleave, Diehard, Dodge, Endurance, Improved Bull Rush, Improved Critical (greatclub), Iron Will, Power Attack, Staggering Critical, Throw Anything, Toughness

Skills Perception +25
Languages Cyclops
SQ flash of brutality
Combat Gear masterwork greatclub, hide armor

SPECIAL ABILITIES

Flash of Brutality (Su) Every round that a great cyclops makes an attack, there is a 5% chance that it gains a burst of savage inspiration. If this occurs, the cyclops triples the threat range of all weapons he attacks with for that round. For all of a great cyclops' natural attacks, tripling the threat range allows for a critical hit on any attack roll of 18-20. If a great cyclops is reduced to fewer than half its hit points, its chance of gaining a flash of brutality increases to 15%. Should the cyclops have 0 hit points or fewer (courtesy of its Diehard feat) and choose to attack, its chance increases to 25%.

Resurrection: Once

Scoring: Finding the book nets a score of 100, minus 10 for each death suffered. Anything else receives a score of zero.

Reward: PCs gain experience for each of The Doomed they defeat. If they find the book they also receive experience equal to the defeat of a CR 18 opponent.

The PCs' benefactor, following this test, warns them that things are getting more dangerous and pays up to 25,000 gp each to help upgrade their armor and other defensive gear.

Test 9: Race against the Beast

Challenge Level: 18

Thematic Hint: The walls of the pagodas are bedecked with flags and banners suggestive of a military campaign. Numerous military recruitment posters are on every door and the oneirobound slaves are all outfitted as conscripted soldiers.

Map: None

Suggested Opposition: The Tarrasque (AC 40; hp 525; *Bestiary* p. 262)

Summary of the Contest:



As you wait for the beginning of this, the penultimate test of the Damnation Epoch, wondering what new devilry the Khan has dreamed up, the Queen of Thistles strides merrily into the room with you, bedecked and magicked to appear as a human general. Her two sisters follow, costumed as conscripted soldiers. A troop of oneirobound follow after her, also glumly attired as soldiers.

"Greetings Champions, tonight's contest is simplicity itself, I am sure. You shall test yourself

against one of the greatest of killers, a legend on a dozen worlds. An army has been assembled, one meant to fight your opponent,... and you. For you shall not be seeing whether you can best your foe in combat. No! You are going to see if you are better killers. Against this army you must fight and if you can kill a hundred soldiers before the other does, then you have won. If not, then the number you kill is your final score." The Queen laughs in delight at the thought before turning and marching out, her retinue close behind her.

Terrain:



The Khan, surrounded by his faithful hounds, stands ready as you walk out into the arena. The floor of the amphitheater looks bloody and there is a distinct smell of death in the air. The crowd cheers wildly to see you. The Khan laughs and looks behind him, where you can just make out the form of his bound pit fiend writhing in discomfort.

"Death! Only the greatest can deliver death at will! Tonight our champions shall see how they measure up against one of the greatest of killers. The contest is simple, they must kill a hundred soldiers before their opponent does! Let the games begin!"

A wind blows across the arena floor which is suddenly a lush field of grass and golden flowers. Springing from the grass are thousands of warriors, crying and clashing their weapons against their shields. Great engines of war are drawn up against you, mighty catapults and ballistae.

And then you see what lies on the other side of the army, a colossal beast, all teeth and horns and claws. Its great thrashing spiked tail is large enough to sweep aside a dozen men at a time. It is a foe you have only read about: The Tarrasque. With an earth-shattering roar, the mighty beast leaps forward, crashing into the middle of a unit of men. It sweeps its mighty claw down, intent on killing.

The terrain is a large grassy field filled with an army of conscripted hobgoblin soldiers. There are no special effects to be concerned about.

Event Rules: Teams wishing to win can choose to simply plow through the soldiers attacking them or attempt to distract the Tarrasque from its killing of the soldiers. The Tarrasque attacks

soldiers each round unless the PCs do over 50 points of damage in a round to the beast, thereafter it focuses solely on the one(s) which hurt it for at least two rounds before returning to killing the soldiers.

Any character who engages in melee with the hobgoblins receives 1d6+2 melee attacks each round from the soldiers' swords.

Any character who stands afar from the army, or one who visibly flies overhead, suffers from both arrow attacks and warmachine attacks. To simulate the flight of hundreds of arrows, make 10 ranged attacks against each such character. Each arrow attack which hits deals 10d8 points of damage. Ignore critical hits for these arrow attacks. To simulate the catapults, make 4 ranged touch attacks +7 against each appropriate character. Hits deal 5d6 points of damage (double damage on a critical hit). For ballista attacks, make 5 ranged touch attacks +7 against each appropriate character. These attacks deal 3d8 points of damage, with a threat range of 19-20, doing double damage on successful critical hits.

As soon as either the Tarrasque or the characters have killed 100 hobgoblins, the contest is over and the soldiers and the Tarrasque fade from view.

Creatures Each hobgoblin soldier is assumed to have the following statistics.

Fierce Hobgoblin Soldier (1000s) CR 4

Hobgoblin Fighter 5

LE medium humanoid (hobgoblin)

Init +2; **Senses** special senses; Perception +1

Aura info

DEFENSE

AC 17, touch 13, flat-footed 14

(+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 47 (5d10+20)

Fort +7, **Ref** +3, **Will** +2

Defensive Abilities armor training 1, bravery

OFFENSE

Spd 30 ft

Melee masterwork longsword +11 (1d8+3; 19-20/x2)

Ranged longbow +9 (1d8; 20/x3)

STATISTICS

Str 16, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** +20

Feats Toughness, Power Attack, Weapon Focus (longbow),

Weapon Focus (longsword), Weapon Specialization (longbow),

Weapon Specialization (longsword)

Skills Climb +11, Survival +9.

Languages Common, Goblin

SQ Weapon training (blades, heavy)

Combat Gear studded leather armor, light steel shield, masterwork longsword, longbow with 20 arrows

Resurrection: No

Scoring: Teams earn one point for every soldier they kill and lose 20 for each death they suffer.

Reward: PCs earn experience for each soldier they kill. If they win the contest, they earn experience equal to having defeated a CR 18 creature.

Regardless of whether the PCs win, their benefactor gives each of them a mock medal for valor. Afterward, in preparation for the final contest, their benefactor gives each PC a voucher worth up to 30,000 gp in the Souk, urging them to equip themselves well for another bloody combat.

Test 10: The Coming of the Voracious Visitor

Challenge Level: 18+

Thematic Hint: The pagodas adopt a black funerary theme. Each oneirobound slave is made to dress in black robes.

Map: The Coming of the Voracious Visitor

Suggested Opposition: The Dirges, The Greyfeathers

Summary of the Contest:



For this, the last of the tests of the Damnation Epoch, you received no briefing, no explanation. The Khan has kept all details a secret, known only to himself.

Rather, now you stand in the Chimeric Amphitheater with the remaining teams: a scant 25 teams in total, several of these permanently missing members. All the rest of the teams have fallen in the last few tests.

Each team stands in a pre-assigned location, their spots clearly marked with flags on the arena floor. The crowd seated around the amphitheater seems subdued, likely wondering what this last test will be. They talk nervously amongst themselves.

At last the Khan enters his box and the crowd applauds for him. His entire retinue is with him, including, on prominent display, the tortured pit fiend.

"We have come to the last of these tests, the conclusion of the Damnation Epoch, and at the end of this night, only one team will stand victorious, awarded the mighty Cup of Desires, and all that it entails. The rules are simple but the challenge tonight will be anything but. Two things each team must keep in mind if they want to win: hold the high ground and don't die!

Terrain:



The ground moves, lifts, shifts and changes underneath your very feet. The entirety of the arena floor has become a pyramid comprised of a single, spiraled ramp. Each level of the ramp is ten feet higher than the level beneath it, rising to a single platform at the top of the pyramid. This top-most level is occupied by the highest scoring team and each of the teams appears to have been placed in such a way as to descend in order of score down to the lowest scoring team at the very bottom of the ramp. Suddenly, the Umbral Blot, the Khan's pet, that dark entity known as the Voracious Visitor, appears at the bottom. The fighter that had been standing there screams and then is gone.

"The Blot shall move until it reaches the top," intones the Khan, "If your team stands alone at the top when it does so, you shall live!"

For the purposes of this combat, the Khan has placed a *dimensional anchor* on the whole of the Chimeric Amphitheater. It lasts until the test is over.

The exact placement of the PCs on the pyramid is up to the GM. Of course, if they have thus far completed every test perfectly, they should be at the top. It is ill advised to have the PCs start more than half-way down the pyramid if GMs wish for them to survive.

Event Rules: Each round of this test begins with the Umbral Blot moving. The Blot moves relatively slowly around the arena, starting at the bottom of the ramp and working its way up toward the top. It covers 1d6+4 squares each round, if possible. As it moves, the arena floor shrinks as well, so that it is impossible to move *behind* the Voracious Visitor. Allow each combatant in a square attacked by the Blot a Reflex save DC 30 to avoid the movement of the Blot (assume an average Reflex save of +11 for each combatant). When a combatant avoids the Blot, the Umbral Blot ends its movement and makes an attack. Otherwise, it moves through every square, destroying combatants as it moves, including flyers.

Meanwhile, those not destroyed during the Blot's move can act to better position themselves. There are approximately 100 combatants when the test begins but GMs should not worry about each combatant, focusing instead on the PCs and any stated opposition members the PCs might have an interest in.

For general purposes, assign each unnamed combatant the following statistics: AC 30, hp 120, Melee +20/+15 (3d6+8), CMB +19, CMD 31, Fort +11, Ref +11, Will +11. These statistics aren't realistic for any individual NPC but are instead meant to simulate the average of those involved in the test. The

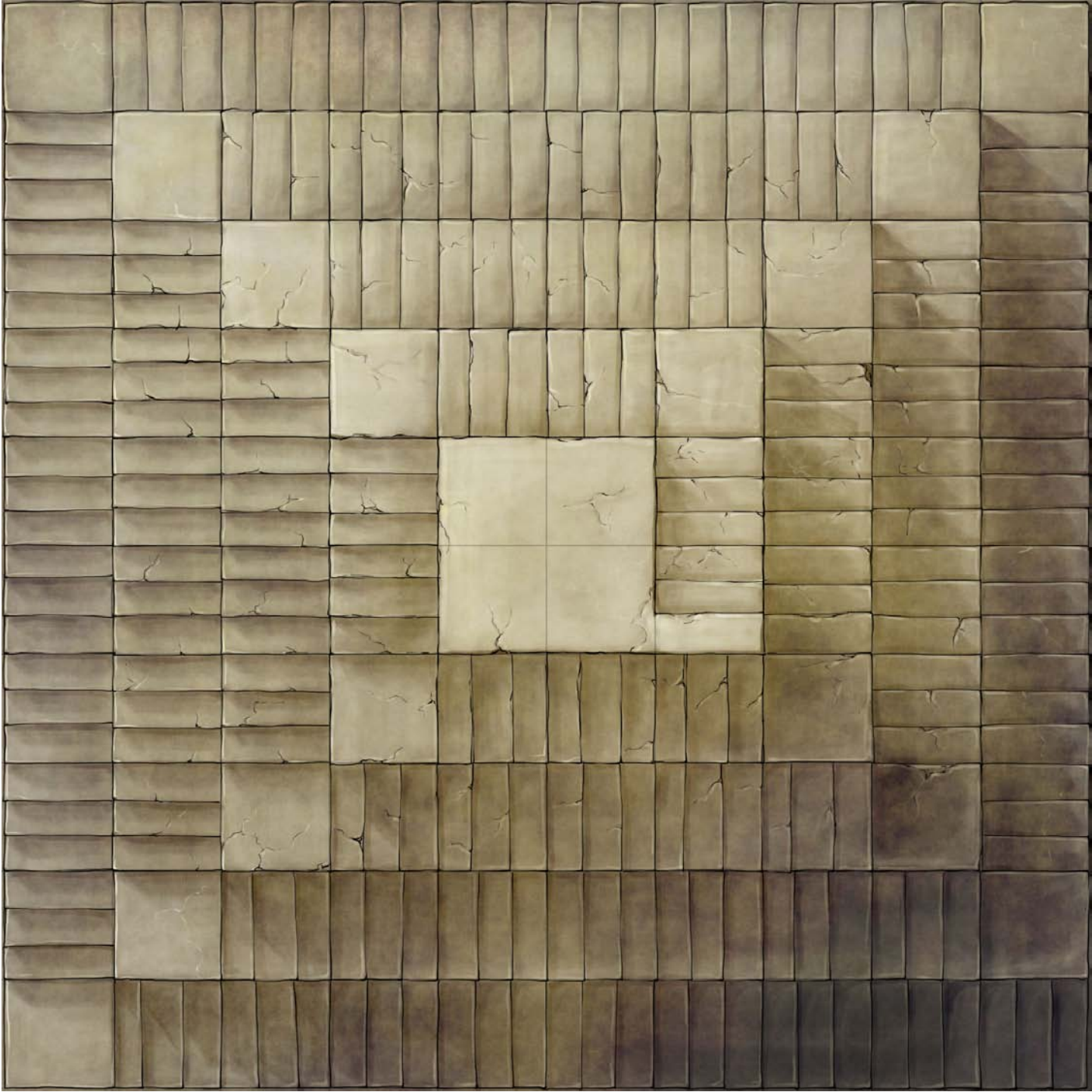
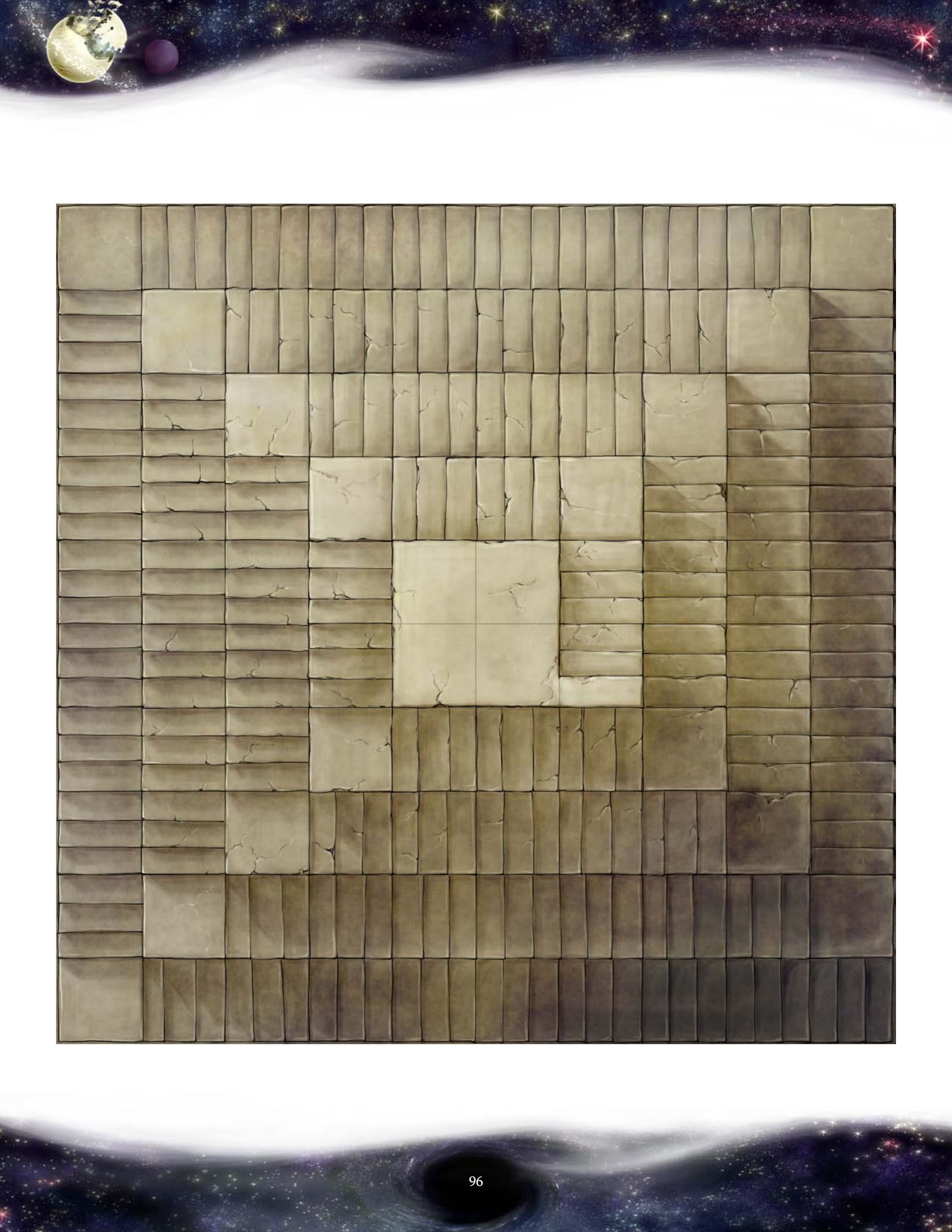
relatively low hit points is meant to simulate the fact that multiple attackers will be fighting against any and all combatants. Any PC who has a combatant below him suffers a melee attack or a grappling attempt.

In addition, a lot of powerful magic is flying around. Each round, as long as there are as many unnamed NPCs as there are PCs, the GM should roll a 1d20 for every character to determine what spells hit them. If there are fewer unnamed NPCs than PCs, roll only as many times as there are NPCs and assign results as deemed appropriate. Don't worry about unnamed NPCs caught in the blasts of these spells as that has already been factored into their lower hit-points.

- 1-2 No spells hit the character
- 3 5 *magic missiles* strike the character (5d4+5 damage)
- 4 A *fireball* explodes, centered on the character (10d6, DC 19)
- 5 The character is struck by a *lightning bolt* (10d6, DC 19)
- 6 The character is struck by a *slow* spell (DC 19)
- 7 An *ice storm* strikes, centered on the character (5d6, DC 20)
- 8 A *wave of negative energy* sweeps over the field (8d6, DC 23)
- 9 *Black tentacles* erupt from the floor, centered on the character (CL 15)
- 10 A *solid fog* goes off, centered on the character (CL 15)
- 11 A *cloudkill* goes off, centered on the character (DC 21)
- 12 The character is struck by *baleful polymorph* (DC 21)
- 13 The character is struck by *hold monster* (DC 21)
- 14 A *cone of cold* envelopes the character and those around them (15d6, DC 21)
- 15 The character is struck by a *disintegrate* (DC 22)
- 16 A *delayed blast fireball* explodes, centered on the character (16d6, DC 23)
- 17 The character is struck by *power word blind* (does not occur more than twice)
- 18 The character is struck by *power word stun* (does not occur more than twice)
- 19 The character is struck by a *clenched fist* (+34, 1d8+11, +30 CMB)
- 20 Roll twice more on this table for the PC being targeted.

To survive, characters must fight their way to the top of the pyramid and hold that position. However, should the remainder of two teams hold the position when the Blot reaches the bottom of the steppe, the Khan will allow them to either fight it out or declare themselves mutual winners. For combat purposes, only four characters can maneuver atop the pyramid, but it is large enough for several more than four to comfortably stand atop it.

Creatures: The statistics for the Umbral Blot are provided in case any character wants to suicidally attack it.



Umbral Blot CR 32

N Medium Construct

Init +18; **Senses** blindsight 200 ft, darkvision 60 ft; Perception +52

DEFENSE

AC 40, touch 20, flat-footed 30 (+10 Dex, +20 natural)

hp 483 (57d10+170); fast healing 10

Fort +19, **Ref** +29, **Will** +29

Immune construct traits, spell immunity; **Resist** acid, cold, electricity, fire and sonic 30

OFFENSE

Spd fly 90 ft. (perfect)

Melee disintegrating touch +45 (5d6 + disintegrating touch)

Special Attacks disintegrating touch (DC 38), Vortex

STATISTICS

Str 10, **Dex** 30, **Con** --, **Int** 14, **Wis** 30, **Cha** 30

Base Atk +42; **CMB** +42; **CMD** +62

Feats Alertness, Combat Reflexes, Improved Initiative, Skill Focus (Sense Motive), Skill Focus (Survival), Stealthy, Track

Epic Feats Epic Prowess (×3), Epic Skill Focus (Hide), Epic Skill Focus (Listen), Epic Skill Focus (Sense Motive), Epic Skill Focus (Spot), Epic Toughness (×5), Superior Initiative

Skills Sense Motive +43, Perception +52, Stealth +62 Survival +43

Languages Common, Infernal (cannot speak)

SQ construct traits, planar travel

SPECIAL ABILITIES

Disintegrating Touch (Ex) Any material object that comes into contact with the Umbral Blot is immediately disintegrated unless it succeeds at a Fortitude save (DC 38). A character or object that has been disintegrated by the Umbral Blot disappears completely, leaving behind not even dust to mark its passing. Those who make a successful saving throw still take 5d6 points of damage from the disintegrating touch. Likewise, weapons or objects that save take a like amount of damage. (Remember, tending or held objects save with the same bonus as their owners.)

Dream-Planar Travel (Ex) The Umbral Blot can fold space at will, allowing it to use *ethereal jaunt*, *dimension door*, *greater teleport*, or *plane shift* at will as a standard action. The Umbral Blot may not leave the Plane of Dreams.

Vortex (Ex) Normally, the Umbral Blot insulates itself somehow from the air around it (otherwise it would perpetually be at the center of a howling wind-storm). If it chooses, instead of allowing the air to bend around it, the Umbral Blot can suspend this insulation, causing a sudden rush of wind to pour

toward the Umbral Blot from all directions. This vortex sucks all the air from a 30-foot-by-30-foot-by-30-foot room in a single round, creating a sudden influx of air in its direction. All flying or floating creatures within 30 feet of the Umbral Blot who fail a Reflex save (DC 38) are swept along with the wind into contact with the Umbral Blot. Nonflying creatures within 30 feet who fail a Reflex save (DC 19) are pulled into contact with the Umbral Blot. Contact with an Umbral Blot could lead to disintegration, as noted above.

Spell Immunities (Ex) In addition to the spells that an Umbral Blot is immune to because of its construct traits, it is immune to disintegration spells and variations thereof.

Resurrection: No

Scoring: The survivors are declared the winners.

Reward: The survivors are given the Cup of Desires in a lavish banquet following the test. The party goes on for three days, though whether the characters wish to remain that long is up to them. In addition, PCs that survive this event earn experience as if they had defeated a CR 22 creature.



Chapter Ten: Secrets of the Coliseum Morpheion

Chapter 6 mentioned briefly a number of possible plots for GMs to use in connection with the events of the Damnation Epoch. This chapter expounds on six of these, providing further ideas concerning each story arc, an overview of what might happen when, and suggestions concerning the adventure's climax. Information is broken apart as follows for each separate sub-plot.

Before the Epoch Though mentioned in **Chapter 6**, repeated here is the suggested lead-in for each story, the method by which the PCs are drawn into the Damnation Epoch. It is important that PCs have motivation strong enough to compel them to weather the grueling tests.

Plot Secrets Each story arc requires the PCs to discover secrets concerning the Coliseum and its inhabitants. Likewise, each plot requires the GM to focus on a different aspect of the Island and the Coliseum. Rather than grouping all this information in any one place, we break it apart and place it with the scenario most suitable. Included as well is a general outline of each sub-plot.

Day To help GMs pace the story, we mention certain events and encounters according to which day or test of the Epoch they should occur. In the end, these are just suggestions and GMs should alter each according to their own sense of pacing. As well, using more than one sub-plot at a time will require making adjustments to some of the scheduling of encounters.

The Climax Wrapping up each story in an appropriate fashion is just as important as beginning it correctly. While the Epoch itself culminates in a bloodless massacre of nearly all the contestants, the PCs' story will likely have a secondary high-point. As well, this section in each scenario will discuss, as appropriate, thoughts for GMs who have PCs who wish to take on the Khan more directly.

The Salvation Epoch

Before the Epoch The PCs are approached by Jig, who informs them that they are about to receive an invitation to the Damnation Epoch and that he would like them to enter in order to win the Cup of Desires and help him guide Lady Puzzledeep back to the side of goodness and light. Jig makes

it clear, however, that he does not want the Lady to know they are doing this at his request, as he feels it would be more constructive for her to receive such help unawares. A day or two later the letter from the Queen of Thistles arrives.

Plot Secrets Lady Puzzledeep would dearly love to reclaim her moral compass; but her undead status prevents her from truly understanding what she has lost and how to reclaim it. She is stuck in a rut; one in which she continues to desire goodness to improve but never changes her routine or behavior. Jig is convinced that what she requires is a kick-start from impressive and inspiring mortals: hence the PCs. He wants the PCs to do three things. First, he desires them to befriend the Lady Puzzledeep. Second, as opportunities arise, they should engage with her in discussions of morality. Finally, and most importantly, he requests that they sacrifice a *wish* for her from the Cup of Desires: a wish for her to improve herself in some way.

PCs who enter the contest and can engage Puzzledeep in philosophical discussions can easily befriend her. When they do so, she eventually confides in them that she thinks the key to her redemption is the destruction of the Khan. In her mind, fighting evil violently is the best way to demonstrate goodness.

Day #1	Test#1, Chains of Guilt, begins. Encounter 28: Philosophical Differences
Day #4	Test#2, Capture the Mast, begins.
Day #5	Encounter 13: Lady Puzzledeep's Hobby.
Day #7	Test #3, Into the Fire, begins.
Day #8	Encounter 7: The Devil's Torment.
Day #9	Test #4, Test of the Dragon-riders, begins.
Day #10	Encounter 27: The Stuff of Dreams
Day #11	Test #5, Chaotic Time, begins.
Day #12	Encounter 32: Honor among Thieves
Day #13	Test #6, Black Stones on the Rocks, begins.
Day #14	Encounter 22: The Mephit's Confusion.
Day #15	Test #7, Rage Against the Machine, begins.
Day #16	Episode 34: Law and Disorder
Day #17	Test #8, When a Star Falls, Begins
Day #19	Test #9, Race against the Beast, begins.
Day #21	Test #10, The Coming of the Voracious Visitor, is held. Sub-plot climax

The Climax PCs who win the Lady's friendship see little improvement in her until just before the final test. At the end, their thoughtfulness towards her leads her to begin to worry concerning their well being, a step that causes Jig to become ecstatic. Following the last test, if the PCs win the Cup of Desires and use the first *wish* for the Lady's benefit, it warms her heart and she begins to understand once more the nature of love and charity. GMs can decide, based on the *wish*, the exact nature of the change, whether it is gradual or overwhelming.

If PCs think the key to the Lady's salvation is the destruction of the Khan, and decide to fight him, use either Jig or Lady Puzzledeep to distract or remove the Umbral Blot. If using Jig, the draggone's great speed allows him to distract the Blot while the others fight the Khan and his allies. If using Lady Puzzledeep to take on the Blot, her new-found condition allows her to sacrifice herself to stun the Blot long enough to give Jig and the PCs a fighting chance. Such a scenario allows her to redeem herself in death.

Destroying the Umbral Blot

Before the Epoch The PCs are approached by Auberyon, who informs them that they are about to receive an invitation to the Damnation Epoch and that he would like them to enter the contest in order to aid him in destroying a true abomination, the Umbral Blot. He makes it clear that once the contest has begun, he and the PCs will have only twenty one days to discover and exploit any weakness on the part of the Blot. A day or two later the letter from the Queen of Thistles arrives.

Plot Secrets The Umbral Blot can be destroyed. An object with a nature similar though not identical to the *rod of cancellation* would completely and violently undo the Blot. The PCs should be put onto this idea early and given a chance to pursue the creation of this weapon (Auberyon will suggest an arrow). After initial success, it seems as if a suitable weapon won't be able to be crafted before the tenth test begins. Then, at the last, Auberyon or the PCs obtain a *wish* and are able to use it to *wish* such a weapon into existence.

- Day #1** **Test#1, Chains of Guilt, begins.**
- Day #2** Encounter 4: The Nature of the Blot.
- Day #3** Encounter 24: The Magician's Ring.
- Day #4** **Test #2, Capture the Mast, begins.** Work on the magic item begins.
- Day #7** **Test #3, Into the Fire, begins.**
- Day #9** **Test #4, Test of the Dragon-riders, begins.**
- Day #10** A weapon is created but is then found to be faulty and potentially cursed.
- Day #11** **Test #5, Chaotic Time, begins.**

- Day #13** **Test #6, Black Stones on the Rocks, begins.**
- Day #14** Encounter 18: Surrounded by Sinners.
- Day #15** **Test #7, Rage against the Machine, begins.**
- Day #16** It is realized that a suitable weapon will not be formed in time using crafting.
- Day #17** **Test #8, When a Star Falls, Begins**
- Day #18** Encounter 27: The Stuff of Dreams
- Day #19** **Test #9, Race against the Beast, begins.**
- Day #20** If a suitable weapon has not already been formed, Auberyon will obtain a *wish* and utilize this to bring one into being.
- Day #21** **Test #10, The Coming of the Voracious Visitor, is held.** Sub-plot Climax

The Climax During the final test, the PCs bring their anti-Blot weapon into contact with the Blot. The result is a horrific explosion which does 20d6 points of damage (Fortitude DC 25 for half) to anyone within 60 feet of the Blot and destroys the Umbral Blot, stunning everyone. Such an action makes the Khan furious and he immediately pronounces a new test: The Cup of Desires goes to the team which kills the individual who destroyed the Voracious Visitor. It is possible the PCs choose to fight to the death against the entire Coliseum, for after the PCs defeat all the teams, they are then set upon by Hounds of Ill-prophecy, the Master of the Hounds, The Jack of Diamonds, et al. Alternatively, the assassin of the Blot might choose to sacrifice himself upon the swords of his team-mates, allowing them to win the Cup and bring him back using its power. Finally, this scenario is the best for GMs or players who want to take out the Khan himself, as the removal of the Blot greatly cripples the power of the Khan. Wise players who wish to kill the Khan should have gathered allies prior to this event, allies who assist in taking out the Khan once the Blot is gone. If this happens, the Khan fights for a time until defeat is certain, at which time he flees, preferably with the Cup of Desires in tow.

The Pasha's Riches

Before the Epoch The PCs are approached by a group of efreets from the City of Brass who inform them that they are about to receive an invitation to the Damnation Epoch and that they would like the PCs to enter so that the PCs will have the opportunity to investigate the Pasha of Swirling Ashes, discover where he has hidden his stolen money and help bring him to justice. A day or two later the invitation from the Queen of Thistles arrives.

Plot Secrets Though the Pasha of Swirling Ashes plays at being constantly broke, the truth is, he stole a large amount of money

from powerful efreet lords and then fled the City of Brass. He covered his tracks well, both magically and mundanely, and though these genie-lords suspect the Pasha is the culprit, they have been unable to prove it. The Pasha keeps his ill-gotten gains in his apartments in the city of the Coliseum, in a well-hidden safe, enchanted to protect it from divination, both divine and arcane.

PCs who get a chance to search the apartment can find this safe; it is well-hidden underneath a rug beneath the Pasha's bed. Finding it requires either moving the bed or a DC 30 Perception check while in the bedroom. Opening it requires a DC 50 Disable Device check. Several encounters will allow the PCs opportunity to explore the Pasha's house, though they will have to do so discreetly.

- Day #1** **Test #1, Chains of Guilt, begins.**
- Day #3** Encounter 11: A Challenge for the Pasha.
- Day #4** **Test #2, Capture the Mast, begins.**
- Day #6** Encounter 22: The Mephit's Confusion.
- Day #7** **Test #3, Into the Fire, begins.**
- Day #8** Encounter 18: Surrounded by Sinners.
- Day #9** **Test #4, Test of the Dragon-riders, begins.**
- Day #10** Encounter 20: The Pasha's Painting.
- Day #11** **Test #5, Chaotic Time, begins.**
- Day #12** Encounter 9: The Goblin Carnival
- Day #13** **Test #6, Black Stones on the Rocks, begins.**
- Day #14** Encounter 32: Honor among Thieves
- Day #15** **Test #7, Rage against the Machine, begins.**
- Day #16** Encounter 5: The Pasha's Women.
- Day #17** **Test #8, When a Star Falls, Begins**
- Day #19** **Test #9, Race against the Beast, begins.**
- Day #20** Sub-plot climax
- Day #21** **Test #10, The Coming of the Voracious Visitor, is held.**

The Climax When the PCs find the safe, they can send word to those that hired them. These efreet will then request that the PCs aid in capturing the Pasha. If the PCs can best the Pasha and keep him from escaping, they are rewarded (from the money in the safe) with 30,000 gp each: enough to help them better equip themselves for the final test. If the Pasha escapes, but the treasure is recovered, this is reduced to 15,000 gp each.

The Dragon's Mate

Before the Epoch One or more of the PCs meet a beautiful dragon-blooded sorceress named Tarchai who, rather despondently, expresses a weariness with the world. In the course of the conversation, she mentions she plans on spending time on the Plane of Dreams to see if she can find "in dreams

that which I find lacking in waking life." A week or so later the invitation from the Queen of Thistles arrives. During the feast, following the events of the Invitation to Damnation, the PCs are seated with the Dragon of the Ghostdance, who asks, most sincerely, to be allowed to guide them as a benefactor.

Plot Secrets After the PCs adopt the dragon as their benefactor, they have opportunity to talk with Ioanna, who, after drinking too much, confesses she would like to help the dragon find a suitable wife. She badgers the PCs into swearing to help her.

There are three women the PCs encounter over the course of the competition, each one of which has a different sort of appeal to the dragon. How the PCs fulfill their oath is up to them, and how exactly it plays out is up to the GM, but certain encounters can help the romance along. The three women are:

Tarchai: A dragon-blooded sorceress and the woman to most naturally feel attracted to the Dragon of the Ghostdance. Weary of the world, if the dragon can restore her joy in life and encourage her natural abilities, she will wed him.

Kiyani: A sorceress with a gift for writing, Kiyani longs to write the perfect romance, complete with a tragic protagonist and a happy ending. If the PCs can switch Kiyani's fascination from one of them to the Dragon of the Ghostdance, she will prove a fascinating and intelligent companion, who is able to help the dragon establish a more public reputation.

The Petal: An awakened oneirobound woman, The Petal is the hardest of the women for the Dragon of the Ghostdance to woo. But her unique physiology will indeed combine with his to produce powerful children, if he can win her over as a mate.

- Day #1** **Test #1, Chains of Guilt, begins.** Ioanna makes the PCs swear to help her find the dragon a wife.
- Day #2** Encounter 26: A Woman in Despair.
- Day #3** Encounter 17: The Sleeper Awakens.
- Day #4** **Test #2, Capture the Mast, begins.**
- Day #6** Encounter 5: The Pasha's Women.
- Day #7** Encounter 6: A Woman in Search of a Story. **Test #3, Into the Fire, begins.**
- Day #8** Encounter 15: The Cat's Cradle.
- Day #9** **Test #4, Test of the Dragon-riders, begins.**
- Day #11** Encounter 9: The Goblin Carnival. **Test #5, Chaotic Time, begins.**
- Day #13** **Test #6, Black Stones on the Rocks, begins.**
- Day #14** Encounter 18: Surrounded by Sinners.
- Day #15** **Test #7, Rage against the Machine, begins.**
- Day #16** Encounter 23: Threatening the Dragon.
- Day #17** **Test #8, When a Star Falls, Begins**
- Day #19** **Test #9, Race against the Beast, begins.**
- Day #20** Encounter 20: The Pasha's Painting. Sub-plot climax.

Day #21 Test #10, The Coming of the Voracious Visitor, is held.

The Climax The night before the final test, the Dragon of the Ghostdance proposes marriage to one of the three women. The GM should pick the appropriate woman based on the actions of the PCs and the thrust of the story thus far. If the PCs have been unable to make progress, the GM should pick one of the women randomly. As a present for helping him achieve his dream, the dragon gives each PC a valuable magic item to help them in their final test. Following the Damnation Epoch, the dragon and his mate are married and leave the Island of the Coliseum in order to find the perfect island upon which to begin a family.

Sympathy for the Devil

Before the Epoch For a month or more, prior to the Queen's Invitation, the PCs find that several transactions and happenstances inexplicably go their way, often when it seemed that things were not going to work out. Finally, the PCs are approached by a quite civil devil who wears the guise of a kindly man. He informs them that these "small boons" were courtesy of "Lord Akinshata, who asks only that you seek to return the favor as you have opportunity." The very next day the Queen of Thistle's invitation arrives.

Plot Secrets When the Khan of Nightmares created the Chimeric Amphitheater, he used the power of Akinshata to form the structure over a "wild-spot" on the Slumbering Sea, an unstable region of dream space much akin to the Shores of Sleep in nature: very mutable. He tuned this area to his own dreams and soul. Unbeknownst to him, Akinshata, so intimately involved in the process, managed to make the Amphitheater equally attuned to himself. However, when the Khan betrayed him and mystically bound him to his wheel of pain, the devil's power over the Chimeric Amphitheater was diminished. Nevertheless, he has power to control both it and the Umbral Blot. Furthermore, he has kept this ability hidden from all.

Finally, after a thousand years, the devil has devised a plan to free himself: he simply needs the right pawns, which is where the PCs come in. Subtly at first, and then more directly, the devil contacts the PCs, trying to get them to agree to free him. In exchange he promises two things: he will seek to wrest control of the Umbral Blot and the Coliseum from the Khan, and secondly, he will aid the PCs in winning the Cup of Desires.

When PCs agree, from that point on, they may each reroll two d20 rolls during each test as the devil subtly aids them. Furthermore, in each subsequent test, the PCs find a page

containing a portion of a magical ritual. These small pages can be picked up by the PCs and will last once each Test is over. By the time of the tenth test, the PCs will have all the pages of the ritual.

- Day #1 Test #1, Chains of Guilt, begins.**
- Day #4 Test #2, Capture the Mast, begins.**
- Day #5 Encounter #7: The Devil's Torment.**
- Day #6 Encounter #16: The Bard's Tale**
- Day #7 Test #3, Into the Fire, begins.**
- Day #8 Encounter #29: Toying with the Dunce of Clubs**
- Day #9 Test #4, Test of the Dragon-riders, begins.**
- Day #10 Encounter #31: A Devil's Diary**
- Day #11 Test #5, Chaotic Time, begins.**
- Day #13 Test #6, Black Stones on the Rocks, begins.**
- Day #15 Test #7, Rage against the Machine, begins.**
- Day #17 Test #8, When a Star Falls, Begins**
- Day #19 Test #9, Race against the Beast, begins.**
- Day #21 Test #10, The Coming of the Voracious Visitor, is held. Sub-plot climax.**

The Climax If the PCs gather the pages of the ritual, any one of them will be able to complete it. The ritual takes 5 rounds and must be conducted on the floor of the arena. When the ritual is complete, the devil is freed and vanishes from his place at the Khan's side. A few rounds later, the Umbral Blot begins behaving erratically and the one thing it won't do is destroy the PCs. The Khan realizes almost at once that something is wrong, but can do nothing about it.

Following the Damnation Epoch, and the awarding of the Cup of Desires, the devil begins to overthrow the Khan in earnest, announcing his presence to the island and gathering followers to himself. It is the beginning of a civil war. With the Khan's control of the Umbral Blot in question, turning against the Khan is finally possible and many take advantage of it.

Setting the Captives Free

Before the Epoch The PCs, over the course of a month, have strange dreams in which they are approached by a group of cloaked individuals who plead with them to help "set the captives free." Finally the dreams become more concrete and the PCs, as a group, find themselves in a dream in which these cloaked individuals, the Lords of Dingue, explain the plight of the oneirobound and ask for assistance in freeing the slaves of the Coliseum. They inform the PCs that they are to be invited to the Damnation Epoch and that the Lords desire the PCs to agree to enter the Epoch and thus gain access to the Coliseum. Though they refuse to discuss the full details of their plan until the PCs agree, they assure the PCs that they do

indeed have a fool-proof plan and that if the PCs make it into the Coliseum, they will be met by an agent using the password “weaver-woman.” The next day the invitation from the Queen of Thistles arrives.

Plot Secrets The Lords of Dingue have developed a drug which subtly awakens oneirobound to their surroundings, enough so as to allow the oneirobound to make rational decisions. They have also arranged a magical ritual which will open a gate between Dingue and the Chimeric Amphitheater. Normally such a gate would be dangerous, as it would allow the Khan to send through troops, but the oneirobound lords reason that the safest time for such a gate will be during the climax of the Damnation Epoch.

Their plan has three main steps. First, insert a group into the Coliseum Morpheuon (the PCs) and establish communication between them and Island of Dingue. Secondly, smuggle to these agents the necessary narcotic. Then, after the narcotic has been given to as many of the oneirobound in the Coliseum as possible, open a gate during the tenth test, allowing the oneirobound to travel to Dingue.

The drug comes in the form of little red tablets and only affects oneirobound. It must be taken orally.

- Day #1** **Test #1, Chains of Guilt, begins.**
Day #3 Encounter 2: The Khan’s Generosity. The slave-girl names herself Misty and has the ability to contact the lords of Dingue via dreams.
- Day #4** Encounter 9: The Goblin Carnival. The goblins have large amounts of the drug and have been bribed to deliver it to anyone who uses the term weaver-woman. **Test #2, Capture the Mast, begins.**
- Day #5** Encounter 3: The Savagery of the Hounds
Day #7 **Test #3, Into the Fire, begins.**
Day #8 Encounter 20: The Pasha’s Painting. At the party, the PCs learn to tell the oneirobound to meet in the middle of the Pagoda of Patricide during the tenth test.
- Day #9** **Test #4, Test of the Dragon-riders, begins.**
Day #11 **Test #5, Chaotic Time, begins.**
Day #12 Encounter 17: The Sleeper awakens
Day #13 **Test #6, Black Stones on the Rocks, begins.**
Day #15 **Test #7, Rage against the Machine, begins.**
Day #17 **Test #8, When a Star Falls, Begins**
Day #18 Encounter 30: A Palace Purge
Day #19 **Test #9, Race against the Beast, begins.**
Day #21 **Test #10, The Coming of the Voracious Visitor, is held.** Climax of the Sub-plot.



The Climax The ending of this plot-line is almost anti-climatic. Following the end of the final test, as all the guests file out into the Pagoda of Patricide, they discover every oneirobound slave is gone but that no one knows where they have gone. The Khan and all his guests are stunned. After a moment, the Khan sends both the Voracious Visitor and his Hounds out to scour the island for evidence of the escaped slaves. Though the PCs, assuming they have survived the last test, are likely weary and weakened, those who have made plans to attack the Khan will find this the best time to do so, as he is momentarily bereft of his more powerful guards. Otherwise, the tournament ends with the Khan having suffered the most embarrassing episode of his career, one he will not quickly forget.

Appendix 1: The Dirges

The Dirges are a powerful team of combatants vying for the Cup of Dreams. The favorite of the Khan, this team of villains does not hesitate to use any dirty trick they think will stack the deck in their favor. For many years the Dirges have traveled the Plane of Dreams, spreading nightmares and horror wherever they go. Notorious for their rudderless ways, to say the least, their appearance and apparent desire to compete in the Damnation Epoch has surprised many.

A motley collection, the Dirges nevertheless function as a tight knit pack for they each share a common secret: they have died horrifically and been reborn upon the Plane of Dreams, the embodiment of nightmares. Though they will not say who or what brought them to life upon the Dream Plane, their devotion to this entity and thus to each other, is unmistakable. The Dirges carry no emblem, insignia, or totem of their affiliation, but they are each noticeably freakish in appearance and a shared and unmistakable pall of death hangs over the lot.

Unknown to any but themselves, the master of the Dirges has gone missing and they hope that the Cup of Desires will allow them to find their beloved creator.

Gallows

A massive, seemingly rotting trunk, crawling with stirges and stinking of blood, Gallows is an undead treant whose branches hold a single, gory noose. Gallows hates the living, except perhaps some of his fellow Dirges, and gladly strangles the life from his foes. Gallows does not speak of what caused his cursed condition, not even to his teammates, but he especially delights in choking elves, druids and gnomes.



Gallows CR 15 (XP 51,200)
NE Huge Undead (Augmented Plant)
Init -1; **Senses** dark vision 60 ft., low-light vision; Perception +22

DEFENSE

AC 30, touch 7, flat-footed 23 (-1 Dex, +23 natural, -2 size)
hp 165 (22d8+66)
Fort +13, **Ref** +6, **Will** +12
Defensive Abilities plant and undead traits; **DR** 15/slashing;
Immune cold, electricity; **Weaknesses** vulnerable to fire

OFFENSE

Spd 30 ft.
Melee 2 slams +28 (2d6+13; 19-20/x2)
Ranged rock +13 (2d6+13; 180 ft. range)
Ranged touch noose +14 (1d4 Con drain plus grab)
Space 15 ft.; **Reach** 15 ft. (30 ft. with noose)
Special Attacks constrict (noose; 2d6+19 plus 1d6 Con drain and suffocation), stirge swarm

TACTICS

Before Combat Gallows often attempts to engage opponents in conversation prior to combat in order to intimidate them and allow his companions to cast spells to augment their abilities.

During Combat Gallows focuses his noose attack upon spellcasters first. When faced with armed combatants, he attempts to sunder slashing weapons with one slam attack while pummeling them with his other. When reduced to less than half his hit points, Gallows unleashes his stirge swarm.

Morale Gallows has no fear of death, but neither does he throw away his life needlessly.

STATISTICS

Str 37, **Dex** 8, **Con** -, **Int** 12, **Wis** 16, **Cha** 17
Base Atk +16; **CMB** +31 (+33 sunder); **CMD** 40
Feats Alertness, Greater Sunder, Improved Critical (slam), Improved Sunder, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Shot on the Run, Weapon Focus (noose), Weapon Focus (slam)
Skills Diplomacy +11, Intimidate +16, Knowledge (nature) +9, Perception +22, Sense Motive +14, Stealth -9 (+7 in forests);
Racial Modifiers +16 Stealth in forests
Languages Common, Sylvan, Treant, Treespeech
SQ animate trees, control undead, double damage against objects
Combat Gear gear used in combat; **Other Gear** *hat of disguise*

SPECIAL ABILITIES

Animate Trees (Sp) Gallows can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock throwing abilities), gaining the treant's vulnerability to fire. If Gallows terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Constitution Drain (Su) For each point of Constitution Gallows drains through his noose attack, he gains 5 hit points. Hit points in excess of Gallows' normal total are gained as temporary hit points lasting 1 hour.

Control Undead (Su) Gallows can automatically control all normal undead within 30 ft. as a free action, and undead will not attack Gallows unless compelled. Intelligent undead who succeed at a DC 24 Will save resist this effect.

Double Damage Against Objects (Ex) When Gallows makes a full attack against an object or structure it deals double damage.

Noose Attack (Su) Attempts to cut Gallow's Noose are treated as sunder attempts (hardness 5, 15 hp, break DC 21). Gallows can regrow a sundered noose as a full round action that provokes an attack of opportunity. Gallows uses his noose to grab a victim's throat and constrict. In addition to the Constitution drain, those caught in Gallow's noose are considered to be suffocating. Such victims may not speak or cast spells with verbal components. Gallows may use his noose attack in the same round he uses his slam attacks and suffers no penalty to combat while grappling with a victim using his noose. Victims caught in the noose that are at least two size categories smaller than Gallows are lifted from the ground. Such victims suffer a -4 penalty to both Strength and Dexterity unless they possess flight. Victims caught in the noose are subject to a *dimensional anchor*, furthermore any *freedom of movement* is dispelled or suppressed for 1d4 rounds (+15 to the dispel check).

Stirge Swarm Stirges roost in Gallows. Anyone attacking Gallows is subsequently attacked by a stirge on the following round [Stirge: AC 16, hp 5, touch +7 (1 Con drain, 4 max)]. Once an hour, Gallows may shake the stirges loose from his branches. The stirges swarm and attack the nearest foe en masse. The CR of the stirges is ignored for the purpose of awarding experience points.

Treespeech (Ex) Gallows has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet him with an attitude of friendly or helpful.

Swarm of Stirges CR 7 (XP 3,200)
N Tiny Magical Beast (Swarm)
Init +4; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 82 (15d10)
Fort +9, **Ref** +15, **Will** +6
Defensive Abilities swarm traits

OFFENSE

Speed 5 ft., fly 40 ft. (good)
Melee swarm (1d6 plus blood drain)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 17), disease (DC 17)

STATISTICS

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +15; **CMB** —; **CMD** —

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +8, Stealth +16

SQ diseased, swarm traits

Blood Drain (Ex) A stirge swarm drains blood when it deals its swarm damage, inflicting 1 point of Constitution damage for each point of swarm damage dealt. Once a stirge swarm has dealt 30 points of Constitution damage, it flies off to digest the meal. If its victim dies before the stirge swarm's appetite has been sated, the swarm moves on and seeks a new target.

Diseased (Ex) Due to the stagnant environment in which they live and their contact with the blood of numerous creatures, stirge swarms are harbingers of disease. Any creature subjected to a stirge swarm's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (*Pathfinder RPG Core Rulebook*). Unlike singular stirges, stirge swarms can result in multiple illnesses.

Dreamburning and Gallows

Hope: Gallows dreams of a land filled with blood, flies and darkness. He longs to sink his roots into such blood-soaked soil and allow the flies to crawl over his branches.

Aspiration: Gallows enjoys killing elves, gnomes and fey. He aspires to true genocide, longing for a day when all such creatures are dead.

Goal: Gallows' immediate goal is to discover what has happened to his master, the one who gave him his current life.

Frau Kindle

The dreaded witch called Frau Kindle is rightly feared throughout the Plane of Dreams as a powerful sorceress, and would be renowned as an intellectual authority on multiple arcane topics if that aspect were not eclipsed by her infamy for incinerating most beings that she encounters. Shocking to look at, her deceptively frail-looking



body is a crispy black ruin of charred flesh, the wispy remnants of her long hair perpetually singeing as if just plucked from the conflagration. The Dirges' prime spellcaster, Frau Kindle is most notably proficient in deadly pyrotechnics, crippling curses, and expert scrying rituals that give her and her teammates an uncanny and disturbing ability to be seemingly omniscient.

Perpetually carrying with her the hate and paranoia that comes from being persecuted and burned at the stake once long ago by an angry mob, the wicked witch believes that everyone has dirty secrets they are hiding and she especially despises those who claim nobility, righteousness, or, even worse, innocence. Frau Kindle knows many secrets, gleaned from constant scrying, including some concerning the Khan of Nightmares.

Frau Kindle CR 14 (XP 38,400)
 Female Human Sorcerer 15
 CE Medium humanoid (human)
Init +6; **Senses** *see invisibility* (permanent), Perception +20

DEFENSE

AC 18, touch 15, flat-footed 16 (+3 armor, +2 Dex, +2 deflection, +1 natural)

hp 67 (14d6+15)

Fort +6, **Ref** +8, **Will** +17

Resistance fire 20

Offense

Speed 60 ft.

Melee *Bearer of Gifts* +8/+2 (1d4+1 plus touch spell)

Ranged *Bearer of Gifts* +10 (1d1+1 plus touch spell)

Spells Known (CL 14th, ranged touch +9)

7th (4/day) – *elemental body IV, flash fire**, *insanity* (DC 23)

6th (5/day) – *elemental body III, greater dispel magic, permanent image* (DC 22), *teleport tracer**

5th (7/day) – *elemental body II, pariah** (DC 21), *telepathic bond, teleport*

4th (7/day) – *bestow curse* (DC 20), *charm monster* (DC 20), *elemental body I, scrying, wall of fire* (DC 20), *fire shield*

3rd (7/day) – *arcane sight, dispel magic, displacement, fireball* (DC 19), *protection from elements*

2nd (7/day) – *detect thoughts, invisibility, see invisibility, scorching ray, spectral hand, touch of idiocy*

1st (8/day) – *alarm, burning hands* (DC 17), *grease, identify, mount, true strike*

0 – *resistance, acid splash, bleed, detect magic, detect poison, flare, light, read magic, touch of fatigue*

TACTICS

Before Combat: Frau Kindle prefers to cast a despoiling, incendiary *pariah* (6th level slot) into “*Bearer of Gifts*” before combat. If possible she uses *arcane sight, scrying, and detect thoughts* on potential opponents beforehand, often creating an Obeah Totem of the chosen foe she wants to curse. She uses *telepathic bond* to coordinate attacks with the other Dirges. She also prefers to cast *displacement, fire shield* (fire), *protection from elements* (lightning), and *invisibility*.

During Combat: Early in combat, Frau Kindle uses *wall of fire* to separate foes from one another. When dealing damage, Frau Kindle prefers to begin with her Elemental Blast followed by a Despoiling, Empowered, Incendiary, *fireball* (6th level slot). She

casts her *flash fire* to disrupt spellcasters each round. Following this she typically casts a quickened *true strike* and attacks with “*Bearer of Gifts*”. After which she either uses another metamagic *fireball* or recharges “*Bearer of Gifts*.” She uses her *mount, dimension door, teleport, and, teleport tracer* to pursue those that flee the Dirges.

Morale: Frau Kindle is no coward and likes the heat of battle. When she senses defeat, she prefers bargaining over flight, knowing that she can flee if bargaining fails.

New Magic Item

Bearer of Gifts, +1 returning, spell carrier dagger

Aura strong transmutation; **CL** 11th

Slot - Price 32,000 gp; **Weight** 2 lb.

DESCRIPTION

This *returning dagger* can be used to store a single touch attack spell up to 1 hour/caster level. On a successful touch attack (melee or ranged) the dagger discharges the stored spell as if it had just been cast before returning to the thrower’s hand. Any damage from a successful attack is resolved before the spell is resolved.

CONSTRUCTION

Requirements craft magic arms and armor, *limited wish, telekinesis*;

Cost 16,000 gp

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 22, **Cha** 8

Base Atk +7; **CMB** +7; **CMD** 19

Feats Despoiling Spell* (x2), Eschew Materials, Empower Spell, Fire-Born Sorcery*, Improved Initiative, Incendiary Spell*, Maximize Spell, Obeah Totem*, Quicken Spell, Quicken Spell-Like Ability (Elemental Ray) Skill Focus (Knowledge [planes])

Skills Knowledge (arcana) +18, Knowledge (planes) +18, Perception +18 Spellcraft (Int) +18

Languages Common, Infernal

Sorcerer Bloodline Elemental (fire): Elemental Blast (1/day, 20 ft. radius; 14d6 fire; DC 23 Reflex halves), Elemental Ray (9/day, 30 ft. touch +9; 1d6+14 fire)

Possessions *Bearer of Gifts**, *amulet of natural armor* +1, *bracers of armor* +3, *ring of protection* +2, *headband of inspired wisdom* +2, 100 pp

Dreamburning and Frau Kindle

Hope: Frau Kindle is obsessed with secrets. Her longing is to know everything about everyone.

Aspiration: The ones who killed her at the stake are themselves long gone. Frau Kindle dreams, though, of bringing them back to life just so she can do to them as they did to her.

Goal: Kindle delights in fire, especially when what is burnt is beautiful. She would dearly love to set the Chimeric Amphitheater on fire, but prudence restrains her. For the moment.

Mother

The lurking pitch black shadow referred to by the Dirges only as “Mother” is an unsettling presence. Rarely glimpsed at all, those unlucky few who have looked squarely upon its incorporeal “form” have seen nothing but a large inkyblackness that occasionally reaches out with a shadowy tendril to envelop and consume screaming victims. Mother is a creature of destruction and darkness. She served entropy for many years on the Material Plane before being destroyed and remade on the Plane of Dreams. Now she serves as the nightmare incarnation of being lost in darkness: alone and forgotten. Mother never speaks, except perhaps telepathically with Pike and Frau Kindle. Nevertheless, she nurtures and cares for her companions, easing their hurt and silently soothing their worries. Unknown even to her companions, Mother has taken to worshiping the Voracious Visitor, which she considers an Avatar of her god.



Mother CR 14 (XP 38,400)
Female Dread Wraith Sovereign Human Cleric 12
LE Medium undead (incorporeal)
Init +11; **Senses** darkvision 60 ft., lifesense 60 ft.; eyes of darkness; Perception +17
Aura destructive (30 ft.), evil, unnatural aura (100 ft.), unnatural chill (30 ft.)

DEFENSE

AC 31, touch 31, flat-footed 19 (+9 deflection, +11 Dex, +1 dodge)
hp 162 (12d8+108)
Fort +8, **Ref** +15, **Will** +15
Defensive Abilities channel resistance +4, incorporeal;
Immune cold, undead traits; **SR** 23
Weaknesses daylight vulnerability

OFFENSE

Speed fly 60 ft. (good)
Melee incorporeal touch +20 (1d8 negative energy plus 1d8 Con drain)
Special Attack channel negative energy 6d6, destructive smite, touch of darkness
Spells (CL 11)
6th – *coma* (DC 23)*, *harm* (DC 25), *heal*, *summon monster VI* (1d4+1 advanced shadows)
5th – *breath of life*, *slay living* (DC 24), *summon monster V* (1d3 advanced shadows), *true seeing*

- 4th – *cure critical wounds* (DC 23), *chaos hammer* (DC 22), *inflict critical wounds* (DC 23), *poison* (DC 23), *unholy blight* (DC 22)
3rd – *animate dead*, *bestow curse* (DC 22), *contagion* (DC 22), *cure serious wounds*, *deeper darkness*, *invisibility*, *speak with dead*
2nd – *blindness* (DC 21), *cure moderate wounds*, *death knell* (DC 21), *inflict moderate wounds* (DC 20), *silence*, *spiritual weapon*, *status*
1st – 6+ *cure light wounds*, *death watch*, *inflict light wounds* (DC 20), *hide from undead*, *sanctuary* (DC 18), *true strike*, *summon monster I*
0 – *bleed*, *detect magic*, *stabilize*, *virtue*

TACTICS

Before Combat: Mother prefers to summon shadows and cast *true seeing* before combat begins.

Combat: When dealing with deadly foes, Mother casts *harm*, *destructive smite*, and *touch of darkness*, using her Destructive Aura to increase the damage done. Mother enjoys hiding inside Gallows, casting her spells upon those caught by the undead treet. When victory is certain, Mother prefers to either end life suddenly with *slay living* or hinder opponents with spells like *bestow curse* and *blindness*, savoring their suffering as they slowly lose.

Morale: Surprisingly, Mother embraces healing the Dirges as if they were her own children, and becomes quite violent in their defense if one is seriously injured.

STATISTICS

Str —, **Dex** 33, **Con** —, **Int** 16, **Wis** 26, **Cha** 28
Base Atk +9; **CMB** +9; **CMD** 30
Feats Blind-Fight^B, Dodge, Combat Reflexes, Eschew Materials, Mobility, Spell Focus (necromancy), Spring Attack
Skills Healing +23, Knowledge (history) +18, Knowledge (religion) +18, Perception +20, Stealth +23, Spellcraft +18
SQ Orisons
Cleric Domains **Darkness** Eyes of Darkness (5 rounds), Touch of Darkness (10/day)
Destruction destructive aura (12 rounds, 30 ft; +5 damage all attacks, all criticals confirmed), destructive smite (10/day, +5 damage)
Languages Common, Infernal, Giant

SPECIAL ABILITIES

Command Wraiths (Su) Mother can automatically command all normal wraiths and dread wraiths within 30 feet as a free action. Normal wraiths and dread wraiths never attack Mother unless compelled.
Constitution Drain (Su) Creatures hit by Mother’s touch attack must succeed on a DC 24 Fortitude save or take 1d8 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.
Create Spawn (Su) A creature slain by Mother becomes a dread wraith in 1d4 rounds. A dread wraith created in this manner is under the command of Mother and remains so until either it

New Spells

Coma

School: Enchantment (Compulsion) [Mind-Affecting]; **Level:** Clr 6, Sor/Wiz 6

Components: S, M (a mixture of ground spices)

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level

Saving Throw: Fortitude negates; **Spell Resistance:** Yes

You put a living creature in a coma. The subject falls prone immediately—alive, but unable to take actions.

Flash Fire

School: Evocation [Fire]; **Level:** Sor/Wiz 7

Components: V

Casting Time: 1 immediate action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None; **Spell Resistance:** Yes

With a single utterance, you can shoot a ray of fire at a selected target. To hit you must make a ranged touch attack. If it is successful, you deal 1d6 points of fire damage to the target per two caster levels (maximum 10d6).

You can cast this spell almost instantly, quickly enough that you could interrupt another's actions (such as casting a spell). You cannot cast this spell multiple times in one round.

Pariah

School: Enchantment (Compulsion); **Level:** Brd 5, Clr 5, Sor/Wiz 5

Components: V, S, F (a brand with the symbol of a pariah)

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Permanent (D)

Saving Throw: Will negates; **Spell Resistance:** Yes

The caster of this spell brands the target's forehead with the symbol of a pariah. The victim's mark is noticeable to all and he has an aura of unpleasantness about him. The subject's Charisma suffers a -6 penalty and he also suffers a profane penalty to all Charisma-based skill checks equal to your caster level. The target also takes 1d6 points of damage from the brand. This damage cannot be healed until the curse is removed. The spell can only be removed with a successful caster level check (DC 15 + your caster level).

Teleport Tracer

School: Divination; **Level:** Sor/Wiz 6

Components: S

Casting Time: 1 standard action

Range: Medium (100 feet + 10 feet/level)

Effect: One teleportation spell

Duration: Instantaneous

Saving Throw: None; **Spell Resistance:** No

You immediately know the destination of the most recent spell with the teleportation subtype cast within range. You know the location well enough to teleport to it immediately with no chance of error, although the spell confers no ability to teleport.

or the creator is destroyed. If Mother is destroyed, one of its dread wraith spawn that had 10 or more character levels in life becomes a dread wraith sovereign (*Advanced Bestiary* p. 101).

Daylight Vulnerability (Ex) Mother takes a -4 penalty on all attack rolls, checks, and saves when in natural sunlight (but not within the radius of a *daylight* spell).

Unnatural Aura (Su) Any creature of the animal type within 100 feet of Mother automatically becomes panicked and remains so until the distance between it and Mother is at least 100 feet.

Unnatural Chill (Su) The area around Mother is noticeably colder than the ambient temperature. Each creature within 30 feet of Mother takes 2d6 points of cold damage and must succeed on a Fortitude save (DC 24) or be paralyzed. The damage and the saving throw are repeated each round that the creature remains within range. A creature that takes cold damage or is paralyzed from the unnatural chill is automatically shaken for 1 minute. Incorporeal creatures are immune to this effect. The shaken condition is a mind-affecting fear effect.

Dreamburning and Mother

Hope: Mother lives for nothing less than the complete destruction of everything. Her hope is to see creation unmade; an empty void of nothing.

Aspiration: Mother views the Umbral Blot to be an Avatar of her god. She imagines a cult, over which she would be high-priestess, dedicated to the worship of the Voracious Visitor. Her silent, solitary nature, however, make this dream unlikely.

Goal: Mother truly considers the Dirges her family and she has daydreams of making them all like her: wraiths under her control.

Pike

A bald, thickly muscled troll, riddled with scars, Pike has trudged through a thousand bloody battlefields in both the waking and dreaming worlds. Clad in battered and bloody armor, half-broken arrows still



protruding from both body and gear, Pike is considered by some to be the ultimate soldier. Pike's martial skills are rarely matched and despite a tendency to act before thinking, when Pike does consider a field of battle, he possesses a certain genius for tactics. Pike serves as battlefield commander for the Dirges, and when he gives an order they all listen, mostly. His potent regenerative abilities can keep him in a fight well past the stamina of most foes and this suits Pike just fine for he

lives for war. If he has a weakness, it is that he loves to indulge his own blood lust by hurting others and will sometimes make less than optimal choices if he thinks he has a chance to indulge his sadistic tendencies. Though devoid of any sort of moral compass, Pike nevertheless possesses a certain amount of dignity and will rarely pass up an opponent who directly challenges him to a duel.

Pike CR 14 (XP 38,400)
Male Advanced Troll War Master 9
CE Large humanoid (giant)
Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 32, touch 14, flat-footed 30; (+10 armor, +1 deflection, +4 Dex, +5 natural, +3 shield, -1 size)
hp 196 (6d8+9d10+120); regeneration 5 (acid or fire)
Fort +16, **Ref** +12, **Will** +10

OFFENSE

Speed 30 ft.
Melee +2 Large Halberd +22/+17/+12 (2d6+10/x3); or bite +19 (1d8+7), 2 claws +19 (1d6+7)
Ranged +1 longbow +18/+13/+8 (1d6+1/x3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+10)

TACTICS

Before Combat: If Pike knows a fight is imminent, he utilizes his Counter Tactics and his Hold! War Master talent, using Frau Kindle's *telepathic bond* if possible.

Combat: Pike often delays his actions, making only one melee attack per round, preferring to use his Battle Tactics ability to help turn the tide of battle. If the situation demands aggression from him, he rushes in lustily, swinging his halberd, intent on ripping apart his foes.

Morale: If a battle goes against the Dirges, Pike performs a strategic withdrawal using Covering Tactics or Deployment, but his ego does not allow him to willingly leave any member of the Dirges behind. Pike has died so often he has no fear of it, nor does he even have the normal trollish fear of fire anymore.

STATISTICS

Str 25, **Dex** 18, **Con** 27, **Int** 16, **Wis** 10, **Cha** 20
Base Atk +13; **CMB** +21 (+23 disarm, feint or trip); **CMD** 35
Feats Combat Expertise, Improved Disarm, Improved Feint, Improved Initiative, Improved Trip, Intimidating Prowess, Iron Will, Skill Focus (Perception)
Skills Craft (trophy) +6, Intimidate +20, Knowledge (nobility) +18, Perception +18, Sense Motive +15
SQ battle tactics
Languages Common, Giant
Possessions +2 full plate, +1 heavy steel shield, ring of protection +1, +2 halberd, +1 longbow, 24,500 gp

SPECIAL ABILITIES

Battle Tactics: Pike is trained to use tactics to direct units and individuals to create beneficial combat situations that favor his allies. (Pike may always choose to count himself as one of his own allies, both for fulfilling conditions required by tactics, and for receiving the benefit of them.) He can use this ability for 23 rounds per day. Each round, Pike can make use of any one of the types of battle tactics that he has mastered (listed below). Activating Pike's tactic is a move action, but it can be maintained each round as a free action. Changing Pike's tactic from one effect to another requires Pike to end the previous tactic and start a new one as a move action. Pike's tactic cannot be disrupted, but it ends immediately if Pike is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Pike cannot have more than one battle tactic in effect at one time. Each battle tactic has audible components and some also have visual components. Targets must be able to hear Pike for the tactics to have any effect, and such tactics are language dependent. If deaf, Pike has a 20% chance to fail when attempting to use a battle tactic. If he fails this check, the attempt still counts as one round against his daily limit. If a battle tactic has a visual component, the targets must have line of sight to Pike for the tactic to have any effect. If blind, Pike has a 50% chance to fail when attempting to use a battle tactic with a visual component. If he fails this check, the attempt still counts as one round against his daily limit.

Assail (Ex) Pike affects any foe he can see. If that foe is threatened by three or more of Pike's allies, it is considered flanked for the first melee attack each ally makes in a round.

Countering Tactics (Ex) Each round of the countering tactics Pike makes a Knowledge (nobility) skill check. Pike compares this to every foe he can see and has line of effect to. If Pike's Knowledge check hits a DC of (10 + target's hit dice or level), that foe gains no benefit from morale bonuses, luck bonuses, or battle tactics; cannot flank; and suffers a -4 penalty to all attacks of opportunity made. A creature Pike fails to affect with a use of countering tactics remains immune to any further use of the ability by Pike for 24 hours.

Covering Maneuvers (Ex) Any ally who is eligible to be affected by battle tactics and is adjacent to at least one additional ally receives a +2 morale bonus to Armor Class, CMD, and Reflex saving throws. Covering maneuvers requires both audible and visual components.

Deployment (Ex) Pike can direct allies to get into advantageous positions quickly. All allies Pike can see gain a +10 foot enhancement bonus to their base movement if they take a double move or run action.

Individual Tactics (Ex) Pike may select two combat feats to which he has access and one ally who is within 30 feet of Pike. He then grants that ally access to the selected feats, provided the ally meets the feats' prerequisites. While maintaining individual tactics, as a free action, Pike may change the selected feat (but

not the selected ally). Individual tactics requires both audible and visual components.

Goad (Su) Pike selects one foe within 60 feet that he can see and has line of effect to. That target must make a Will save (DC 15). If the foe fails, it cannot ready or delay any actions. If it does not take its turn in the normal initiative order, it loses its action until the next round. Although Pike can maintain this battle tactic for several rounds, the targeted foe is allowed a new saving throw against the goad at the beginning of every turn. Goad is an enchantment (compulsion), mind-affecting ability.

Guarded Tactics (Ex) All allies within 60 feet who are able to see and hear Pike may use his CMD rather than their own, if they choose to do so.

Raid Tactics (Ex) This ability affects allies within 60 feet that can see and hear Pike. Affected allies ignore penalties from confused, exhausted, fatigued, frightened, shaken, and sickened conditions for the duration of this battle tactic. These conditions are not removed, but they have no effect on creatures receiving the benefits of raid tactics. For each round that Pike maintains the raid tactics, he expends two rounds of his battle tactics daily maximum. Raid tactics requires both audible and visual components.

Consul (Ex) Pike may use his Knowledge (nobility) bonus in place of his Diplomacy bonus whenever making a Diplomacy check.

Mark of Quality (Ex) Pike's experience with high-quality gear grows into a knack for getting more out of masterwork equipment. Anytime Pike uses a masterwork weapon, armor, tool kit or similar item he receives a +1 circumstance bonus. If the object is a masterwork weapon, the bonus is applied to attack rolls. If it is armor, the maximum Dex bonus is increased by 1 when Pike is wearing it. If the equipment is some other piece of gear (such as a masterwork tool), the bonus applies to whatever skill or ability check the equipment normally grants a bonus to. These bonuses apply to all magic weapons and armor Pike may use (which must be masterwork to be imbued with magic), but normally do not apply to other magic items unless they are magical versions of mundane masterwork tools or kits.

War Master Talents: Pike has 4 war master talents aid him and his allies. Only one of these talents can be in effect at a time and the decision to add it to a use of battle tactics must be made

New Feats

DESPOILING SPELL [Metamagic]

Your spells can disrupt defensive spells.

Prerequisites: Ability to cast *dispel magic*

Benefit: A despoiling spell attempts to dispel (as described in *dispel magic*) any and all spell effects on the target that directly interfere with it taking effect. Use of this feat can dispel effects specifically intended to foil the spell in question (*shield against magic missile*, *resist energy*) or spells that provide general protection from magic (*spell resistance*). A despoiling spell uses up a spell slot one level higher than the spell's actual level.

Special: If you take this feat a second time and have the ability

to cast *greater dispel magic*, a despoiling spell dispels as described in *greater dispel magic*.

FIRE-BORN SORCERY [Talent]

Your essence is infused with the elemental force of fire and changes the very nature of your spellcasting.

Prerequisites: Wis 13, CL 1st, sorcerer with elemental (fire) bloodline or fire subtype

Benefit: You use your Wisdom modifier instead of your Charisma modifier for all sorcerer class abilities (bonus spells, save DCs, elemental ray, elemental blast, etc.)

Special: You can never learn or cast spells from the Transmutation school or spells with the cold descriptor.

INCENDIARY SPELL [Metamagic]

You can cause destructive fires with any spell.

Prerequisites: Ability to cast a spell with the fire descriptor

Benefit: You can use this feat to affect any spell that inflicts damage. Upon a failed save the target must make a Reflex save against the spell's original DC or catch on fire, dealing 1d6 fire damage per round until the target spends a standard action extinguishing the flames, in addition to the normal damage. Spells with this template gain the fire descriptor. If the spell already has the fire descriptor, the Reflex save is required even upon a successful save. An incendiary spell uses up a spell slot of the same level as the spell's actual level.

Special: This feat cannot be applied to a spell without a saving throw or with the cold descriptor.

OBEAH TOTEM

You are capable of crafting an obeah totem or focus.

Prerequisite: Knowledge (arcana) 6 ranks, Spellcraft 6 ranks

Benefit: You may enhance the effects of your magic by crafting a representation of your victim, such as a doll or a small carving, then adding scraps of hair or drops of blood from the specific creature being represented. Creating the Obeah Totem requires one full day of work and consumes materials equivalent to 30 gold pieces, after which you must make a Spellcraft check (DC 10 + HD of the target creature). Failure results in this feat being useless against that specific individual until you gain another rank in Spellcraft at which point you may attempt again.

If successful, the save DC of any spell you cast on the creature represented by the Obeah Totem is increased by +2. Curses (such as those from *bestow curse*, etc.) cannot be removed until the totem is destroyed.

You can only have one functioning Obeah Totem at a time. If the Obeah Totem is ever destroyed you can never create another totem of that individual again (though another spellcaster with this feat could).

Special: When a creature is symbolized in an Obeah Totem, the next time it sleeps it dreams of the totem and the totem's creator. A successful Knowledge (arcana) check (DC 15) recognizes the totem as such.

WYRD RESISTANCE [Wyrd]

Your natural resistance to magic is enhanced via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components for the mystical rites, including cold iron, silver, and the blood of an outsider or a fey, to reinforce your magical resistance. Level 8.

Benefit: You increase your racial spell resistance to 10+ your character level.

when that tactic is activated, and may not be added later while it is being maintained.

Hand Up (Ex) As a move action, Pike can assist an adjacent prone ally to stand. The ally must take a move action on her turn to actually stand from prone, but if Pike is still adjacent the ally does not suffer an attack of opportunity for standing.

Hold! (Ex) Whenever Pike grants benefits to his allies from any battle tactic, the allies also gain the ability to ready a full round action (rather than ready just a standard action, as normal).

Shout of Warning (Ex) As a move action Pike can shout a warning of impending danger to his allies. All allies able to hear him cease to be flat-footed, even if they are surprised.

Take Them Alive! (Ex) Whenever Pike grants benefits to his allies from any battle tactic, the allies also gain the ability for half the damage they deal to be nonlethal damage.

Dreamburning and Pike

Hope: Pike has never known anything but Battle. Bred and trained to be a soldier, he has fought one battle after another for as long as he can remember. He senses there is more to life than this and sometimes contemplates a life without war, living as the head of a clan of trolls: hunting and gathering.

Aspiration: Pike is a bloody monster, who likes hurting people. Perversely, however, he longs to be recognized as a noble and gallant knight.

Goal: Pike recognizes the Master of the Hounds as a formidable foe and longs to challenge him to a one on one battle.

Winegrow Sop

A professional lush and infectiously reckless carouser, Winegrow Sop is notorious for spreading dangerous thoughtlessness and sinful immodesty wherever he goes. The least monstrous-looking of the Dirges by far, Sop is a deceptively pleasant-seeming, short, chubby wyrd (being of mixed wood elf and ogre magi heritage) who always shows up dirty, damp, and dismally drunk. Insidiously charming, with his devilish silver tongue, old Winegrow can weasel secrets and (misplaced) trust out of almost anyone foolish enough to parlay with him. As the nightmare embodiment of every indulgence gone too far and horribly wrong, the boorish fop relishes the ruin he causes by coaxing others to over-indulge until someone ends up dead.



His talkative, gregarious manner is in stark contrast with the grim company of the other Dirges, and Sop is constantly being menacingly silenced by Pike. When in his element, however, Sop is allowed to run free as the only Dirge with any social skills; a peerless gossip, he already knows an unseemly amount about the sinful excesses of the Coliseum's patrons and their entourages. Beneath the slick of sweat, booze, and an eerie ever-present moistness, Sop's complexion has an unhealthy bluish hue, a marker of the literal drowning that damned him once upon a time. Despite his wasted and befuddled appearance, Winegrow Sop never feels any inebriation from his excesses and is in fact fully aware and hatefully manipulative at all times. He keeps a small book with a list of all his manipulative accomplishments and of those who have slighted him

Winegrow Sop CR 13 (XP 25,600)
Male Wyrd Bard 9 Whispering Advisor of the Emperor
Dragons 5
CE Medium Humanoid (wyrd, half-elf/half ogre magi)
Init +0; **Senses** darkvision 60ft; Perception +16

DEFENSE

AC 18, touch 13, flat-footed 18 (+3 armor, +3 deflection, +2 natural)
hp 77 (14d8+14)
Fort +5, **Ref** +9, **Will** +9 (+2 insight bonus to all charm and compulsion effects)
Immune poison, **SR** 24

OFFENSE

Speed 30 ft.
Melee +1 *disorienting rapier* +10/+5 (1d6+1 plus disorienting [DC 17]/19-20),
Special Attacks dirge of doom, *fascinate* (DC 16), *suggestion* (DC 16), trap of vengeance, whispers of despair
Spell-like Abilities (CL 14th)
1/day – *charm monster* (DC 20)
Spells Known (CL 14th)
5th (3/day) – *greater dispel magic*, *greater heroism*, *mislead*
4th (5/day) – *freedom of movement*, *invisibility greater*, *modify memory* (DC 21), *shout* (DC 20)
3rd (5/day) – *charm monster* (DC 20), *blink*, *haste*, *glibness*, *good hope*
2nd (7/day) – *alter self*, *heroism*, *invisibility*, *silence*, *suggestion* (DC 19), *tongues*
1st (7/day) – *cure light wounds*, *expeditious retreat*, *feather fall*, *hideous laughter* (DC 18), *unseen servant*, *ventriloquism*
0 – *detect magic*, *flare*, *light*, *message*, *open/close*, *prestidigitation*

TACTICS

Before Combat: Winegrow prefers to talk before the fighting begins, attempting to stall and discern the opposition's weakness. When the others start fighting he always attempts to first use *mislead* and then *charm monster* on a foe from as far a distance as possible.

Combat: Winegrow acts in a supporting role, using *invisibility* or *blink* while casting spells that enhance the abilities of his companions favoring *good hope*, *greater heroism*, *haste*, and *heroism*. He also makes judicious use of his abilities to dishearten the opposition and inspire his allies. If forced into melee he usually feints followed by an attack with his rapier.

Morale: Winegrow is always the first Dirge to retreat from a fight, but it is usually just a strategic withdrawal, so that he can regroup and prepare a mystical trap for an opponent.

STATISTICS

Str 10, Dex 11, Con 12, Int 16, Wis 8, Cha 22

Base Atk +9; CMB +9 (+11 feint); CMD 19

Feats Ability Focus (whispers of despair), Combat Expertise, Extend Spell, Improved Feint, Stealthy, Wyrd Resistance*, Spell Focus (enchantment)

Skills Bluff +23, Craft (traps) +12, Diplomacy +23, Disguise +23, Perform (any one) +23, Perception +12, Sense Motive +16, Sleight of Hand +17, Stealth +17

SQ bardic knowledge (+9), bardic performance (move action), counter song, distraction, inspire courage (+2), inspire competence (+3), inspire greatness

Languages Common, Draconic, Elvish, Giant, Goblin

Possessions +1 *disorienting* rapier*, *amulet of natural armor* +2, *bracers of armor* +3, *ring of protection* +3, *headband of inspired wisdom* +2, *ring of poison immunity*

SPECIAL ABILITIES

Power Behind the Throne (Ex) As an immediate action, Winegrow Sop can speak to an ally, providing tactical guidance. If the ally can hear and understand him, the ally gains a +2 insight bonus on his next d20 roll. Winegrow Sop can gain an additional use of this ability as a move action and as a standard action allowing him to effect up to three allies in a single round. He can only affect the same ally twice per day. He cannot provide the bonus to himself. This ability is a sonic language-dependent effect.

Whispered Advice (Su) Winegrow Sop can use a Stealth check

to still use his Power Behind the Throne ability, so that only his chosen ally hears him. The information is conveyed to his ally via a *whispering wind* type effect; this does not allow two way communication so he must be aware of the situation his ally faces. Use of this ability is not an action, and is a sonic language-dependent effect. If his Stealth check is beaten by an opponent's Perception check, the foe becomes aware of his location and what he is doing.

Trap of Vengeance (Sp) 1/day, Winegrow Sop can declare a trap of vengeance. He must first select a target that has slighted him (either real or imagined, subject to GM adjudication) then he must succeed at a Craft (trap) check (DC 10 + target's CR + target's Wisdom modifier), failure results in the ability being wasted for the day. This mystical trap takes 10 minutes to prepare. The target of the mystical attack is the only one who can spring this trap and it can be detected and disabled as a trap (same DC). When the target springs the trap he must make a DC 19 Will save. A failed save results in the target being rendered unconscious, maimed, or dead, depending on how lethal Winegrow Sop wants to make the trap. On a successful save, the trap mystically conveys to the target who created the trap and why. Creatures that are immune to critical hits are not affected (though they lose any Dexterity bonus to AC against attacks for one full round). Only one Trap of Vengeance can be in existence at a time, so if Winegrow Sop creates another the previous one will be dismissed; he always knows when his Trap of Vengeance has been triggered (though not if it has been disabled or bypassed).

Whispers of Despair (Su) As an immediate action, Winegrow Sop can speak to a target opponent providing demoralizing tactical information of how hopeless the target opponent's position or the outcome of his action is. If the target opponent can hear and understand him, the foe must succeed at a DC 21 Will save or suffer a -2 morale penalty on his next d20 roll. Winegrow Sop can gain an additional use of this ability as a move action and as a standard action allowing him to affect up to three target opponents in a single round. This ability is a sonic, language-dependent, mind-affecting effect. Winegrow Sop can use his Whispered Advice with this ability; a successful Perception check (opposed by his Stealth check) is required by his foe to determine his location.

Wyrd Magic (Ex) Wyrd receive a +2 racial bonus on caster level checks made to overcome spell resistance and on dispel checks.

Dreamburning and Winegrow Sop

Hope: Winegrow Sop hates people, himself and life in general. His deepest desire is to have it all end. But having died once, he knows that after death comes the afterlife. What he truly longs for is oblivion.

Aspiration: Winegrow Sop lost his life once to drowning. He finds himself haunted by dreams of likewise drowning in wine.

Goal: Pike is a stoic warrior who disdains excess and drunkenness. Winegrow Sop has a desire to remake Pike in his image: a loud, obnoxious prankster.

Magical Weapon Enhancement

Disorienting: when a disorienting weapon successfully deals damages to a creature, that creature must make a Will save (DC 10 + ½ the wielder's character level + the wielder's Strength or Dexterity modifier), or the creature suffers a -4 circumstance penalty to initiative checks, attack rolls, Acrobatics, Fly, Jump, Perception, and Swim checks for 1d4 rounds. Also whenever the creature moves, it must roll 1d8 to randomly determine the actual direction traveled. If the save is successful your opponent is immune to this weapon's disorienting special quality for 24 hours. This is a mind-affecting effect. (Treat the target as if under the effect of a very short-term *bestow curse*.)

Faint enchantment; CL 5th; Craft Magic Arms and Armor; *confusion*; Price +1 bonus.

Appendix 2: The Gray Feathers

The Gray Feathers are the embodied Last Will of a powerful celestial. When the angelic warlord was slain in an epic battle, his essence surged forth and touched the most unlikely of creatures: his enemies, a cabal of outsiders, undead and mortals. His final act was imbuing them with a conscience, flooding their hearts with his goodness.

Each of the Gray Feathers wears one of the angel's feathers as a badge over their heart and, while outwardly they appear as before, they have wholeheartedly embraced the ideals of goodness.

The feathers of their badges, once white, have slowly begun to turn gray. The transformation into their new, benign selves is, unfortunately, only temporary and the taint of their natures slowly undoes the redeeming influence of the angel's last will. The Feathers cannot bear the thought of returning to their corrupt ways and have sworn to either stay pure or else end their own existences, lest they fall prey to the darkness that slumbers within them. They will never fight to the death against good-aligned foes, but will rejoice in death if they are fighting evil. They see the Damnation Epoch as a chance to die gloriously in battle, or winning, to seize a powerful artifact out of the hands of evil for a time, and perhaps use its power to keep themselves pure.

Drahka-Kuhl

An imposing minotaur with brimstone-colored fur and smoldering hooves, which flare with heat at every step, Drahka-Kuhl would be much more threatening if it were not for the birds he surrounds himself with. He pets them and talks to them and even allows them to perch indefinitely atop his horns. Born and bred to be a war-lord in service to the infernal armies, the angel's death infused Drahka-Kuhl with an abiding love for nature and a desire to protect and nurture life. Of all the Gray Feathers, except perhaps Rainbow, Drahka-Kuhl was the one most fundamentally changed by the Last Will of the angel. Though still infused with fiery powers, he has turned those powers to the task of healing hurt, desiring to undo the damage he caused to so much of the natural world. Now meek, almost to the point of pacifism, Drahka-Kuhl only reluctantly agreed to enter the Damnation Epoch. However, he feels the anger and rage building up within him again as



the angel's influence wanes and he fears becoming the beast he once was. When not with his companions, Drahka-Kuhl can be found meditating to the sound of bird song, trying to suppress his demonic heritage.

Drahka-Kuhl CR 16

Male Fire Infused Minotaur Druid 12

NG Large monstrous humanoid (fire)

Init +1; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 25, touch 12, flat-footed 24 (+6 armor, +2 deflection, +1 Dex, +7 natural, -1 size)

hp 141 (6d10+12d8+54);

Fort +14, **Ref** +12, **Will** +20

Defensive Abilities elemental body, natural cunning, resist nature's lure; **Immune** Poison; **Resist** fire 10

OFFENSE

Spd 30 ft.,

Melee scythe +24/+19 (2d4+10 plus 1d6 fire; x4), gore +15 (1d6+5 plus 1d6 fire)

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

Special Attacks breath weapon (30 ft cone, 9d6 fire, Reflex DC 21 halves, once every 1d4 rounds), heat attack, powerful charge (gore +22, 2d6+7 plus 1d6 fire), spontaneous casting

Spell-Like Abilities (CL 12th)

6/day – fire bolt (ranged touch, 1d6+6 fire)

Spells Prepared (CL 12th)

6th – *anti-life shell*, *greater dispel magic*, *fire seeds* (DC 19)

5th – *baleful polymorph* (DC 18), *call lightning storm* (DC 18), *cure critical wounds* (x2), *fire shield*

4th – *dispel magic*, *flame strike* (DC 17) (x2), *screaming* (DC 17), *spike stones* (DC 17), *wall of fire*

3rd – *cure moderate wounds* (x2), *fireball* (DC 16), *protection from energy*, *remove disease*, *water breathing*

2nd – *barkskin*, *bull's strength*, *flame blade*, *lesser restoration*, *produce flame*, *summon swarm*

1st – *burning hands*, *cure light wounds* (x3), *entangle* (DC 14), *faerie fire*, *speak with animals*

0 – *detect poison*, *guidance*, *read magic*, *stabilize*

TACTICS

Before Combat Before combat, Drahka-Kuhl casts *bullstrength* and *barkskin* upon himself.

During Combat Drahka-Kuhl prefers not to hurt people, but he will fight if his life or those of his friends are threatened. Nevertheless, he prefers to try spells that negate violence first, such as *baleful polymorph*, *wall of fire*, and *entangle*. He will

always choose to heal an ally over striking down an enemy if given a choice.

Morale If fighting an evil opponent, Drahka-Kuhl will fight to the death. Otherwise, he surrenders as soon as it is apparent that victory is impossible.

Base Statistics Without *bull's strength*, Drahka-Kuhl's Strength is 17. Without *barkskin*, his natural armor bonus is +5. Without the *periapt*, his Wisdom is 16.

STATISTICS

Str 21, **Dex** 12, **Con** 14, **Int** 9, **Wis** 20, **Cha** 10

Base Atk +15; **CMB** +18; **CMD** +29

Feats Cleave, Critical Focus, Great Fortitude, Improved Bull Rush, Improved Counterspell, Iron Will, Power Attack, Run, Toughness, Vital Strike, Weapon Focus (scythe)

Skills Intimidate +6, Knowledge (nature) +18, Perception +28, Stealth +6, Survival +30; **Class** +2 Knowledge (nature), Survival; **Racial** +4 Perception, +4 Survival

Languages common, druidic, giant

SQ trackless step, wild shape 5/day (*beast shape III*, *elemental body IV*, *plant shape III*), wild empathy, woodland stride

Fire Domain fire bolt 6/day

Gear +3 *scythe*, +4 *leather armor*, *ring of protection* +2, *cloak of resistance* +2, *headband of inspired wisdom* +4

SPECIAL ABILITIES

Elemental Body (Ex) Each time Drahka-Kuhl is exposed to a poison, paralysis, sleep or stunning effect, or when struck with a critical hit, there is a 25% chance that the effect or critical hit fails.

Heat Attack (Su) Drahka-Kuhl adds 1d6 fire damage to any attack made with natural or metal weapons.

Natural Cunning (Ex) because of Drahka-Kuhl's innate cunning, he is immune to *maze* spells and cannot get lost. Further, he is never caught flat-footed.

Dreamburning and Drahka-Kuhl

Hope: Drahka-Kuhl's dreams are very different than they once were. Now the minotaur's dearest desire is to find an idyllic land where he might tend to the land and the animals. Unfortunately, the hellfire in his heart scares him from pursuing this until he secures his soul.

Aspiration: Drahka-Kuhl has grown to love birds. He loves their songs and the beauty of their flight. He delights in the chances he has to spend time in bird form and daydreams of staying that way permanently.

Goal: Drahka-Kuhl wishes he were a no longer a creature of fire. Though he accepts fire's place in creation, he nevertheless wishes it was not his road.

Erzebeth Nostrayli

A beautiful woman who moves with the grace of a cat, Erzebeth is both beguiling and deadly. Bred and raised by a cult of vampire worshipers to be their perfect assassin, Erzebeth's loyalty proved to be less than desired when she killed the Vampire Masters in their sleep and took control of the cult herself. With ruthlessness, and a cold-hearted savagery, she worked to advance herself in the service of evil, even to the point of joining a cadre of angel-killers so that she might drink angelic blood. The death of the angel and the infusion of its nature into her soul did not change her physically, but it did most certainly change her intellectually and emotionally. For the first time in a long life, she understood and desired love. The most cheerful and outgoing of the Gray Feathers, though Koranger gives her a run for her money in this regard, Erzebeth loves companionship and meeting new people. She is married now to Loren Desharn and feeds exclusively on her husband. However, she is still a vampire and she must fight a constant battle against her blood-lust. Only her husband is truly aware of how much it calls to her. Even Loren, however, does not realize that Erzebeth still maintains ties to her blood-cult as its leader, using them to gather intelligence for her.



Erzebeth Nostrayli, "The Crimson Shadow" CR 16

Female Vampire Elf Rogue 15

LG Medium undead (augmented humanoid)

Init +9; **Senses** dark vision 60 ft., low-light vision; Perception +32

Aura info

DEFENSE

AC 29, touch 18, flat-footed 23 (+4 armor, +2 deflection, +5 Dex, +1 dodge, +6 natural, +1 shield)

hp 157 (15d8+90); fast healing 5

Fort +9, **Ref** +16, **Will** +7

Defensive Abilities +2 vs. enchantments, channel resistance +4, defensive roll 1/day, improved evasion, improved uncanny dodge, trap sense +5, uncanny dodge; **DR** 10/magic and silver;

Immune magic sleep effects; **Resist** cold 10, electricity 10

Weaknesses Vampire Weaknesses

OFFENSE

Spd 30 ft.

Melee The Bright Twins +17/+17/+12/+12/+7 (1d4+4; 16-20/x2) or slam +16 (1d4+2 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 21), energy drain (2 levels, DC 21), sneak attack +8d6

TACTICS

Before Combat Erzebeth prefers to begin combat from the shadows, unseen. If she knows danger is coming, she seeks to hide as well as possible.

During Combat In combat, Erzebeth seldom uses her slam repeatedly as she does not desire to create other vampires. However, she will sometimes begin combat by draining her foes in order to soften them up. She uses dominate to turn weak-minded fighters against their allies and flanks her opponents as much as possible, using Spring Attack and Acrobatics to dodge in and out of position.

Morale Against an evil foe, Erzebeth fights to the death. Against others she will flee in gaseous form if she senses she cannot win the fight or will encourage "Rainbow" to teleport the Gray Feathers to safety.

STATISTICS

Str 14, **Dex** 20, **Con** -, **Int** 17, **Wis** 14, **Cha** 19

Base Atk +11; **CMB** +13; **CMD** +28

Feats Alertness^B, Acrobatic, Combat Reflexes^B, Dodge, Improved Initiative, Improved Two Weapon Fighting, Lightning Reflexes^B, Mobility, Spring Attack, Toughness^B, Two Weapon Defense, Two Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +25, Appraise +21, Bluff +30, Climb +20, Diplomacy +22, Disable Device +23, Escape Artist +23, Knowledge (local) +21, Perception +32, Sense Motive +30, Stealth +31; **Racial** +8 Bluff, +10 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Elven, Infernal, Sylvan

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

Rogue Talents bleeding attack, defensive roll, improved evasion, ledge walker, quick disable, slippery mind, surprise attack 3 advanced 4 talents

Gear *The Bright Twins* (a pair of +2 keen kukris, they glow as a torch upon command), +2 leather armor, +2 ring of protection

Dreamburning and Erzebeth

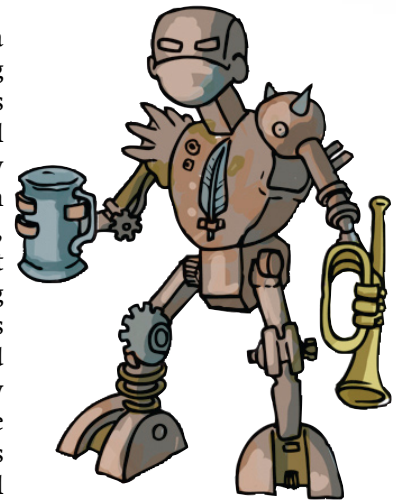
Hope: Erzebeth regrets her undead existence and especially her blood lust. She longs to find a way to change her nature and return to mortality.

Aspiration: Fearful of the day their natures will tear them apart, Erzebeth wants to spend her life with Loren and aspires to death before separation.

Goal: Erzebeth continues to maintain ties to her blood cult, in part because she wants to undermine their faith and steer them towards a better system of belief. She does not know how to do this, exactly, but she continues to think about it.

Koranger

Koranger presents a rather odd, bewildering clockwork figure. His bedraggled, mottled metal form is complimented by his propensity for drunken behavior and a buffoonish, comic manner. His left arm ends in a gleaming trumpet, which he blows upon frequently and loudly, and he habitually carries a large mug of ale in the other. Though it is seems doubtful the alcohol truly affects him, he



nevertheless quaffs great amounts of it before entertaining those around him with comic songs. The story of how an inevitable ended up in a band of villains, intent on killing an angel, is a long one, but the result of the angelic infusion on Koranger was not the same as it was for those who were driven by evil. Though he was indeed filled with compassion and goodness, one could argue he was also driven insane. Where once he was compelled by order, now he erratically decides matters with a coin toss. Where before he was sullen and reserved, now he is loquacious. The rest of the Gray Feathers fear trying to reason with him concerning the folly of some of his actions, as they believe it would only unhinge him further.

Koranger CR 16

Kolyarut Inevitable Bard 6

CG Medium construct (extraplanar, good, lawful)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 27, touch 11, flat-footed 26 (+6 armor, +1 Dex, +10 natural)

hp 137 (13d10+6d8+39); fast healing 5 (chaotic)

Fort +8, **Ref** +12, **Will** +12

DR 10/chaotic; **Immune** construct traits; **SR** 22

OFFENSE

Spd 30 ft.

Melee vampiric touch +15 touch (5d6) or +4 *longsword* +19/+14 (1d8+9; 17-20/x2), trumpet blast +9 touch (1d6+4 sonic plus deafness; DC 23)

Ranged enervation ray +14 touch (as spell) or trumpet blast +14 touch (1d6+4 sonic plus deafness; DC 23)

Special Attacks enervation ray (as spell, 200 ft. range), trumpet arm, vampiric touch (as spell)

Spell-Like Abilities (CL 19th)

At will – *discern lies* (DC 18), *disguise self*, *fear* (DC 18), *hold person* (DC 17), *invisibility*, *locate creature*, *quicken suggestion* (DC 17)

7/day – *sound burst* (DC 16)

3/day – *shout* (DC 18)

1/day – *hold monster* (DC 18), *mark of justice*

1/week – *geas/quest*

Spells Known (CL 6th)

2nd – (4/day) *blindness/deafness* (DC 16), *blur*, *mirror image*, *silence* (DC 16)

1st (5/day) – *lesser confusion* (DC 15), *cure light wounds*, *feather fall*, *remove fear*, *silent image* (DC 15)

Cantrips – *detect magic*, *light*, *message*, *prestidigitation*, *read magic*

TACTICS

Before Combat Koranger no longer plans before joining battle. If he is unsure of whether the battle is worthwhile, he will go so far as to flip a coin or toss some dice in order to determine whether to fight or not (though he never does this when his friends are threatened).

During Combat Koranger enters into battle with a song and a trumpet blast. He spends his first round playing a rousing melody to inspire his companions and then continues in song as he blasts away with his trumpet and seeks to deafen his opposition. He reserves *hold monster* as a last resort. About half the time he makes good use of his *invisibility* and uses it to set up a flanking attack with his vampiric touch.

Morale Against almost any foe, Koranger will cheerfully fight to the death, though if his friends flee, he will join them, allowing himself to be led by their decision.

STATISTICS

Str 14, Dex 13, Con -, Int 10, Wis 16, Cha 18

Base Atk +13; CMB +15; CMD +26

Feats Alertness, Combat Casting, Dodge, Great Fortitude, Improved Critical (longsword), Lightning Reflexes, Skill Focus (perform—oratory and wind), Toughness, Weapon Focus (longsword)

Skills Diplomacy +22, Disguise +14, Perception +13, Perform (oratory, wind instrument) +16, Sense Motive +22, Survival +3 (+5 if tracking); **Racial** +4 Diplomacy, Disguise, Sense Motive, +2 Survival when tracking

Languages Abyssal, Celestial, Common, Infernal

SQ bardic knowledge, cantrips, loremaster 1/day, trumpet arm, versatile performance, well versed

Bardic Performance Countersong, Distraction, Fascinate, Inspire Competence +2, Inspire Courage +2, Suggestion

Gear +4 longsword, +2 mithral chain shirt, boots of speed

SPECIAL ABILITIES

Trumpet Arm (Ex) Koranger's left arm ends in a trumpet, which he can use as a musical instrument or to produce a sonic

attack. This attack has a range of 40 feet, does 1d6+4 sonic damage, and those struck by it must make a DC 23 Fortitude save or be deafened for 1d4 rounds. Both the damage bonus and the DC are Charisma-based. He can also use this trumpet to create effects identical to *shout* and *sound burst* a number of times each day.

Dreamburning and Koranger

Hope: Koranger, to his personal shame, still dreams of a land ruled by perfect law. This desire is in conflict with his actions and more conscious choices and he seeks to ignore it.

Aspiration: Koranger originally had his trumpet attached because he dreamed of blowing it as the universe was destroyed. Now he no longer wishes for all to be unmade but he still wants to blow it as loud as possible moments before his death.

Goal: Koranger has made it a personal goal to drink every form of liquor ever made.

Loren Desharn

Loren, a devilishly handsome man dressed in black armor, crafted to resemble the body of a glabrezu, and wearing a cloak made of angel feathers, is the leader of the Gray Feathers. Though an incredibly handsome man, Loren's seeming habit of talking to himself, even to the point of arguing, nonpluses many. In truth, Loren does not actually talk to himself: long ago, as a Blackguard, Loren made a deal with a demon, Malkindor, and allowed himself to be possessed. When the angel's essence infused



Loren, it also infused the demon, setting both on a different path. Now noble and virtuous to the extreme, Loren is the epitome of honor. His life, once so devoted to the cause of evil, is now one of compassion and love. Loren and Malkindor are both very much in love with Erzebeth and only when she is in danger does his noble nature give way to a more primal anger. Loren, of all the Gray Feathers, is perhaps the one most concerned with the declining influence of the angel and it was he who encouraged the others to enter the Damnation Epoch, hoping to either find an honorable death or else a solution to their dilemma.

Loren Desharn CR 16

Male Glabrezu-Possessed Human Fighter 10/Paladin 5

LG Medium humanoid (good, lawful)

Init +4; **Senses** true seeing; Perception +4

Aura courage, good

DEFENSE

AC 28, touch 10, flat-footed 28 (+12 armor, +4 shield, +2 shield focus)

hp 172 (15d10+90);

Fort +20, **Ref** +9, **Will** +15

Defensive Abilities armor training 2, bravery+3, +2 saves vs. poison; **DR** 10/cold iron; **Immune** disease, fear; **Resist** electricity 20

Weaknesses spell vulnerability

OFFENSE

Spd 30 ft.

Melee *Oathforger* +29/+24/+19 (1d8+12 plus 2d6 against evil foes; 19-20/x3), 2 claws +24 (2d6+9 plus 1d6 fire)

Special Attacks channel positive energy, claws, lay on hands 4/day (2d6, removes shaken condition), smite evil 2/day (+2 attack, +5 damage)

Spell-Like Abilities (CL 15th)

At will – *detect evil*

1/day – *chaos hammer* (DC 16), *confusion* (DC 16), *dispel magic*

Paladin Spells Prepared (CL 5th)

1st – *bles*, *endure elements*

TACTICS

Before Combat Before combat, Loren takes stock of his opponents, whether they are evil, and their true forms.

During Combat In combat, Loren focuses all his energies first against any evil opponents, not hesitating to use smite evil as soon as possible. Rather than laying hands on his allies, Loren prefers to channel positive energy, helping as many as possible in this way, though he is mindful to exclude Erzebeth from the effect.

Morale If combating a truly evil opponent, Loren and Malkindor both gladly fight to the death. Otherwise, they will seek to end a combat peacefully when it is clear they cannot win.

Base Statistics If the demon Malkindakor leaves his body, Loren's ability scores are reduced: **Str** 22 (18 without belt), **Dex** 10, **Con** 15, **Int** 13, **Wis** 10, **Cha** 12. Additionally Loren loses *true seeing*, his damage reduction, his resistance to both poison and electricity, his 1/day spell-like abilities, and his claw attack.

STATISTICS

Str 28, **Dex** 10, **Con** 19, **Int** 15, **Wis** 12, **Cha** 14

Base Atk +15; **CMB** +22; **CMD** +32

Feats Cleave, Critical Focus, Great Cleave, Greater Shield Focus, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Improved Initiative, Improved Iron Will, Improved Sunder, Iron Will, Power Attack, Selective Channeling, Shield Focus, Strike Back, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Climb +27, Intimidate +20, Knowledge (religion) +20, Perception +4, Ride +18, Survival +19; **Profane Modifiers** +3 Perception

Languages Abyssal, Common, Orc

SQ possessed

Weapon training large blades +2, hammers +1

Gear *Oathforger* (+1 *holy adamantine battleaxe*), +3 *fullplate*, +2 *shield blinding*, *belt of giant strength* +4, *cloak of resistance* +3

SPECIAL ABILITIES

Claw Because of his acceptance of his demonic ally, Loren has learned to more fully morph with Makindakor. For up to 9/rounds a day Loren can grow mighty, flaming claws which deal 2d6+7 plus 1d6 fire damage. These rounds do not need to be consecutive and the two clawed arms which Loren grows are in addition to his two regular, human arms, granting him two extra attacks each round at his full attack bonus.

Possessed (Su) Loren is inhabited by a glabrezu named Makindakor, who, like Loren, was overcome by the Last Will of the slain angel. Loren and Malkindakor are in constant telepathic communication, and while Makindakor does not control Loren, he offers frequent suggestions. While possessing Loren, the reformed glabrezu has no access to its normal supernatural, spell-like or extraordinary abilities nor can he be harmed by spells, except as described under Spell Vulnerability. If Loren is slain, Makindakor appears in the same square, unharmed. Makindakor can exit (or enter) Loren at any time, appearing in any adjacent space.

Spell Vulnerability (Su) Certain powerful spells have special additional effects against Loren and Makindakor. These spells must first overcome the demon's spell resistance (SR 24) to have any effect. If affected by a *dispel law* or *dispel good*, Loren must succeed on a Will save or lose all the modifications bestowed by the demon for a number of rounds equal to the opponent's caster level. The demon is immediately ejected from Loren and appears in the nearest open square. If subjected to a *banishment* spell, Loren must succeed on a Will save or lose the benefits until again possessed by the demon. Failure returns Makindakor to its home plane, as noted in the spell description. An *antimagic field* or any antimagic effect suppresses all the effects of the demon-possessed creature template. It also prevents the demon from communicating with Loren, using his perceptions, and exiting his body (unless Loren dies) for as long as Loren remains in the antimagic area.

Dreamburning and Loren

Hope: Loren is deeply in love with Erzebeth and though he would rather choose death than separation, his highest goal is to find a way to insure that all of the Gray Feathers maintain their current standards of morality and resist the slide back into evil.

Aspiration: Loren greatly regrets his past misdeeds and wishes with all his heart that the past could be undone. His aspiration is to literally undo what he did: an impossibility.

Goal: Loren and Malkindor are two separate personalities, but they have been together long enough that Loren dwells often upon a more full fusion.

Rainbow

Rainbow has always been the spiritual center of the Gray Feathers. Once, an ancient entity of malignant, festering, formless evil and hatred, when the death of the angel altered Rainbow's world-view, it also altered the manifestation of the entity's psyche. No longer a cloud of seething darkness, Rainbow now appears as a swirling kaleidoscope of colors and perfectly-shaped glyphs. Rainbow's change in perspective has also filled him with an abiding interest in physical creatures: he is fascinated by their forms and feels a deep desire to protect their fragile shells. Though a natural telepath, Rainbow is also fascinated by languages: their order, structure and flexibility. Rainbow is still, primarily, a creature of pure thought, though more than any of the other Gray Feathers Rainbow was imbued with a strong sense of law and his thinking, though tempered by compassion, has a strong analytical element. He abhors needless death but also is willing to sacrifice as necessary to promote the greatest good. For some reason, perhaps because of his nature, Rainbow's transformation was more complete than that of the other Gray Feathers and he shows the least signs of the Angel's influence waning.



“Rainbow” CR 16

Unique Entity

LG Medium outsider (extraplanar, good, incorporeal, lawful)

Init +6; **Senses** darkvision 60 ft., true seeing; Perception +32

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +2 Dex, +1 dodge, +4 natural)

hp 104 (19d10);

Fort +6, **Ref** +13, **Will** +17

Defensive Abilities blink, incorporeal; **DR** 10/cold iron;

Immune cold, disease, electricity, petrification, poison; **SR** 27

OFFENSE

Spd fly 60 ft. (perfect)

Ranged 2 rainbow rays +21 touch (1d4+8 plus daze, DC 25)

Special Attacks rainbow ray

Spell-Like Abilities (CL 19th)

Constant – true seeing

3/day – darkness, daylight, dimension door, teleport

1/day – plane shift

Spells Known (CL 16th)

8th (4/day) – sunburst (DC 27)

7th (6/day) – greater scrying (DC 25), prismatic spray (DC 26)

6th (7/day) – chain lightning (DC 24), disintegrate (DC 24)
legend lore, shadow walk

5th (7/day) – dismissal (DC 23), prying eyes, telekinesis (DC 23),
telepathic bond, wall of force

4th (8/day) – detect scrying, dimension door, locate creature, resilient
sphere (DC 22), shout (DC 23)

3rd (8/day) – blink, clairaudience/clairvoyance, deep slumber,
dispel magic, lightning bolt (DC 22)

2nd (8/day) – bull's strength, glitterdust (DC 20), gust of wind,
locate object, scorching ray, whispering wind

1st (8/day) – color spray (DC 19), detect secret doors, expeditious
retreat, identify, mage armor, magic missile

0 – detect magic, detect poison, flare (DC 19), light, mage hand,
prestidigitation, read magic, resistance, stabilize

TACTICS

Before Combat Rainbow keeps *mage armor* constantly active. Before a battle, Rainbow casts *blink* and uses telepathy to learn of their enemies.

During Combat Rainbow begins combat by trying to dismiss any extraplanar outsiders and using *wall of force* to control the battlefield for his companions. After targeting evil outsiders, Rainbow focuses on undead and spellcasters as required, only attacking melee fighters when other threats have been eliminated. Besides this, Rainbow also uses his telepathy to coordinate his allies and discern the motives of their foes.

Morale Against evil opponents, Rainbow gladly fights to the death. Otherwise Rainbow will surrender or teleport away from combat if necessary (with his companions if possible).

STATISTICS

Str -, **Dex** 14, **Con** 10, **Int** 22, **Wis** 18, **Cha** 26

Base Atk +19; **CMB** +21; **CMD** +31

Feats Acrobatic, Dodge, Eschew Materials, Improved Initiative, Iron Will, Maximize Spell, Point Blank Shot, Precise Shot, Quicken Spell, Spell Focus (evocation), Silent Spell

Skills Acrobatics +23, Appraise +25, Bluff +30, Diplomacy +30, Fly +26, Knowledge (arcana) +25, Knowledge (planes) +28, Linguistics +28, Perception +32, Sense Motive +26, Spellcraft +28, Stealth +22; Racial +6 Perception

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarves, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon (plus 4 ancient dead languages); Telepathy

SQ cantrips, eschew somatics

Gear none

SPECIAL ABILITIES

Eschew Somatics Rainbow ignores the somatic requirements for spells and gains a +6 bonus on any attempt to cast defensively.

Rainbow Ray (Su) At will, Rainbow can fire two multicolored rays as a ranged touch attack. These rays have a range of 30 feet, ignore damage reduction and require opponents to make a Fortitude save or be dazed for one round. Both the damage bonus and the save are Charisma-based.

Dreamburning and Rainbow

Hope: Rainbow finds that anymore, what he wants from the world at large is for people to achieve happiness through living well-organized lives and constructive decision. Thus Rainbow's aspiration is for all creatures to recognize the wisdom of this dogma.

Aspiration: Rainbow views Koranger's chaotic tendencies with true alarm and though he is afraid of sending the inevitable over the edge, he nonetheless would like to “fix” the clockwork man.

Goal: Rainbow's immediate goal is to find a way to strengthen his comrades' righteous natures, slowing their gradual spiritual degradations.

Appendix 3: Pregenerated Characters

The following pregenerated characters utilize character options contained in Rite Publishing PDFs. Though fully useable as presented here, if these characters intrigue you, we encourage you to check out these publications.

Midnight Son

A sleek, dark metallic chassis and smooth graceful movements define Midnight Son. Crafted as a combination acrobat, thief and assassin, Midnight Son glories in grace and eloquence, even to the point of mastering the art of dance.

Midnight Son

Ironborn Rogue 16

NG Medium humanoid (ironborn)

Init +4; **Senses** Perception +19

DEFENSE

AC 31, touch 17, flat-footed 24

(+8 armor, +6 Dex, +1 dodge, +1 natural, +5 shield)

hp 104 (16d8+16+16)

Fort +6, **Ref** +14, **Will** +5

Defensive Abilities improved evasion, improved uncanny dodge, slippery mind, trapfinding, trap sense +5, uncanny dodge; **Immune** sleep-inducing spells, poisons and effects;

Resist cold 10, fire 10

Weakness rust vulnerability

OFFENSE

Spd 40 ft.

Melee +3 *shocking burst rapier* +20/+15/+10 (1d6+4+1d6 electric; 16-20/x2 +1d10 electric)

Ranged +2 *composite shortbow* [+1 Str] +18/+13/+8 (1d6+3; 20/x3)

Special Attack sneak attack +8d6 plus 8 bleed or -2 Str

Spell like abilities (CL 16th)

3/day light

STATISTICS

Str 12, **Dex** 22, **Con** 12, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +12; **CMB** +13; **CMD** 29

Feats Dodge, Fleet, Improved Critical (rapier), Improved Initiative, Mobility, Skill Focus (Intimidate), Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +27, Appraise +21, Diplomacy +18, Disable Device +25, Escape Artist +27, Intimidate +18, Knowledge (local) +21, Perception +19, Perform (dance) +21, Stealth +35; Racial Modifier +2 Acrobatics, +2 Escape Artist. -2 Bluff, -2 Diplomacy, -2 Intimidate, -2 Sense Motive

Languages Common, Draconic, Infernal

SQ effective immortality, fast stealth, food requirement

Ironborn (Acrobat) enhanced agility, enhanced mobility

Possessions *amulet of proof against detection and location, boots of teleportation, 2 immovable rods, +4 mithral chain shirt of improved shadow, +3 rapier of wounding, minor ring of cold resistance, minor ring of fire resistance, +4 wooden buckler, masterwork thieves tools, 600 gp worth of adventuring gear, 7,400 gp*

**Manual of quickness of action* +3 (Midnight Son has read one such manual and it is calculated into his stats)

SPECIAL ABILITIES

Effective Immortality (Ex) Midnight Son does not age and is not subject to aging.

Food Requirement (Ex) Midnight Son requires one quarter of the food typically needed by a Medium-sized humanoid. All rations last him 4 times as long.

Rust Vulnerability (Ex) Midnight Son suffers damage from a rusting attack, as it disintegrates his body. Use the damage value given for the spell or effect if one is mentioned. If a damage value is not given, the ironborn makes a save using the Difficulty Class and save type indicated for the effect, if any. If no save is allowed or if the save fails, Midnight Son takes 1d6 points of damage for each of his Hit Dice, with half damage on a successful save.

ABILITY PACKAGE

Acrobat: With its slender, long limbs, sleek chassis, and elegant design, an ironborn with this ability package can move with a speed and agility that belie the image of constructs as shambling, creaky machines. This set of features is most common in ironborn designed as monks, scouts, and other warriors who rely on mobility rather than heavy armor and brute strength.

Enhanced Agility (Primary Ability): Your slender but strong limbs and intricately designed joints allow you to perform difficult feats of agility and acrobatics with ease. You gain a +2 racial bonus on all Acrobatic and Escape Artist checks.

Enhanced Mobility (Secondary Ability): With your long, powerful legs and efficiently designed frame, you move faster than normal. You gain a +5 foot increase to base land speed.

Patience

Possessing an ebony, feminine chassis, Patience was crafted for the purpose of hunting demons and their allies. Though she still pursues this vocation, she also relishes subterranean exploration and delights in spelunking.

Patience

Ironborn Ranger 16

CG Medium humanoid (ironborn)

Init +6; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 28, touch 16, flat-footed 26 (+9 armor, +4 deflection, +2 Dex, +1 natural, +2 shield)

hp 172 (16d10+80)

Fort +14, **Ref** +12, **Will** +7

Defensive Abilities improved evasion; **Immune** age, poison, sleep

Weakness rust vulnerability

OFFENSE

Speed 30 ft.

Melee +4 evil outsider bane warhammer +22/+17/+12 (1d8+8/x3 plus 2d6 vs. aberrations) plus +3 light spiked shield +21 (1d4+7)

Ranged oathbow +20/+15/+10 (1d8+2/x3)

Special Attacks quarry

Spells Prepared (CL 13th)

4th – *commune with nature*

3rd – *cure moderate wounds, summon nature's ally III*

2nd – *barkskin, protection from energy, spike growth* (DC 14), *summon nature's ally II*

1st – *entangle* (DC 13), *jump, longstrider, summon nature's ally I*

STATISTICS

Str 18, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +16; **CMB** +20; **CMD** 32

Feats Combat Reflexes, Critical Focus, Diehard, Double Slice, Endurance, Improved Initiative, Improved Shield Bash, Quick Draw, Stand Still, Step Up, Strike Back, Two-Weapon Fighting, Vital Strike

Skills Climb +21, Handle Animal +19, Knowledge (dungeoneering) +19, Perception +21, Stealth +21, Survival +21; **Racial Modifiers** -2 to Bluff, Diplomacy, Intimidate, Sense Motive, +2 to Stealth, +4 to Bluff to create a diversion

Languages Common

SQ ability package (shadow friend), camouflage, hunter's bond (companions), swift tracker, track +8, wild empathy +16, woodland stride

Favored Enemy aberration +2, dragon +4, fey +2, outsider (evil) +6

Favoured Terrain cold +2, urban +4, underground +4

Possessions +3 *light spiked shield*, +4 *evil outsider bane warhammer*,

oathbow, +3 *elven chain*, *belt of mighty constitution* +6, *ioun stone* (pearly white), *major cloak of displacement*, *ring of protection* +4, *ring of invisibility*, *rope of entanglement*, *scarab of protection*, 1,400 gp

SPECIAL ABILITIES

Effective Immortality (Ex) Patience does not age and is not subject to aging.

Food Requirement (Ex) Patience requires one quarter of the food typically needed by a Medium-sized humanoid. All rations last her 4 times as long.

Rust Vulnerability (Ex) Patience suffers damage from a rusting attack, as it disintegrates her body. Use the damage value given for the spell or effect if one is mentioned. If a damage value is not given, Patience makes a save using the Difficulty Class and save type indicated for the effect, if any. If no save is allowed or if the save fails, Patience takes 1d6 points of damage for each of her Hit Dice, with half damage on a successful save.

ABILITY PACKAGE

Shadow Friend: Your mechanical form was crafted from the solid stuff of shadow contained within a metallic shell. You can command the shadow to seep from your body and cover an area, allowing you to conceal your approach or escape under cover of darkness.

Shadow Master (Primary Ability): You can bind and fold a thick veil of shadowy darkness that cloaks your presence and confuses your enemies. You gain a +2 bonus on all Stealth checks. In addition, you gain a +4 bonus on Bluff checks made to create a diversion that allows you to hide. You create a sudden surge of shadows that allows you to divert your opponent's attention while you slip into the darkness.

Darkvision (Secondary Ability): Your close attunement to shadow allows you to see through even the deepest darkness. You gain darkvision with a range of 60 feet.

New Feats

ASPECT OF AIR [General]

You embrace your cloud or storm giant lineage.

Prerequisites: Elemental Power (Air)

Benefits: When you take this feat choose cloud or storm giant. You take on the physical appearance traits of either a cloud or storm giant. Your jotun level elemental powers are calculated as if you were two levels higher than you actually are. You suffer a vulnerability to acid (+50% damage from all acid effects).

Special: Giants consider you to be part of the cloud or storm giant tribes.

POWER THROW [Monstrous]

Prerequisites: Rock Throwing

Benefit: You can use your Strength modifier rather than your Dexterity modifier when using thrown weapons.

BANK SHOT [Monstrous]

Prerequisites: Rock Throwing

Benefit: You can attempt to hit one target and cause the rock to ricochet so that it hits another target within 10 feet of the initial target. You suffer a -4 penalty to the attack roll.

MAGE'S INHERITANCE [Wyrd]

You increase your natural magical abilities via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components consumed in the mystical rites, including feather of silver and the blood of an outsider or a fey; fly spell-like ability, 12th level character.

Benefit: Your fly spell-like ability is now constant.

WYRD RESISTANCE [Wyrd]

Your natural resistance to magic is enhanced via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components for the mystical rites, including cold iron, silver, and the blood of an outsider or a fey, to reinforce your magical resistance, 8th level character.

Benefit: You increase your racial spell resistance to 10+ your character level.

Ragnar Grimson

Ragnar has heartily embraced his Storm Giant heritage and appears as a typical member of that species. Jovial to the extreme, Ragnar relishes noise, loud crashes and a certain level of good-natured violence.

Ragnar Grimson, Clan Torrathr of the Storm Tribe

Male Jotun, Jotun Paragon 14

CG Huge humanoid (giant)

Int +1; **Senses** low-light vision; **Perception** +18

DEFENSE

AC 30, touch 13, flat-footed 29 (+6 armor, +4 deflection, +1 Dex, +11 natural, -2 size)

hp 192 (16d8+112)

Fort +24, **Ref** +12, **Will** +10

Defensive Abilities improved rock catching, rock catching

Weakness vulnerability to acid

OFFENSE

Speed 50 ft.

Melee 2 +3 slams +27 (3d6+16 plus grab)

Ranged +2 ghost touch fast returning adamantine rock +27/+22/+17 (3d6+21)

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

Special Attacks elemental blow, elemental sheath, fling, rock throwing (160 ft.)

STATISTICS

Str 37, **Dex** 13, **Con** 26, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +12; **CMB** +27 (+28 when bull rushing, +33 when grappling); **CMD** 38

Feats Aspect of Air (storm), Bank Shot, Improved Grapple, Improved Unarmed Strike, Precise Shot, Point Blank Shot, Power Attack, Power Throw

Skills Acrobatics +7, Fly -2, Intimidate +23, Perception +19, Sense Motive +7, Stealth -8 Racial +2 Craft, +2 Intimidate, +2 Sense Motive

Languages Common, Giant

SQ oversized weapon, size increase

Gear *amulet of mighty fists* +3, +2 fast returning ghost touch adamantine boulder, *ring of protection* +4, *bracers of armor* +6, *cloak of resistance* +5, *belt of physical might* +6, *boots of striding and springing*, *ioun stone (pale green prism)*, 1,250 gp

SPECIAL ABILITIES

Elemental Power: At 1st level, a jotun paragon must select one of the 4 elements (energy descriptor): Ragnar chose Air (electricity). This choice is permanent and cannot be undone as it ties into his very nature and essence. This choice also prevents Ragnar from taking any other class levels. If he does, he will be destroyed within a week's time by his own unchecked power.

Elemental Blow (Su): 11/day as part of an attack action Ragnar can imbue his melee or ranged attacks with a special effect based on the elemental power, electricity, he has chosen. A creature damaged by such an attack must succeed on a Fortitude save (DC 26) or be nauseated for 1 round as it is overcome with ozone. If a creature successfully saves it is immune to Ragnar's elemental blow for 24 hours. The DC is Constitution-based.

Elemental Sheath (Su): 19/day as a free action Ragnar can summon elemental power to bathe his weapon, or even his bare fists, in electric energy, allowing him to deal extra energy damage with his strikes. His attacks deal 3d8 extra damage of that type for 18 rounds.

Fling (Ex): If Ragnar begins his turn with an opponent grappled in his hand, if this opponent is two size categories smaller than Ragnar, he can attempt a new Combat Maneuver check (as though attempting to pin the opponent). If it succeeds, he hurls his opponent as an improvised thrown weapon (-4 to the attack roll, making it Ranged +20). The jotun also can throw the flung creature as though it were a boulder. In this case, the flung creature takes 3d6+16, and any opponent the flung creature strikes takes 3d6+16. A creature which is flung from a great height takes this amount of damage, or the appropriate falling damage, whichever is greater.

Improved Rock Catching (Ex): Ragnar gains a +4 racial bonus on his Reflex save when attempting to catch a thrown rock with rock catching.

Oversized Weapon (Ex): Ragnar can wield Gargantuan weapons he is proficient with without penalty.

New Magic Items

Fast Returning: This thrown weapon is often wrought with images and engravings of birds in flight. Whenever you throw a fast returning weapon, it returns immediately after it hits or misses and is ready to be used again during the same round. This enables you to make a full attack with the fast returning thrown weapon. Strong transmutation; CL 12th; Craft Magic Arms and Armor; Quicken Spell; *telekinesis*; Price +2 bonus

Unfettered Sky Cirith

Possessed of sky-blue eyes, a light violet skin tone, and a winning smile, Unfettered Sky makes friends wherever he goes. Despite his talent for lies, Unfettered Sky is not, by nature, dishonest, but if he can use his golden tongue to advance the cause of liberty, he eagerly does so.

Unfettered Sky Cirith

Male Wyrd Sorcerer 16

CG Medium humanoid

Init +7; **Senses** darkvision; Perception -1

DEFENSE

AC 28, touch 17, flat-footed 25 (+6 armor, +3 Dex, +4 deflection, +5 natural)

hp 80 (16d6+16)

Fort +11, **Ref** +14, **Will** +16

Special Defense bloodline arcana, truth be told

SR 26

OFFENSE

Speed 30 ft.

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

Special Attacks: charming falsehood, wyrd magic

Spell Like abilities (CL 17th)

Constant-fly

Spells Known (CL 17th, Ranged Touch +11)

8th (3/day) – *power word: stun*

7th (4/day) – *giant form I, power word: blind, prismatic spray* (DC 26)

6th (5/day) – *mislead, greater dispel magic, chain lightning* (DC 25), *disintegrate* (DC 25), *mass suggestion* (DC 27)

5th (7/day) – *cone of cold* (DC 24), *dominate person* (DC 26), *telepathic bond, teleport, wall of force*

4th (7/day) – *charm monster* (DC 25), *dimension door, enervation, greater invisibility, stonewall, wall of ice*

3rd (7/day) – *deep slumber* (DC 24), *blink, displacement, haste, protection from elements*

2nd (7/day) – *invisibility, hideous laughter* (DC 23), *mirror image, see invisibility, scorching ray, touch of idiocy*

1st (8/day) – *disguise self, another time, identify, magic missile, mount, true strike*

0 – *resistance, acid splash, adjournment of opportunity, detect magic, detect poison, flare, light, read magic, touch of fatigue*

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 14, **Wis** 8, **Cha** 29

Base Atk +8; **CMB** +8; **CMD** 21

Feats Deceitful^B, Extend Spell^B, Empower Spell, Greater Spell Focus (enchantment), Heighten Spell, Mage's Inheritance, Maximize Spell, Quicken Spell, Silent Spell^B, Spell Focus (enchantment), Still Spell^B, Improved Initiative^B, Iron Will^B, Skill Focus (Disguise)^B, Wyrd Resistance

Skills Bluff +27, Disguise +27, Fly +20, Spellcraft +21

SQ hidden enchantment, take to the grave

Oni Bloodline Bloodline Arcana, Charming Falsehood, Hidden Enchantment

Languages Draconic, Common, Elven, Giant, and Sylvan

Gear *Amulet of Natural Armor* +5, *Belt of incredible dexterity* +4, *bracers of armor* +6, *cloak of resistance* +5, *headband of alluring charisma* +6, *Belt of incredible dexterity* +4, *ring of protection* +4, *ring of shooting stars*, 2,800 gp

**Tome of Leadership and Influence* +2 (Unfettered Sky has read one such manuscript and it has been calculated into his stats.)

SPECIAL ABILITIES

Bloodline Arcana (Su): Whenever Unfettered Sky casts a magical disguise spell, such as alter self, disguise self, invisibility, greater invisibility, polymorph, mislead, or shapechange, he is protected against Divination magic which allows people to see through illusions (such as true seeing) as per a non-detection (DC 31) or misdirection spell; he is immediately aware of the attempt and can cause the effect to reveal the misdirection if he chooses.

Charming Falsehood (Sp): 1/day Unfettered Sky can tell a lie so convincing it enchants a single creature hearing it. He need not be able to see the target of his lie or have line of effect to it, but if the target cannot hear the lie, this use of the ability is wasted. The lie must be one that would cause the target to view Unfettered Sky as a trusted friend or one that would make it likely to follow his order, but it can be as outlandish as he wishes. If the target hears the lie, it must attempt a Sense Motive check opposed by Unfettered Sky's Bluff check. A creature that fails this check by less than 5 is affected as though by the charm monster spell (caster level 16). Failure by 5 or more means Unfettered Sky has dominated the target as though using the dominate monster spell (caster level 16). Charming falsehood is a sonic, mind-affecting, charm effect.)

Hidden Enchantment (Su): 4/day when Unfettered Sky casts a spell with the charm or compulsion descriptor, that spell cannot be detected by spells such as detect magic. Furthermore, any Sense Motive check made to determine influence over the target the DC is increased by +15. True seeing and other magic that reveals magical effects or determines the truth of the situation work normally.

Take to the Grave (Su): Unfettered Sky enchants dead creatures he touches. When speak with dead is used upon that creature, Unfettered Sky is immediately aware of the attempt and can cause the effect to reveal information of his choosing; this information need not be true. If killed, Unfettered Sky's corpse or head speaks nothing but lies.

Truth Be Told (Su): Magic used to determine whether Unfettered Sky is telling the truth reveals his lies only if he wishes his words to be construed as a lie. This ability affects even spells such as detect lies and zone of truth, though not wish or miracle. Other creatures, asked about the truth of what Unfettered Sky says can represent the truth normally, so spells such as commune can allow characters to discover the truth, provided the creatures interviewed are privy to that truth.

Wyrd Magic (Su): Wyrd receive a +2 racial bonus on caster level checks made to overcome spell resistance and on dispel checks.

New Spells

Adjournment of Opportunity

School: Enchantment (charm); **Level:** Sor/Wiz 0

Casting Time: 1 immediate action

Components: V, S

Range: Close (25ft + 5ft./levels)

Effect: Ray

Duration: 1 round

Saving Throw: Will negates; **Spell Resistance:** Yes

A ray of eldritch energy projects from your pointing finger. You must make a successful ranged touch attack to hit. Creatures struck who fail their saving throw become unable to recognize and act upon attacks of opportunity until after your turn in the next round.

Another Time

School: Transmutation; **Level:** Sor/Wiz 1

Casting Time: 1 immediate action

Components: V, S

Range: Close (25ft + 5ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless); **Spell Resistance:** Yes (harmless)[/b]

If cast immediately after the result of a failed check is known, you imbue the target with an additional chance on a failed skill or ability check, even if a retry is normally not allowed.

This spell only allows for only one retry on the same failed skill or ability check, multiple castings have no effect.

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