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MAZE of ZAYENE

DIMENSIONS OF FLIGHT!™

by Robert J. Kuntz

An adventure for 4 to 6 characters
of 9th to 12th level



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THIRD EDITION RULES, FIRST EDITION FEEL
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MAZE of ZAYENE

DIMENSIONS OF FLIGHT

Credits

Written by:

Robert J. Kuntz

Producers:

Clark Peterson and Bill Webb

Editor:

Jeanée Ledoux

Art Director:

Richard Thomas

Layout and Typesetting:

Mike Chaney

Interior Art:

Brian LeBlanc

Front Cover Art:

John Massé

Cartography:

Christopher Boll

Front & Back Cover Design:

Mike Chaney

Playtesters:

Eric Nelson Shook, David Cooke, Joe Chrislaw, Brandy Kendrick, Derrick Anderson and the "Two Daves"

Additional Third Edition Updates by:

Clark Peterson

Special Thanks:

E. Nelson Shook, Brandy Kendrick, Doug Behringer and to the folks at Necromancer Games and White Wolf.

Product Update Password for Dimensions of Flight: Grzbalc

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PRINTED IN THE USA.

Introduction

Dimensions of Flight is part two of a four part series. *Part 1, Prisoners of the Maze*, introduced the characters who attempted to assassinate evil King Ovar. They failed in the attempt and were instead transported to the court wizard's deadly maze.

In their quest to escape the perils of Zayene's maze the characters have gained information concerning the way they could gain freedom. They have found the doors to the dimensional annexes where the keystones are hidden. To find freedom they must traverse these dangerous areas. Hardly a clue guides them, and it seems that they are forever on their own with no help or hint in this quest.

The characters must find the colored gems that were hinted at in the following verses, which appeared in *Part 1*.

The colors that sent you here,
But a different shape,
Are there, not here,
And are your escape.
Through four doors,
To buy four more;
Did I MENTION
This before?

The "colors" refer to the four orbs that transported the characters to the beginning of Zayene's maze after the failed assassination of King Ovar. A "different shape" means just that—these are gems, not orbs. "There, not here" refers to their being located outside of the maze complex (i.e., in the four dimensions); "escape" could mean literal (a true escape) or figurative (escape for the time being, or escape from the maze area for a short time period) departures. "Through four doors" means just that: the characters must go through four entryways (or doors) to get to the separate dimensions to gain the keys. "To buy four more" refers to the purchasing or gaining of something, though the inference here is misleading, since the four slots that hold the keystones are the true "four doors." "Did I MENTION . . ." is a dead giveaway, since when the capital letters are combined the word DIMENTION (or *dimension*) is spelled.

Reread *Maze of Zayene Part 1, Prisoners of the Maze*, keys 20–24. If the characters acquire the four keys and gain entry to key #24 of *Part 1*, they can either 1) resume their quest against the king by ascending the stairs there (see *Part 3, Tower Chaos*) or 2) escape the maze if the secret door at key #24 is found.

USING THIS MODULE WITHOUT PART 1: This module can stand on its own with a little extrapolation. Assuming no knowledge of the preceding module exists, DMs must first decide on location of the annexes and the escape portal in their own milieu. Four rooms for the dimensions and a 30-foot circular chamber with a secret door and, optionally, a set of stairs up to a king's tower should be created.

Characters enter the annexes and then reenter the maze complex. Since the escape portal is near the area of the annexes, there is little problem in traveling here once all the stones are found. A red carpet heightens surprise rolls, and if characters stay on it for hours at a time, it starts to eat through footwear, then flesh (with an effect like slow-acting acid). Random encounters could

be extracted from the DMG for 6th- to 8th-level monsters, with no good alignments being present.

Character level should be 9th–12th (two fighters, a sorcerer/wizard and a cleric). These characters could have special powers (one major power limited by times usable, with once/day minimum and twice or three times/day maximum; or two minor powers with twice that of major powers usability, and/or unlimited, depending on complexity and strength of the particular power). DMs must choose these carefully to keep the adventure balanced.

If additional powers are not opted for, supply the party with several potions and scrolls of spells, but no items or spells that would allow them to escape the dungeons (e.g., *ethereality*).

ALIGNMENT: The characters' alignments are Lawful Neutral to Lawful Good, with no exceptions. They are very loyal and cooperative, seeking to help each other. They are all members in a brotherhood that wishes the evil King Ovar overthrown.

Notes for the DM

The party is trying to escape Zayene's maze. To do so the characters must travel into four dimensions (M1, key #s 20–23) and retrieve the keystones there. Once found, these stones are fitted to the iron door in M1, key #24 to allow entry to that area. If the characters choose correctly they can escape from M1, key #24 by going through a secret door there.

Keystones' Locations: A: Enots' Realm, key #4, sub-key #8; B: Baal's Pinnacle, level two, sub-key #13; C: Poharn's Realm, key #4; D: The Happy Hunting Grounds, key #6.

THE DIMENSIONS: Generally, characters find themselves in enclosed outdoor climates. No spells/powers function to allow their escape; no *commune*, *contact higher planes*, or similar spells are possible, and these areas are really enclosed! A type of force field appearing as an impenetrable haze surrounds each and is obviously the cause of the disruption of any used spells or powers. Nothing can defeat these fields since their points of origin cannot be deduced.

Actually, these dimensions and the force fields that enclose them were created by Zayene for his own evil purposes, one of which includes the macabre game of chance/flight that he now plays with the party. Wandering encounters do not occur on these dimensional areas. However, a keyed encounter might pursue the characters (DMs must decide on these possibilities) if they were previously engaged in combat with, or were within sight of, an opponent. There are a few instances of automatic pursuit in *Poharn's Realm* (read key #4) and in *The Happy Hunting Grounds* (read key #1). There is a small chance of pursuit in *Baal's Realm* from the nomads there (key #1).

Food, water, movement and climate are detailed in separate introductory sections concerning each dimension.

DM Note: M1 keys #20, #21, #22 and #23 correspond to dimensional areas A, B, C and D, respectively. When characters enter those rooms, which transport them to these dimensions, read the appropriate introductory paragraph that matches the number/letter. Adventurers always start at letter key X, marked at the southern portion of each realm map.

Enots' Realm (Letter Key A)

DM Information

When the characters enter the room (#20 in M1), the door closes, revealing no door on this side. The room comes to life, shedding its former pitch black darkness for a glowing brown color that dimly lights the 10-foot by 10-foot area. On the far wall is a fresco of a mountainous region; in the background is a fortress set before a mountain's base.

If the characters view this fresco's scene for a full round they are magically transported to **Enots' Realm**.

You appear on a 15-foot-high by 20-foot-wide rocky ledge overlooking a path slanting downward to the north. In the distance, perhaps six miles away, is the fortress you saw in the fresco. Nothing moves in this area. The land is not extensive, and you would guess that it represents about eighteen to twenty-four square miles. A thick haze encompasses the land at its outer fringes. This could be fog, but you are not sure. You can see a light in the sky on your left through the fog. The orb is like a small sun attempting to penetrate an impenetrable cloud. The small cliff you stand next to rises for 30 feet and then disappears into the same hazy substance. Carved into the cliff's side, just feet behind you, is a bas relief of a 5-foot-wide door. A small, circular depression appears where a door's handle should be.

This is the realm of the Lord of Stone, Enots. He abides here, guarding it for Zayene and gathering all types of creatures to his fortress at key #4. The haze is an impenetrable force field. No spells or powers work through or against it, so the characters cannot escape this way. If they secure the brown keystone from key #4, sub-key #8, then they can fit it to the depression in the bas relief: this door transports them back to the area just outside of key #20's door in M1. Characters not touching the keystone as they travel through the door are immediately transported back to the ledge. The character who placed the stone finds it in his or her hand after all party members have transported.

If the characters cannot acquire the keystone, then they are stranded. Characters trapped here could suffer from starvation and dehydration. Note the guidelines governing these conditions in the *DMG*. There are a few edible things on this dimensional plane, such as the storges at key #2; the giants/ogres/orcs have some scraps at key #1, but beyond this there is little in the way of edible stuff here. There is also no water accumulation, since this is a magically made place. There is no rain, and the "sun" is an artificial beacon that is part of the force field.

Using Spells Here: Several types of spells are not usable here, including those that would allow transportation from this dimension (*teleport*, *dimension door* and so on), and information gathering spells, such as *commune* or *contact higher plane*. Items

with similar functions are affected as spells are; even artifacts do not work to secure the characters' freedom from this plane!

Movement: Movement proceeds at 2 hexes/day (or four miles). If the characters push for distances beyond this they may increase movement to 3 hexes, but there might be an accident because of this due to the narrowness of paths and the unsure footing involved in mountain travel. There is a 20% chance/six miles traveled during a day that a single character falls from the path. If no precautions were taken, or if spells/powers cannot be used to save the one falling, then death occurs. Depths of canyons here are 1,000–8,000 feet (1d8 roll).

Keyed Encounters, Enots' Realm (Keys 1–4)

1. High Pass (EL 10)

The pass here narrows to 10 feet wide and begins to climb. Sheer cliff sides are to either side and insurmountable rock faces are the only things seen.

Note the detail map of this area. A single stone giant is at both keys #1A and #1D. They are at this time hidden by the rock faces and cliff sides. When the party passes the giant at #1A, it will let a landslide of boulders loose behind the party—this signals his brother at #1D to loose his slide in front of the party.

Boulders roll down behind and before you, trapping you on a path varying in width from 10 to 15 feet. Orcs come streaming out of many small cave mouths to the left of the path. At the same time two boulders crash among the characters!

The boulders are thrown by the giants, who toss these as they move to melee. Two cowardly ogres lead the orcs, and they will initially lag behind to see how the initial surprise attack fares. On the second round they push through the orcs to assist them as their masters, the stone giants, begin to melee. If the orcs suffer more than one-third casualties, the unit flees. This is also true if either of the stone giants is killed. Shaken, the survivors retreat to their caves. If attacked at their caves, they fight to the death, as there is nowhere to retreat from there.

Stone Giants (2): CR 8; SZL Giant (Earth); HD 14d8+56; hp 119; Init +2 (Dex); Spd 40 ft.; AC 25 (-1 size, +2 Dex, +11 natural, +3 armor); Atk +17/+12 melee (huge greatclub, 2d6+12) or +17/+12 ranged (2d8+8, thrown rock, range 180 ft.); Reach 10 ft. (huge greatclub); SQ rock catching (Reflex saves); AL N; SV Fort +12, Ref +6, Will +4; Str 27, Dex 15, Con 19, Int 10, Wis 10, Cha 11.

Skills: Climb +10, Hide +0 (+8 among stone or rocks), Jump +10, Spot +3. **Feats:** Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Possessions: 1d4+6 mundane possessions.

Cowardly Ogres (2): CR 3; SZL Giant; HD 4d8+8; hp 36; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 armor); Atk +8 melee (2d6+7, huge greatclub); Reach 10 ft.; AL

CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 10, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Spot +2. *Feats:* Weapon Focus (greatclub).

Note: These ogres speak Common and Orcish as well as Giant.

Orc Warriors (40): CR 1; SZ M humanoid; HD 1d8; hp 6; Init +0; Spd 20 ft. (scale mail); AC 14 (+4 armor); Atk +3 melee (1d12+3, greataxe, crit x3); or +1 ranged (1d6+2, javelin); SQ light sensitivity (-1 to attack in daylight); AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +2, Spot +2. *Feats:* Alertness.

1A&1D. Large Cave

You see a cave with a 20-foot-high ceiling. A lot of bones (possibly orc bones) are piled near its center. You see a very large bag is set on the ground before a stone slab.

This description suffices for both giants' caves. The bones are from orcs the giants have eaten. The slab is a giant's bed, and the sack contains six thousand coins (10% gold, 40% silver, 20% electrum, 20% copper, 10% platinum), mundane items (see MM) and three skins of water (3 quarts). These wily giants watch the path for beings and then spring their traps on them. If the party fights its way past key #1, the giant(s) (if any survive) reset the boulder traps for the characters' return "visit."

1B. Dark Cave

You see a cave set near a small ledge. It appears to be dark inside.

If the characters have surprised the encampment in some manner, the ogres here are awake. If the party has had the boulder trap used against them, then the ogres are standing just inside the entrance to this cave, waiting for an opportunity to dash out and attack. If the characters present awesome force (such as in killing the stone giants outright) the first melee round, these ogres attempt to slip out unnoticed and escape the area, for they are truly cowards at heart! Inside the cave are scrap heaps, bones and other assorted garbage. Each ogre carries 8d10 gp.

1C. Small Cave Entrances

You see two entrances near each other. A rotten stench issues from these. You hear murmuring from within their depths. Orc voices!

These are the two entrances to the orc lair. If the characters have surprised the encampment, and if they then enter these caves, 50% of the orcs within will be found sleeping. All orcs are prepared for battle (sleeping orcs are battle ready, also, upon order of the giants) and organize and attack as a unit within a round's time. Upon being alerted, the orcs file out of the two cave mouths and attack any characters on the path below. These orcs as a unit flee if their numbers fall below one third.

The cave contains the usual orc stuff: dung, bones, pieces of unidentifiable matter, spoiled food, two skins of soured wine (which causes nausea for 1d3 damage if imbibed) and a wealth of broken weapons. Each orc carries 1d10 gp.

2 Gulch Pathway (EL5)

The path has climbed steeply for the last thousand feet. It now levels off a bit, narrows to 3 feet wide and begins to wind ahead; a cold breeze whips about you as you form single file to continue ascending. The canyon below must be over 3,000 feet deep!

Secretly roll a Spot check for each PC (DC 15) to notice fluttering objects (birds?) 60 feet above them. Read key #2A, **Small Caves**.

There are stirges above. These have a 1–80% chance of noticing the characters as they pass. Roll d% once. 81–100% indicates that the stirges do not notice the characters and the party can pass freely. Otherwise the birds attack. One round after they attack, their cousins (60 feet below at #2B) hear the noise and fly up to join in the feast!

Characters attacked while on this narrow ledge have an initial chance of falling off. Roll Reflex checks for each attacked PC (DC 12). This equals a footing check. Failure equals uneven footing, and the PC must make a Reflex save to prevent falling from the ledge (DC 13). Characters dying through melee have a 3 in 6 chance of falling off the ledge. Each remaining PC who is unengaged in combat may make a Reflex check (DC 14) to catch a falling comrade, leaving him or her flat-footed for defensive purposes.

2A. Small Caves

There are many cave mouths here. A flying creature the size of a large bat wings out of one of these. Each small cave mouth is large enough to stick your entire arm into.

DM Note: These caves are 60 feet above the ledge path (key #2). The cliff face is too sheer to scale by hand, leaving grappling the holes above (Climb check DC 14) with a hook and rope (if available) and *flying* or *levitating* with spells the only ways of ascending to these.

If the characters arrive here unnoticed, read the following:

Twenty-four stirges abide here. Read key #2 for their attack modes. See below for statistics. The stirges swarm to attack anything near their lair in 1d2 rounds. Two rounds later their cousins from key #2B attack the entire party as they swoop up from their lair below the ledge. PCs who are climbing must make Reflex checks to remain holding onto the rope (DC 12) for every round that they are attacked. They are always considered flat-footed for defensive purposes. PCs losing their grip fall to their deaths in the canyon below.

If the characters defeat the stirges they may examine the holes. There is a bloodstained but readable scroll in the fourth hole: *scroll of 7 arcane spells (flame arrow, sleet storm, fire shield, ice storm, Mord's faithful hound, prying eyes, Rary's telepathic bond)*.

2B. Small Caves

DM Note: These caves are 60 feet below the ledge path (key #2). The cliff face below is scalable by hand (Climb check DC 12). Characters may opt to set a rope (Climb DC 9) or use *flying* or *levitating* spells to descend to these.

If the characters arrive at the caves unnoticed, read the following:



There are many small cave mouths here. You hear a lot of squeaking and fluttering from inside of these. Each small cave mouth is large enough to stick your entire arm into.

Twenty stirges abide here. Read key #2 for their attack modes. See below for statistics. The stirges swarm to attack anything near their lair in 1d2 rounds. Two rounds later their cousins from key #2A attack the entire party as they swoop down from their lair above the ledge. PCs who are climbing must make Reflex checks to remain holding onto ropes (DC 12) for every round that they are attacked. They are always considered flat-footed for defensive purposes. Characters who are hand scaling the cliff face must make Reflex saves every round that they are attacked (DC 15) to retain their grip. PCs losing their grip fall to their deaths in the canyon below.

The seventh hole contains a medium-sized vial in a stained pouch: *potion of flying* with three doses.

Stirges: CR 1; SZ T Beast; HD 1d10; hp 5; Init +4 (Dex); Spd 10 ft., fly 40 ft. (average); AC 16 (+2 size, +4 Dex; AC 12 if attached); Atk +6 touch (1d3+4, touch, plus attach and blood drain); Reach 0 ft.; SA attach, blood drain (1d4 Con/round); SQ darkvision (60ft.); ALN; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills: Hide +14. *Feats:* Weapon Finesse (touch).

3. Large Cave Entrance

The path widens and begins to slant downward toward a large cave entrance roughly 25 feet wide. The cave mouth is

shaded by overhanging ledges, so it appears very dark inside. Nothing can be heard, seen or sensed.

There are piercers in this cave at keys #3A and #3D. Read those entries while noting the map for this area.

3A. Cold Cavern (EL 4)

The cavern is dark and cold. There is a rough-hewn passage east. Piercers start dropping as the characters step into this area. Those that miss attempt to climb the walls (2 feet squirming move/round).

Large Piercer (10): (CR 3). These creatures pose as stalactites and hang about, waiting for unsuspecting victims. They are hard to spot (DC 28). They are not detectable by darkvision. When they fall, you can make a Reflex save (DC 20) to avoid them. Failure results in 1d12 (large) plus 2d6 sneak attack damage as the piercer impales its victim. Once lodged in their victim, piercers continue to inflict 1d3 damage each round until removed (Strength check DC equal to 5 plus damage done). Once on the ground, piercers are helpless and can be attacked as a helpless defender. They have AC 18 and 20 hit points (large).

3B. Rough-Hewn Room

This cave is located off the main passage. There are obvious skeletal remains here; one of these appears to be human. It lies face down in the northeastern part of the room.

There are three skeletal figures here. The human skeleton appears to be recently killed (within the last three months).

If the skeletons are checked, a sack will be found on the recently killed human. In it are mapping utensils (two sheets of vellum and charcoal), a crushed and unreadable map (of this area: keys #3A to #3D), five green tourmalines (worth 750 gp each) and a small diary that contains these smudged, half-readable entries:

"Twenty-five-foot-wide entrance. Go on. Pie—ve—run—ead—it of -hale—very trick- Going on -ave cov—70 som—eet." (Bloodstains appear at the end of the transcript.)

In translation, the entry reads:

"Twenty-five-foot-wide entrance. Go on. Piercers above; run ahead; pit of shale, very tricky! Going on, have covered 70 some feet."

This adventurer entered from the north end, avoided both the piercers and the shale-covered pit, but was mortally wounded by the piercers at key #3A. He staggered to #3B before dying.

3C. Narrow Area (EL 5)

The passage narrows to 15 feet wide and turns northwest. There is a shale covered, 20-foot-deep pit located 10 feet ahead. Weight in excess of 100 pounds will cause it to collapse, hurtling characters on it to the pit's bottom. A search skill used to locate traps or a *find trap* spell cannot locate this since it is a natural occurrence (part of the floor has collapsed, leaving only this small covering). A general search to ascertain the stone's quality or composition (see below) has a good chance of revealing this obstacle, as it emits hollow sounds unlike the previous passages. If the party is moving casually with no checking involved, secretly roll a Spot check (DC 20) for one character to notice something irregular about the passage ahead.

Shale-Covered Pit (20 feet deep): no attack roll necessary (2d6 points of damage); Reflex save (DC 20) avoids; Search (DC 6); Disable Device (—).

3D. Light Ahead (EL 4)

The characters note light ahead, maybe 60–80 feet distant! There are 10 piercers here that will start dropping as the PCs move toward the exit. Use key #3A's statistics.

3E. The Exit

The characters come out on the path again. To the north, approximately three miles distant, is the large fortress depicted in the fresco. The characters might want to recuperate here for the night since their upcoming adventure will be exhausting.

DM Note: Enots's Fortress is a very dangerous place. Read the encounters carefully and note the applicable Appendix material. Characters should not enter this place without some plan, and that point should be stressed if they seem unprepared.

4. Enots's Fortress

Upon reaching the fortress on the next day, the characters note the following:

A large mountain seems to be the basis for the fortress's construction, since many of the upper ramparts and lower sections appear carved out of pure rock. The entryway to this place is a 30-foot-wide rough-hewn tunnel that looms before you. This is flanked by two 90-foot-high by 15-foot-wide round stone pillars.

If the characters attempt to scale the fortress walls by climbing or flying, or if they attempt to gain the tunnel, refer to sub-key #1. If they are successful in reaching the ramparts 100 feet above, read the following:

Upon examination, the upper ramparts appear as decoration. There are no beings here, nor do there appear to be any entrances into the fortress from this vantage point.

Characters could elect to fly above the mountain. If they accomplish this great feat, they note a vale below on its other side (read sub-key #6, *The Statuary*).

Enots's Abode, Keyed Encounters (Sub-keys 1–8A)

1. Large Cockatrice (EL 7)

As you approach the walls (or tunnel) you hear a great squawking noise and look to see a gigantic cockatrice diving on you from its perch where it was hidden atop the pillar.

Anyone attempting to approach within 20 feet of the entryway or to scale the fortress walls here is attacked by a large cockatrice, which dives down from its concealed position atop the left pillar. This beast has been fed *growth serum* by the witch, Grezbale, at sub-key #5. It appears as a truly monstrous specimen of its type.

If the cockatrice's pillar is examined, you see that it's been hollowed out at the top, forming a 7-foot-deep by 12-foot-round area comprising its nest. There is nothing in it.

Large Mutated Cockatrice: CR 10; SZ L Magical Beast; HD 10d10+30; hp 80; Init +2 (Dex); Spd 30 ft., fly 60 ft. (poor); AC 16 (-1 size, +2 Dex, +5 natural); Atk +13/+8 melee (1d8+4, bite); Reach 10 ft.; SA petrification (touch or turn to stone unless Fort save DC 15), trample; SQ petrification immunity; AL N; SV Fort +10, Ref +8, Will +4; Str 18, Dex 14, Con 17, Int 2, Wis 13, Cha 9.

Skills: Listen +10, Spot +10. **Feats:** Alertness, Dodge.

SA—Trample (Ex): A Large-sized or larger cockatrice can trample a Medium-sized or smaller creature for 2d6+4 points of crushing damage. Opponents who do not make attacks of opportunity against the cockatrice can attempt a Reflex save (DC 16) to halve the damage.

2. 30-Foot-Wide Corridor

This corridor shines a dull gray color from a light source somewhere inside. On the east and west walls are stone reliefs that depict writhing serpentlike beings bowing before a large two-headed stone giant. To the right and left side of this, two large, black pits are depicted. Each one is spewing forth medusas, basilisks and cockatrices.

3. Granite Stone Relief

Embedded in the wall at this intersection is a 6-foot-round granite stone. It sheds a dull gray light that extends down the corridor you just came up.

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DMNote: This magical light has a limited function in this module; however, it can, at the DM's option, act as a warning system for Enots, the lord of this place. Further details concerning this light will be revealed in a future module release. The stone cannot be removed from the wall and repels or negates all attacks.

4. The Statues

Several statues line these two branching corridors. These are victims of the cockatrice. All are human or humanoid and are of various professions and backgrounds. DMs may want to generate some statistics for these in case the PCs decide to use *stone to flesh* spells on one or more of the statues. Each NPC must survive a Fortitude save and then is brought back to life. Each is 4th–6th level; there are no clerics present, and they have between them zero to three (1d4 roll) magic items, but nothing fantastic or unusual—just basic weapons, armor, potions or scrolls. Also note sub-keys #4A and #5, which are not petrified beings, but real statues.

4A. Crazy Elf Statue

This statue looks like a crazed elf in the act of screaming. In a small niche in its back is a bronze key about 2 inches long. If the key is found (Search DC 8) and then fitted to the elf's mouth at sub-key #5, the secret door behind that statue opens to sub-key #5A.

5. Terrified Elf Statue

This elf has an expression of terror on its face. If the elf's mouth is checked (Search DC 6), a keyhole is revealed. If the

bronze key from sub-key #4A is inserted and turned a full turn clockwise, a secret door behind this statue opens to reveal a corridor leading off to the east. One character may proceed past the statue/turn, since it partially blocks the corridor. The statue could be moved, but it weighs 1,000 pounds and will make scraping noises on the floor if this is attempted.

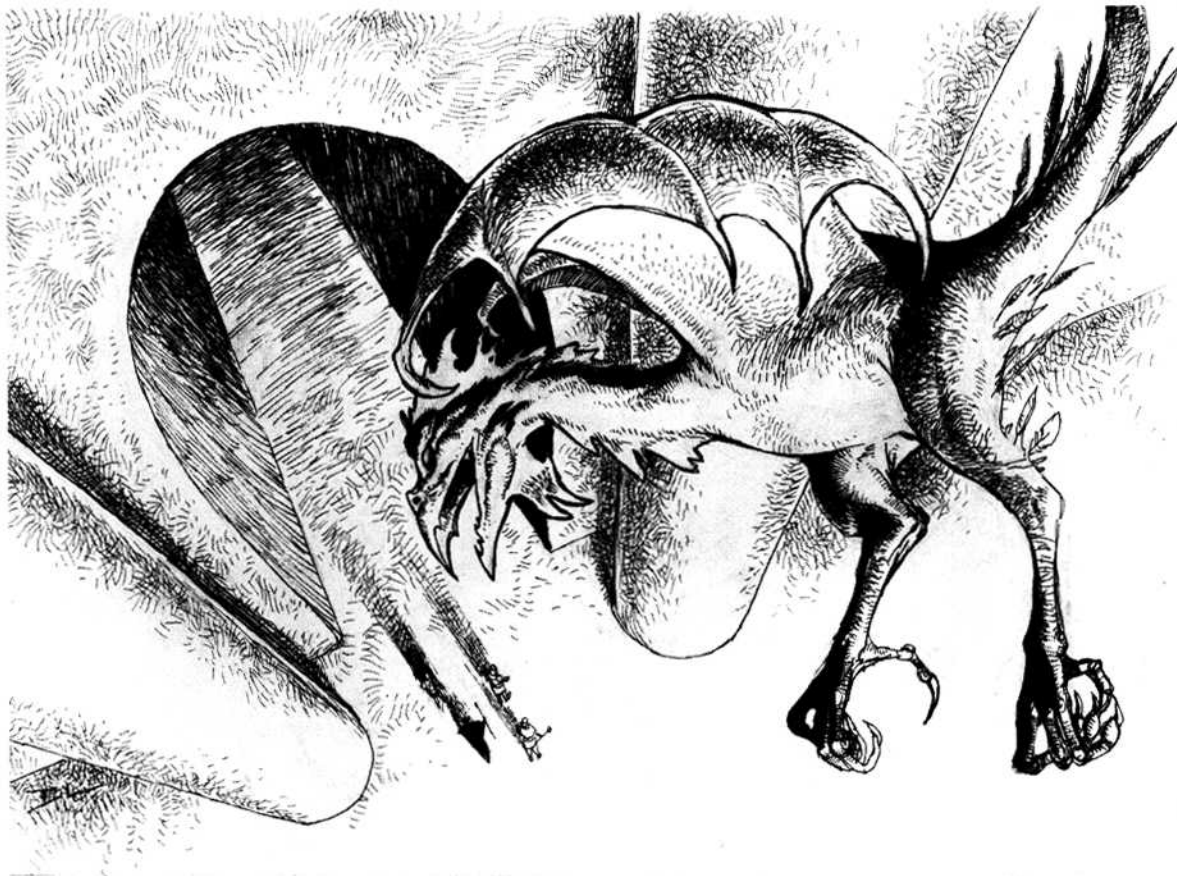
5A. Witch Room (EL 10)

This room is dimly lit by magical light. You are confronted by a black-robed hag standing before a bubbling cauldron.

This is Grezbale the witch, servitor of Enots. The characters are not able to note the contents of this room until Grezbale is dispatched, or until she flees. She attacks the characters with spells befitting the situation (DM's choice) while mumbling additional words to get the magical cauldron working for her (*elabzerg*). She fights until reduced to 40% of her hit points, and then attempts to escape (by using *invisibility*). She stays near the cauldron during combat, hoping to lure the characters into its range. If reduced to 70% of her hit points, she uses the cauldron to transform herself into a naga (see below). Grezbale's viper familiar hides and awaits attacks of opportunity.

Read Appendix A for amplification on the *all death* *peript* and the *cauldron of serpents*.

Room Contents: There are many objects in this room: the cauldron is located at the room's center; a small cot, chiseled out of the wall section and heaped with straw, is near the northern





wall. A table is set against the southern wall. On it is a mug with brownish liquid therein (snake's blood), a dirty plate with snake skin on it, a stone dagger (no worth) and a skull of a larger than normal (for temperate climes, at least) snake. Atop the skull is a partially melted candle.

If the cot is checked (search DC 11), a small rock section is found to move. Once the section is removed, a scroll of 2 arcane spells (*stone to flesh* [x2]) is found. The snake skull contains two snake idols. Each is carved from serpentine and inset with small rubies for eyes. Each idol is worth 3,000 gp. If characters sell the idols as a set, they acquire an additional 10% for their combined value. If the cauldron is moved, the PCs locate a metal plate covering a hole in the floor. Beneath the plate is a stone box containing Grezbale's additional items: **three doses of poison weed** (id moss, see Appendix A); *potions of cure serious wounds*, *spider climb*, *hiding*, *haste* and a *ring of warmth*.

Grezbale, Female Human, Sor9: CR 9; SZ M; HD 9d4+18; hp 47; Init +1 (Dex); Spd 30 ft.; AC 11 (Dex); Atk +5 melee (1d4+2, dagger); SQ naga abilities through cauldron, familiar bonuses and powers; AL LE; SV Fort +5, Ref +4, Will +11; Str 12, Dex 13, Con 14, Int 17, Wis 16, Cha 14.

Skills: Alchemy +12, Concentration +12, Escape Artist +6, Knowledge (arcana) +12, Profession (apothecary) +10, Scry +12, Spellcraft +12. *Feats:* Alertness,* Combat Casting, Iron Will, Maximize Spell, Silent Spell, Still Spell, Toughness.

Arcane Spells Known (Cast Per Day: 6/7/7/6/4): 0—read magic, detect magic, flare, light, mage hand, mending, daze, resistance; 1st—shield, summon monster I, magic missile, chill touch, spider climb; 2nd—summon monster II, web, invisibility, ghoul touch; 3rd—flame arrow, summon monster III, displacement; 4th—summon monster IV, wall of fire.

**Familiar Special Abilities:* Alertness (within arm's reach of familiar), touch (may make touch attacks through the familiar), Empathic Link (communicates telepathically with familiar).

Possessions: **cauldron of serpents**, **all death periapt**, dagger, **growth serum x3**, **poison weed x3 doses** (id moss, hidden beneath cauldron). (See Appendix A for new magic items in bold.)

Grezbale, Evil Guardian Naga Form*: CR 11; SZ L Aberration; HD 11d8+44; hp 93; Init +2 (Dex) Spd 40 ft.; AC 19 (-1 size, +2Dex, +7 natural); Atk +12 melee (2d6+7, bite and poison); Reach 10 ft.; SA poison (Fort save DC 19 or 2d8/2d8 Con), spit, spells (use Grezbale's prepared spells); *AL LE; *SV Fort +7, Ref +7, Will +11; *Str 21, Dex 14, Con 19, Int 17, Wis 16, Cha 14.

Note:* This is a special shapechangelike ability granted by the power of the cauldron. Alignment remains unchanged; saves are whichever is best; and abilities that are not changed are Intelligence, Wisdom and Charisma—all others are as per the naga. Spells are as the original being's spells, except these are instantly renewed upon initial transformation; skills and feats remain unchanged; all familiar abilities are still at sorcerer's level. Also see **cauldron of serpents in Appendix A.

Viper Familiar: CR 5; SZ T Animal; HD as master's current form (sorcerer or naga); hp 23 or 46; Init +3 (Dex); Spd 15 ft., 15 ft. climb, 15 ft. swim; AC 20 (+2 size, +3 Dex, +5 natural); Atk +7 melee (as sorcerer base + Dex, poison), or +10 melee (as naga base + Dex, poison); Reach 0 ft. (touch); SA poison (Fort save DC 11 or 1d6 Con); SQ scent, improved evasion, alertness, share spells, empathic link, touch, speak with animals (reptiles), speak with master; AL LE; SV as master's

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current form (sorcerer or naga); Str 6, Dex 17, Con 11, Int 10, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8. *Feats:* Weapon Finesse (bite).

Cauldron Snakes (Vipers): CR 4; SZ S animal; HD 1d8; hp 4; Init +3 (Dex); Spd —; AC 17 (+1 size, +3 Dex, +3 natural); Atk +4 melee (1d2-2, bite plus poison); SA poison (Fort save DC 11 or 1d6 Con); SQ scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9. *Feats:* Weapon Finesse (bite).

Note: See Appendix B for a full description of these vipers.

6. The Statuary (EL 8)

You note a vale with statues of gargoyles within it. Ten gargoyle statues are spread out along the walls encompassing this place. A strange, large bas relief is carved into the far northern cliff side. The grass here appears to have been transformed to stone, with noticeable streaked features highlighted. In all it appears that the grass was transformed into stone at its peak height, thus making the stony surface that you may walk on a 1-foot-high stone carpet.

The gargoyles are using their *freeze* quality to remain motionless. If they are attacked by ranged weapons or spells, or if the characters proceed 30 feet or more into the vale in any fashion, the statues *unfreeze* and attack. (If a character enters by means of flying down on the vale, the gargoyles animate when/if he lands.) These creatures appear as a black version of their kin. Note the differences below.

If the characters dispatch the gargoyles, they may investigate the northern relief (read sub-key #6A).

Black "Guardian" Gargoyle (Statues) (10): CR 4; SZ M Magical Beast; HD 4d10+16; hp 38; Init +2 (Dex); Spd 45 ft., fly 75 ft. (average); AC 16 (+2 Dex, +4 natural); Atk melee +6/+6 (1d4, claw), +4 melee (1d6, bite), +4 melee (1d6, gore); SA poison bite, confusing countenance; SQ damage reduction (15/+1), freeze; AL CE; SV Fort +8, Ref +6, Will +1; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9 (+17 when concealed against backgrounds of worked stone), Listen +4, Spot +4. *Feats:* Multiattack, Weapon Finesse (claw, bite, gore).

SA—*Poison Bite (Ex):* Bite requires a successful Fortitude save (DC 14) or lose 1d4 temporary points of Constitution and 1d4 temporary Dexterity.

SA—*Confusing Countenance (Su):* The gargoyle must be facing the victim and be within 10 feet of him for this attack to work. The gargoyle's facial features alternate between its opponent's exact features and the gargoyle's own at a rapid rate; a mild confusion results for 1d6 rounds (-2 to attack, -2 initiative) if the victim misses his Will save (DC 14). A successful save makes the victim immune to further confusion attacks by the same gargoyle for a period of one day.

SQ—*Freeze (Ex):* A guardian gargoyle can hold itself so still that it appears to be a statue. An observer must succeed with a Spot check (DC 22) to notice the gargoyle is actually alive.

6A. The Guardian (EL 7)

This relief is 30 feet long and 20 feet high. Depicted are two gigantic heads, with the eyes set so that these stare



at the viewer in unison. At the foot of the relief, exactly where the cliff wall joins the vale's floor, are two 4-foot-round, black holes. The holes' adjacent stones show definite signs of being blasted by fire.

Characters standing within 3 feet of these holes must make Will saves (DC 15). Those failing see the following:

One gigantic, ethereal hand (for each character) reaches forth from each of the holes and grabs you! You are drawn into one of the holes!

Those saved see their unfortunate fellow(s) disappear; they may not assist in any way, and no detection devices work to locate their comrades.

Read the following to PCs appearing inside the relief:

You appear to be in some dark, misty area. You hear distant sounds of chimes and grating stone. You can move about if you wish, though you have no directional bearing and all you can feel about you is the floor.

This dimensional place is one square mile, with no physical exits. It functions as a super maze spell but has a more diabolical purpose. Refer to the maze spell on page 226 of the PHB. Each round that a PC takes to exit the maze drains 1 temporary point of Constitution (regained at 1 point an hour with rest). PCs are automatically drained 1 point after being transported here. Describe to them what they see: an extradimensional place from which they must escape. Also explain that they feel weaker!

PCs with less than 9 Intelligence are doomed. If the roll in rounds it takes to escape equals or exceeds the PC's Constitution (factoring in the -1 for the initial drain), the PC dies. After a month's time the dead character is magically transformed into a guardian gargoyle, exits the maze and occupies a station along the walls at sub-key #6 with his or her new companions. The character is forever removed from play.

7. Dead-End Area

This appears to be a dead-end area. The ceiling here is 25 feet high. The walls are streaked with what look like silver veins. There are sixteen minor silver veins here. Each is worth 2,000 gp if mined.

7A. Silver Veins (EL5)

This room has a 20-foot-high ceiling, and its walls are streaked with many veins of silver. These "veins" are actually hidden and motionless monstrous silverfish (Spot DC 18) that attack the party as it enters their lair. See Appendix B for full details.

Monstrous Silverfish (16): CR 4; SZ M Vermin; HD 3d8+12; hp 30; Init +3 (Dex); Spd 40 ft.; AC 15 (+3 Dex, +2 natural); Atk +4 (1d6, bite, plus 1d4 acid); SA acid; SQ light sensitivity; AL N; SV Fort +6, Ref +3, Will +2; Str 13, Dex 16, Con 17, Int 2, Wis 12, Cha 6.

Skills: Climb +10, Hide +15, Spot +6. **Feats:** Weapon Finesse (bite).

8. Gray Lit Room (EL9)

In this expansive room is a figure armored in both brilliant and dull colors. He holds a jagged stone weapon in his right hand.

This is Koroc, lieutenant to Enots. He attempts to slay all characters, shouting these battle cries as he attacks: "May Enots's stony palm crush your puny life! Enots's power will vanquish all adversaries!"

Koroc attacks until he kills all before him, or until he dies in the attempt. He uses the stalactite in combat (see below) and can make it extend to hamper spellcasters attempting back rank spells. He can elect to touch his assailants with the gloved parts of his mineral armor (see that item for particulars). Upon his death, Koroc turns to stone and fractures into a thousand pieces.

After defeating this creature you notice the following: the room is lit by an unidentifiable gray light, and a passage leads north.

Important DM Note! Koroc's armor is made of many different gems and minerals. All known colors are represented, but there are only ten brown gem/mineral parts. One brown gem is one of the keystones the party is searching for. If removed from the armor it shines a glowing brown color. Its removal does not harm the armor.

Koroc, Male Troll-Kin, Ftr9: CR 9; SZ M Giant; HD 9d10+27; hp 78; Init +2 (Dex); Spd 30 ft.; AC 23 (+2 Dex, +2 natural, +3 mineral armor); Atk +12/+7 (1d8+5, +2 extending stalactite), or +10/+5 (1d3+3, open-hand, plus petrification); Reach up to 10 ft. for extending stalactite, or 5 ft. for open-hand (also see extending stalactite); SA petrification (mineral armor); SQ light sensitivity; AL LE; SV Fort +10, Ref +5, Will +7; Str 17, Dex 15, Con 16, Int 12, Wis 14, Cha 10.

Skills: Climb +7, Escape Artist +6, Hide +5 (+12 when concealed against backgrounds of natural stone, such as caves/caverns), Jump +7, Spot +6. **Feats:** Improved Critical, Improved Unarmed Strike, Iron Will, Martial Weapon Proficiency (spear), Toughness.

SQ—Light Sensitivity: Troll-kin suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a daylight spell.

Possessions (see Appendix B): +3 mineral armor, extending stalactite, amulet of the stone palm.

Note: This troll-kin is mix of a troll and a humanoid and/or human.

8A. Large Pit Up

You proceed up the corridor to a large room. Upon entering it you note a 30-foot-round pit directly above you. Noises issue from above: intermingled chiming, stone grating and flapping.

This is the end of the adventure in Enots's lower dungeons. If the characters proceed up the pit, they are attacked by a dozen cockatrice (use statistics from sub-key #1). The adventure may continue at the DM's option, of course, but he or she must generate it. At the top of the pit are the levels comprising Enots's mountain abode, replete with retainers, monsters and so on. A future module release will detail Enots's complete network and the reason for its being, other than as an aid to Zayene the wizard.

Baal's Realm

(Letter Key B)

DM Information

When the characters enter the room (#21 in M1), the door closes, revealing no door on this side. The room comes to life, shedding its former pitch black darkness for a yellowish gold color that dimly lights the 10-foot by 10-foot area. At the room's center is a 3-foot-round sandpit. Sand is flowing into the hole at this time, though this never seems to empty the space around the pit of its contents.

If the pit is looked into, a dim light, like that as seen from an end of a long tunnel, is noted. Characters jumping into this hole appear on a sand dune in Baal's Realm.

It is a sunny day. You are in a sandy waste. The area around you, perhaps eighteen to twenty-four square miles, is surrounded by a yellow haze that is bright to look upon. Before you is a windswept road leading toward what you assume to be the north. Flanking it are many stone pillars, some standing, some not. To the northwest is an encampment: you note about ten to thirteen tents, with horses and men present. Sentinels pace the camp's outer perimeter. Perhaps the distance to it is a mile, more or less. Beyond this, hanging in the sky like a topaz earring, is a strange sun shining brightly through the yellow haze.

All spells, powers, attacks and devices do not work on/through the yellow haze. The haze blocks movement beyond it since it is also a physical force field. The only way the characters can escape this realm is by finding the yellow keystone at key #4, sub-key #13, on level two. Baal has this stone hidden in a book there. Upon acquiring the keystone and making their way back to the dune at the spot they arrived at, the characters may escape back to M1. The pit reappears on the desert side when the bearer of the keystone comes within 10 yards of the dimensional entry point. The hole appears as it did from the M1 side, but with a dark area instead of the dim, faraway light. The sandpit activates for a 10-minute period and only once a week. Characters jumping into this pit appear in the corridor immediately outside key #21's door in M1.

Characters trapped in Baal's Realm could suffer from starvation and dehydration. Note the guidelines governing these conditions in the DMG. There are a few areas with food (the nomads at key #1 and Baal at key #4 have some supplies). Characters can go on hoping that "where there's wind, there's rain," for the wind is artificially created (note key #2), and the sun is an energy device used to sustain the yellow force field, though it performs an alternate function in providing light for the various occupants of this dimension. Since there is no rain accumulation, player characters might question the reasons behind the

nomads' (or even Baal's) continued existence here. Simply put, those allies of Zayene are sustained through timely rations and his enemies are not!

Using Spells Here: Several types of spells are not usable here, including those that would allow transportation from this dimension (*teleport*, *dimension door* and so on), and information gathering spells, such as *commune* or *contact higher plane*. Items with similar functions are affected as spells are, and even artifacts cannot work to secure the characters' freedom from this plane!

Movement: Movement rates are two hexes (four miles) per day (16-hour period); if players press for distances in excess of this, they suffer exhaustion/heat stroke for 1 point of damage/hour of travel beyond 16.

Horsed travel doubles movement rates, but the adjusted time limits and aforementioned guidelines must be adhered to, or the horses themselves are adversely affected (as above).

Keyed Encounters, Baal's Realm (Keys 1-4)

1. Nomad Camp (EL 11)

You see an array of tents to the north-northwest. Sentinels are posted near the camp's perimeter and pace within sighting distance of it. You see a variety of activities transpiring within the camp: people building fires or sitting down to rest, horses being loaded. The camp strikes you as being new, since some horses are being unloaded and another tent is being raised. The camp appears to contain about one hundred people.

This nomad encampment has twelve tents: there are two tents for its leaders (commander with purple flag, lieutenant with red); other tents are for the remaining occupants and for supplies.

If the characters attempt to approach the camp or to move by it during broad daylight, they are automatically spotted. The nomads surround the party and then kill or capture the characters. Captured adventurers are shackled and enslaved. If they appear to be powerful adventurers (75% chance), commander Jarad will have them stripped and thrown into the gulch at key #2. He claims that such sacrifice appeases the desert gods.

If, however, the adventurers skirt the camp during the night, they pass without incident. Also, the characters could choose to pass through this encampment for various reasons (information, food, water and so on). If the characters wait until darkness falls, they may enter the camp unnoticed.

Once in it they have a 15% chance per party (i.e., per group, that is, if the party splits into one or more parts) of being noticed. This check is made for each group, every round. If they immediately disguise themselves as nomads, they may loosely mingle with the camp's inhabitants, but their habits, speech, and general looks definitely reveal who they actually are if and when they confront any nomad.

If the alarm is raised, all nomads come forth to fight. They are well lead and are fanatical, so they do not check morale until their numbers fall below 25.

Tent Sub-keys (1-12)

All tents are 15 feet high by 20 feet square unless otherwise noted.

1) Six hardy mules are hitched to long stakes here. Standing near these, just before the tent's opening, are four armored nomads with longswords.

These men will be on guard for anyone's approach, since it is well known that this tent is off limits to those not having commander Jarad's clearance. One of them circles the tent every 2d4+1 minutes. At any sign of thievery one of their number alerts Lieutenant Forogh at sub-key #10.

Inside the tent are the following supplies: many small boxes containing dried food (two weeks' rations for one hundred people), ten small water casks, twenty large water skins (full), ten stacks of sharpened stakes (twelve each), seven 50-foot lengths of thick rope and three uncut 45-foot by 60-foot sections of tent cloth.

Guard, Male Human, Ftr1 (4): CR 1; SZ M human; HD 1d10+2; hp 8; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (+1 Dex, +5 armor); Atk +3 melee (1d8+2, longsword, crit 19-20); AL CN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 11.

Skills: Listen +1, Spot +1. *Feats:* Alertness, Improved Initiative.

Possessions: chainmail, longsword, small pouch with 5 gp.

2) Ten light horses are tied to this tent. Each is laden with a saddle blanket, water skin and leather pack. There are no guards here, and no light can be seen through the tent flap's opening.

The water skins are 50% filled. The leather packs contain two days' rations. The light horsemen are inside the tent, fast asleep. If the tent is entered 1d4 of them awake and rouse the others.

Light Horseman, Male Human, Ftr1 (10): CR 1; SZ M human; HD 1d10+1; hp 7; Init +1 (Dex); Spd 30 ft., 60 ft. mounted; AC 13 (+1 Dex, +2 armor); Atk +2 melee (1d8+1, shortspear, crit x3); AL CN; SV Fort +3, Ref +1, Will +1; Str 14, Dex 12, Con 12, Int 13, Wis 13, Cha 12.

Skills: Animal Handling +2, Ride +2. *Feats:* Mounted Combat, Ride-by-Attack.

Possessions: leather armor, shortspear, pouch with 15 sp.

3) There are no guards outside this tent. A dim light can be seen from within, and the ongoing chatter of many voices can be heard.

There are eight archers within this tent. Three are fast asleep, while the remaining five are engaged in a game of dice. All archers are surprised if attacked. Each one has 1d4 small chunks of silver ore (worth 5-10 sp each).

Archer, Male Human, War1 (8): CR 1; SZ M human; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 12 (+2 armor); Atk +1 ranged (1d8, shortbow, range 60 ft.) or +1 melee (1d4, dagger, crit 19-20); AL CN; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 12, Int 12, Wis 10, Cha 9.

Skills: Climb +2, Jump +2. *Feats:* Point Blank Shot, Precise Shot.

Possessions: leather armor, shortbow with twenty arrows, dagger.

4) Seven horses are hitched to this tent. Each is laden with a blanket, water skin (four full, two empty, one 50% full) and leather bag with two days' worth of rations. No noise can be heard from within the tent, but you notice a faint light therein.

The light is from a lit lantern hanging on a pole. Within this tent are seven horse archers. They are cleaning their weapons and arranging their remaining gear for tomorrow.

Horse Archer, Male Human, Ftr1 (7): CR 1; SZ M human; HD 1d10+2; hp 7; Init +1 (Dex); Spd 30 ft., 60 ft. mounted; AC 13 (+1 Dex, +2 armor); Atk +2 melee (1d6+1, short sword, crit 19-20), +2 ranged (1d6+1, composite shortbow, range 70 ft.); AL CN; SV Fort +4, Ref +1, Will +1; Str 13, Dex 13, Con 15, Int 12, Wis 12, Cha 11.

Skills: Animal Handling +2, Ride +2. *Feats:* Mounted Archery, Mounted Combat.

Possessions: leather armor, composite shortbow with thirty arrows; short sword, small pouch with 2 gp.

5) There is nothing near this tent, and no noise or light is noted from inside. Eight light footmen are sleeping here.

Light Footman, Male Human, Ftr1 (8): CR 1; SZ M human; HD 1d10+1; hp 7; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Atk melee +3 (1d8+2, shortspear, crit x3); AL CN; SV Fort +3, Ref +1, Will +1; Str 14, Dex 12, Con 12, Int 13, Wis 13, Cha 12.

Skills: Climb +2, Jump +2. *Feats:* Alertness, Improved Initiative.

Possessions: leather armor, shortspear, pouch with 15 sp.

6) You see a man come out of this tent as you approach. He looks at you and walks away while attempting to hide something near his body.

This is the camp "fat man." He has just stolen a loaf of bread and bottle of wine from his sleeping companions, the six other light footmen within the tent. The fat man is very cunning and crafty, and he is initially suspicious of the characters on a 1d10 roll of 9 or 10. If he is alerted, he follows the adventurers to confirm his belief that there is something wrong about them. He ceases following the PCs after 1d4+1 rounds and sits down in a secluded area to enjoy his stolen food. If he notes the PCs doing something out of the ordinary, he starts yelling "Thieves and robbers!" as he runs back to the tent he stole the food from. This rouses the camp.

Light Footman, Male Human, Ftr1 (6): CR 1; SZ M human; HD 1d10+1; hp 7; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Atk melee +3 (1d8+2, shortspear, crit x3); AL CN; SV Fort +3, Ref +1, Will +1; Str 14, Dex 12, Con 12, Int 13, Wis 13, Cha 12.

Skills: Climb +2, Jump +2. *Feats:* Alertness, Improved Initiative.

Possessions: leather armor, shortspear, pouch with 15 sp.

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Fat Man, Male Human, Rog1: CR 1; SZ M human; HD 1d6+1; hp 5; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Atk +2 melee (1d4+1, dagger, crit 19–20); SA sneak attack (+1d6); AL LE; SV For +1, Ref +4, Will +1; Str 13, Dex 14, Con 13, Int 13, Wis 12, Cha 13.

Skills: Hide +3, Pick Pocket +3. *Feats:* Improved Initiative, Weapon Focus (dagger).

Possessions: leather armor, dagger, small pouch with 18 sp, water bottle (pint).

7) Eight very fine looking horses are hitched to stakes outside this tent. Each has a saddle blanket, two water skins (full), and a small sack containing dried fruits and meats (provisions for three days). Voices can be heard issuing from within the tent.

Eight sergeants are inside readying themselves for tomorrow and discussing possible routes to take.

Sergeant, Male Human, Ftr2 (8): CR 2; SZ M human; HD 2d10+2; hp 15; Init +1 (Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 armor); Atk +5 melee (1d6+2, scimitar, crit 18–20); AL CN; SV Fort +4, Ref +1, Will +1; Str 14, Dex 13, Con 13, Int 12, Wis 13, Cha 11.

Skills: Listen +2, Ride +2, Spot +2. *Feats:* Quickdraw, Weapon Focus (scimitar).

Possessions: chainmail, scimitar, small pouch with 4 gp.

8) There is noise issuing from this tent, as if an argument is taking place. Two of the seven heavy footmen here are hot about some missing provisions. They accuse each other of the theft as the others attempt to quiet them. The arguers settle down after 1d4+1 rounds of tense (and loud) "discussion." There is a 10–60% chance per round that Lieutenant Forogh at sub-key #10 comes forth and admonish both of them. If any characters are noticed within a 60-foot radius of him at that time, he approaches to question them about their reasons for being there. This interrogation automatically discovers the PC intrusion, and Forogh, noting the deception, sounds the alert and attacks.

Heavy Footman, Male Human, Ftr1 (7): CR 1; SZ M human; HD 1d10+2; hp 7; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (+1 Dex, +5 armor); Atk +4 melee (1d6+2, scimitar, crit 18–20); AL CN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 9, Cha 10.

Skills: Climb +2, Jump +2. *Feats:* Improved Initiative, Weapon Focus (scimitar).

Possessions: chainmail, scimitar, small pouch with 3 gp.

9) A single man is posted outside this tent. Six slaves are within. They aid the party if freed.

Guard, Male Human, Ftr2: CR 2; SZ M human; HD 2d10+2 hp 17; Init +3 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 armor); Atk +6 melee (1d6+3, scimitar, crit 18–20); AL CN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 16, Con 14, Int 12, Wis 11, Cha 10.

Skills: Listen +2, Ride +2, Spot +2. *Feats:* Quickdraw, Weapon Focus (scimitar).

Possessions: chainmail, scimitar, small pouch with 6 gp.

Slave, Male Human, War1 (5): CR 1; SZ M human; HD 1d8+1; hp 4; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d3, unarmed); AL N; SV Fort +3, Ref +0, Will +1; Str 10, Dex 11, Con 12, Int 10, Wis 12, Cha 10.

Skills: Listen +1, Spot +1. *Feats:* Alertness, Weapon Focus (shortspear).

Possessions: Klef has a masterwork dagger.

Names of Slaves: Baran, Mikle, Josar, Huug, Klef, Bonuhd.

Baran, Leader Slave, Male Human, War2: CR 2; SZ M human; HD 2d8+1; hp 11; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (Dex, driven personality); Atk +5 melee (1d3+2, unarmed); SQ driven personality; AL N; SV Fort +4, Ref +1, Will +1; Str 14, Dex 13, Con 13, Int 15, Wis 12, Cha 16.

Skills: Diplomacy +2, Ride +2. *Feats:* Improved Initiative, Weapon Focus (scimitar).

SQ—*Driven Personality (Ex):* Baran has a personality that drives him to better his circumstances, such as escape recent captivity. This quality gives him a +1 on all attack and defensive rolls and a +1 competency modifier in all situations requiring Intelligence or Wisdom checks.

10) Two attentive guards stand at the entrance to this tent. Three well-groomed light horses are hitched to stakes here. A red flag flies above the tent.

The lieutenant, Forogh, is inside counting his coins. He does not want to be disturbed, but he possibly investigates the disturbance (10–60% chance per round) at sub-key #8 (refer to this). He is very mad for having been interrupted, so woe to those getting in his way! He snaps at and questions anyone in the vicinity and always approaches people within a 60-foot radius of his person to question them for being out of their tents. After settling the dispute at #8, he returns to his tent to recount his coins.

Lieutenant Forogh, Male Human, Ftr5: CR 5; SZ M human; HD 5d10+2; hp 38; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (+2 Dex, +5 armor); Atk +9 melee (1d6+3, scimitar, crit 18–20); AL CN; SV Fort +6, Ref +3, Will +4; Str 16, Dex 15, Con 15, Int 12, Wis 13, Cha 13.

Skills: Climb +7, Handle Animal +5, Jump +5, Ride +7. *Feats:* Improved Initiative, Iron Will, Power Attack, Weapon Focus (scimitar).

Possessions: scimitar, chainmail, large pouch with 42 gp, 26 ep, small water skin (quart).

Guard, Male Human, Ftr3 (2): CR 3; SZ M human; HD 3d10+2 hp 24; Init +3 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 armor); Atk +7 melee (1d6+3 scimitar, crit 18–20); AL CN; SV Fort +5, Ref +3, Will +1; Str 16, Dex 16, Con 14, Int 12, Wis 10, Cha 12.

Skills: Listen +3, Ride +4, Spot +3. *Feats:* Power Attack, Quickdraw, Weapon Focus (scimitar).

Possessions: chainmail, scimitar, small pouch with 11 gp.

11) Two guards and two light war horses are outside the front of this tent. A blue flag flies above the tent.

Inside this tent are the emergency stores of water amounting to six full casks, twelve small barrels, twenty large water skins and ten large bottles.

Guard, Male Human, Ftr3 (2): CR 3; SZ M human; HD 3d10+2; hp 22; Init +3 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 armor); Atk +7 melee (1d6+3, scimitar, crit 18–20); AL CN; SV Fort +5, Ref +3, Will +1; Str 17, Dex 16, Con 15, Int 11, Wis 9, Cha 12.

Skills: Jump +4, Listen +3, Ride +4, Spot +1. *Feats:* Power Attack, Quickdraw, Weapon Focus (scimitar).

BAAL'S REALM

Possessions: chainmail, scimitar, small pouch with 14 gp.

12) Three guards stand a vigilant watch outside this tent. Three well-groomed horses and two beautiful black chargers are hitched to stakes here. A purple flag flies above this tent.

Inside this tent are the commander, Jarad, and his wife, Rooenah. They are dressed in full accouterments since they have been arguing about the disposal of the leader slave. Rooenah wishes to keep him as a personal retainer; Jarad wishes him thrown into the gulch (key #2) to the north.

Jarad, Male Human, Ftr9: CR 9; SZ M human; HD 9d10+36; hp 83; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 23 (+2 Dex, +7 armor, +4 shield); Atk +16/+11 (1d8+7, +2 *battleaxe*, crit x3); ALCN; SV Fort +10, Ref +5, Will +7; Str 20, Dex 16, Con 18, Int 13, Wis 14, Cha 14.

Skills: Climb +9, Diplomacy +5, Jump +9, Listen +6, Ride +12, Spot +6. *Feats:* Improved Critical, Improved Initiative, Iron Will, Power Attack, Sunder, Weapon Focus (*battleaxe*).

Possessions: +2 *battleaxe*, +2 chainmail, +2 shield (large, wooden), dagger, ring of spell storing (antimagic field, fire shield), four potions of cure serious wounds.

Rooenah, Female Human, Ftr6: CR 6; SZ M human; HD 6d10+6; hp 40; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 21; Atk +10/+5 melee (1d6+4, +3 *short sword*, crit 19–20); ALLE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 15, Con 13, Int 14, Wis 12, Cha 18.

Skills: Climb +6, Jump +9, Listen +4, Ride +8, Spot +4. *Feats:* Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack.

Possessions: +3 *short sword*, +1 chainmail, +1 shield (small, steel), silver brooch (330 gp) that is clasped shut. Inside is a ring of animal friendship.

Final DM Note on the Nomad Camp

The nomads may follow the party to just outside map key #2, but not beyond, for they fear the magic of the sandstone bridge there and of the cleric at key #3, **The Sahns Temple**. There is an odd chance (only one check for 20%) that Rooenah convinces a smattering of the nomads to retrieve Baran, the leader slave, for her if he is among the party members who escape. In this case a separate search party consisting of Lieutenant Forogh and 5d4 guards and/or sergeants tracks the adventurers no matter where they flee to in this realm.

2. The Sandstone Bridge (EL 6)

Characters can cross the gulch by magical means or by one at a time walking across the bridge. The bridge holds a maximum of 300 pounds; any weight above this causes the structure to break, hurtling PCs to the bottom of the gulch for 6d6 impact damage. As characters cross, high winds (simooms) streak along the gulch from left to right, endangering the person attempting the crossing.

You note a 6-foot-wide sandstone bridge extending 20 feet across a 60-foot-deep gulch (or wadi). The bridge appears very frail but might hold the weight of an unencumbered individual. Its sides look rough and recede inward, making scaling these by normal means impossible; its bottom appears filled with sand and chunks of stone. Two 3-foot-high stone pillars to either side of the bridge are on its opposite side.



Upon crossing, you note two pillars, one to either side. These have strange symbols carved into them. Immediately ahead of you and slightly beyond the pillars is a large sand dune.

The symbols are magical and, if read (*read magic* or similar spell), represent *wind*. They have been activated by the PCs crossing the gulch. There are gale force winds coming, which will arrive in 1d3 rounds. A successful Spot check (DC 8) for anyone on watch allows him or her to note these winds rapidly approaching the party's position.

If the PCs run for shelter next to the dune they automatically discover an entrance to a buried structure there.

You note a 10-foot-wide passage leading into the dune; it appears made of granite and is extremely old.

Any PCs remaining outside the dune sustain 7d8 points of rending damage from the winds, no saves possible.

3. The Sahns Temple, Entrance Hallway

You are standing in a 10-foot-wide entrance heading north. The walls are chiseled granite and the 15-foot-high ceilings are crafted from stone; they noticeably moan and sag under the weight of the sand dune atop them.

If any explosive device or spell is employed here (e.g., *fireball*, *lightning bolt*), the ceiling collapses to bury those beneath. This accident kills PCs in all cases unless two consecutive Reflex saves for each PC (DC 16) are made—success equals escaping to the outside with 50% remaining hit points.

3A. Fresco Chamber

This chamber is partially caved in with wall and ceiling fragments and is strewn with a 1-inch layer of fine sand. A 10-foot by 10-foot fresco is located in the middle of the western wall. Depicted is the front of a large temple structure. A man, possibly a chief cleric, is standing before many people, who are starting to turn away from him. He points past them at a road flanked by pillars. On the road, and walking away, are several groups of people.

This is the last fresco painted in the remnants of this forsaken temple. Obviously the depicted exodus took place a long time ago. If a successful Search check (DC 11) of the fresco is made, a secret door is located (refer to sub-key #3D).

3B. Circular Chamber (EL 8)

This room is lit by a continual daylight spell. Before you is a man dressed in an ochre-colored tunic and full plate armor. His demeanor is rough and his flesh appears pitted and tanned. He looks at you with his deep black eyes and mumbles something under his breath.

The last cleric of the Sahns sect, Nonegh, has intoned his *resistance* spell as he confronts the party. If the charac-

ters attempt to talk to this man, he orders them to leave. If they insist on communicating, the cleric attacks with (roll d%), 1–40%, his *sand beads*, or 41–100%, with his best spell. He fights to the death in all cases since he has lost the willpower to continue his forlorn existence here.

If Nonegh is defeated, the party may check the room. This chamber contains a 10-foot-long by 6-foot-wide rug near its center; there is a door to the north. On the rug is a bottle containing a pint of water and a box with live insects (about twenty); a small pouch here contains very thin, dry roots (of an edible variety, which equal a day's rations for one person).

The northern door opens to reveal a sand-blocked corridor bearing north. There is a secret door on the southern wall section (Search DC 12).

Nonegh, Male Human, Clr10 (Nomilmon): CR 10; SZ M human; HD 10d8+20; hp 64; Init +5 (Dex, improved initiative); Spd 20 ft.; AC 19 (+1 Dex, +8 full plate armor); Atk +10/+5 melee (1d8+5); ALLE; SV Fort +9, Ref +6, Will +12; Str 16, Dex 15, Con 15, Int 14, Wis 17, Cha 14.

Skills: Climb +8, Concentration +12, Jump +6, Knowledge (arcana) +8, Knowledge (religion) +12, Scry +10, Spellcraft +12, Wilderness Lore +6. **Feats:** Empower Spell, Extend Spell, Improved Initiative, Iron Will, Lightning Reflexes.

SA—Granted Powers (Air/Earth): Turn or destroy earth and air creatures as a good cleric turns undead. Rebuke or command earth and air creatures as an evil cleric rebukes undead, 6 times per day.

Unholy Spells Prepared (6/5/5/4/3/2): 0—create water, cure minor wounds, light, resistance, virtue (x2); 1st—bane, cause fear, command, doom, inflict light wounds; 2nd—bull's strength, cure moderate wounds, darkness, inflict moderate wounds, summon monster II; 3rd—inflict serious wounds, searing light (x2), summon monster III; 4th—divine power, inflict critical wounds, summon monster IV; 5th—greater command, righteous might.

Domain Spells (Air/Earth): 1st—obscuring mist; 2nd—wind walk; 3rd—gaseous form; 4th—spike stones; 5th—wall of stone.

Possessions: +2 *heavy mace*, full plate armor, *curse scroll* (*polymorph* reader [Fortitude save DC 18] to tiny insect), **jar of the binding sand** (hidden at sub-key #3C), yellow pouch with **three sand beads**, small pouch with 37 gp (See Appendix A for new magic items in bold).

3C. Secret Door Room

This room is covered with a 1-foot layer of sand. Placed at its center is a small iron-bound, locked chest. The lock on it appears very well made and unusual in some way.

The lock is magical: it can sustain 55 points of bashing or slashing damage before it breaks. A *knock* spell will open it; otherwise picking it is a DC 23 for success. The key for this lock is hidden under a thin layer of sand beneath the chest (Search DC 13). It opens the lock when inserted and turned a full revolution counterclockwise.

Inside the chest are the following treasures: 278 pp, 180 ep, 460 gp, 560 sp, 180 cp and four onyx and gold neck bands worth 1,000–3,000 gp each. In an ivory case (450 gp value) is a *scroll of 2 divine spells* (*speak with dead*, *circle of doom*). Buried under the

coins is a 6-inch-round by 10-inch-high crystal jar with an admixture of green, red, yellow and black sand. Inscribed on the jar's bottom are the words, "Binder! Hear my entreats and bind my foe!" This is the **jar of the binding sand**, which is fully detailed in Appendix A.

3D. Rubble Room (EL 5)

This room is caved in and in ruins. Rock slabs and sand cover a number of long-dead bodies whose parts jut out grotesquely from the pile. A particularly pitted and decayed arm is thrust past the rest.

The arm's fist hand radiates an aura of evil that everyone (except those truly dense in nature) detects when coming within 10 feet of it!

The hand is treated as a ghost for turning purposes; written on its palm is a verse (below). If the hand is turned as an undead it opens to reveal the verse. One try per capable PC/hour may be made to "turn" this hand. Four total tries per PC may be attempted, after which the hand disappears into the pile, never to return.

Somewhat past this dying place,
Is the key of your endeavor.
In the book of 6ths and 7ths,
He who guards is clever.

These lines refer to Baal's pinnacle (key #4), the key (yellow keystone) and the book (the book containing the keystone).

4. Baal's Pinnacle, Levels One & Two

As you approach this pinnacle you instantly note several things about it: first, and foremost, this appears to be the only notable terrain feature for miles in any direction. The pinnacle, or more properly, this slab of rock, juts roughly 200 feet into the air. Its radius must be well over 300 feet. In all it looks like a large slice from a mountainside and appears very out of place among the surrounding expanse of sand. A sloping, partially covered trail leads up to a cave mouth on the pinnacle's northern side.

The only apparent entrance to this place is on the pinnacle's northern face: a 15-foot-wide, upward sloping road of sand embedded with partially noticeable sandstone and granite slabs climbs 40 feet and ends before a rough-hewn cave mouth approximately 10 feet wide by 15 feet high.

Level One

The entirety of these caverns are rough hewn, with ceiling height varying between 12 and 15 feet. The floors are carved from granite and somewhat smoother than the walls, which are jagged, having many ultra-small alcovish depressions in them. If casually examined, the stone seems ancient, and varieties of colorful porphyries are noticed streaked throughout these. The floors are partially covered at varying degrees with sand, rocks and human or humanoid bones.

The sand has obviously been blown in from the outside; the rocks have dislodged from the ceilings. Careful inspection of the ceiling (Search DC 7) near the entryway reveals several small holes to the "sunlight" beyond. The bones are

strange. Some might be human, and at the very least they are humanoid, after a fashion, but they are impossible to identify even by knowledgeable experts.

Keyed Encounters (Level One, Sub-keys #1-7)

1. Barbazu Devil's Cave (EL 7)

As you step into this area you are immediately attacked by what appears to be a devil.

This devil has been placed here by Baal to discourage the curious; however, this creature rarely bothers with anything that doesn't enter its own chambers. It casts *command* to have the nearest and strongest fighter drop his or her weapons and then commences melees. No description of the room should be given to inquiring PCs since they are blocked from viewing its interior. When and if the devil is defeated, the party may examine the room.

Tlormazq, Barbazu Devil: CR 7; SZ M Outsider (Evil, Law); HD 6d8+6; hp 50; Init +4 (Improved Initiative); Spd 40 ft.; AC 17 (+7 natural); Atk +8/+3 melee (1d10+3, glaive plus wounding), or +8 melee (1d4+2, claws) and +8 melee (1d8+2, beard and disease); SA wounding (2 hp/round), beard (Fort save DC 14 or *devil chills*), battle frenzy, summon devil, spell-like abilities; SQ damage reduction 10/+1, spell resistance (23), devil qualities: immune to fire and poison, cold and acid resistance (20), darkvision; ALLE; SV Fort +6, Ref +5, Will +5; Str 15, Dex 11, Con 13, Int 6, Wis 10, Cha 10.

Skills: Concentration +7, Hide +6, Listen +6, Move Silently +6, Sense Motive +6, Spot +6. **Feats:** Cleave, Improved Initiative.

Room Description: Sand and loose rocks are littered about its interior. Several skeletal remains, like those seen in the outer corridor, are apparent here. Set against the far eastern wall are four sarcophagi, all of which appear to be dilapidated to the point of being loosely held together dust! Seven skeletal remains spread before these.

Under the fifth skeleton are three copper rings and a silver pendant. The rings are corroded and valueless, but the pendant could be sold to a silversmith for 100 gp.

The first sarcophagus is broken open and contains sand, part of which has leaked over time to form a small mound before it.

The sarcophagi contain nothing of value. If they are touched, each molders into fine dust particles. If the sand mound before the first sarcophagus is dug in, a throwing axe, a crossbow and a javelin are found. The axe is in fair and usable condition, but the crossbow is rotten and unusable. The javelin radiates magic if it is checked for (+2 *javelin*). Buried beneath a foot of sand under the third sarcophagus (Search DC 14) are *three potions: invisibility, cure moderate wounds x2*.

2. Runed Staircase (EL 4)

This is the first landing. A passage runs south from here. Stairs continue up to the northeast. Carved into the riser and sole of each step are alien, shining runes.

These runes convey both lethargy and forgetfulness. Characters surmounting the stairs are affected as follows:

after reaching the next landing (sub-key #4) every character who proceeded by foot is affected as a *bane* spell for the next 4d6 rounds (no saves). Furthermore, all spellcasters must make Concentration checks (DC 15) for the same time period due to the lethargy and forgetfulness they now experience. Characters *flying* over the steps and not touching these are unaffected by the runes' power. Anyone casting spells on the runes or attacking them in any way is adversely affected as aforementioned. The runes are easily defaced and made impotent, but this takes six to eight (1d3 roll) rounds to accomplish, thus making the stairs safe for further travel.

3. Grotto Room (EL 3)

This chamber is filled with sand. There is a small grotto, 3 feet in diameter, near the room's center. Out of this sprout many thick, long vines, intertwining about themselves in their quest for the ceiling, which they pierce at several spots.

If the room is entered, an assassin vine rises from its resting place beneath the sand and attempts to entrap beings doing so. If the PCs retreat, the vine reburies itself as a free action. Victims who are grabbed are dragged into the grotto, where they are constricted for automatic damage until dead. Carcasses are left in the grotto. The vine's central mass is 3 feet below floor level, so PCs must be able to get to it to fully destroy this vine. Otherwise, it always has at least 10% of its remaining hit points from which to heal.

Mature Assassin Vine: CR 3; SZ L Plant; HD 4d8+12; hp 35; Init +0; Spd 0 ft.; AC 15 (-1 size, +6 natural); Atk +7 melee (1d6+7, slam); Reach 10 ft., or 20 ft. with vine; SA entangle, improved grab, constrict; SQ blindsight, camouflage (DC 20 to Spot); AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9.

4. Staircase Landing (EL 2)

This is the end of the second set of stairs up to the northeast. A large chamber looms ahead (sub-key #5).

This room contains Verdigris the Imp; he is currently *polymorphed* as a bat and hidden in one of the many holes in the ceiling (Spot DC 28). Verdigris always attempts to seek its master, Baal, to inform him of the intrusion. Baal is either at (d% roll) (10%) sub-key #6 or at (90%) level two, sub-key #13 (read those keys). The imp otherwise avoids combat and alternately seeks the ceiling holes at sub-key #5 if its life is threatened. Verdigris remains hidden within these, if possible, until the characters quit the immediate area; it then seeks Baal to report on the PCs.

Verdigris uses all its powers and cunning to stay alive and warn Baal. If it can no longer utilize its *polymorphed* form, it reveals itself in its true form. Verdigris is a henchman and *not a familiar* of Baal.

Verdigris the Imp: CR 2; SZ T Outsider [Evil, Law]; HD 3d8; hp 17; Init +3 (Dex); Spd 20 ft., fly 50 ft. (perfect); AC 18 (+2 size, +3 Dex, +3 natural); Atk +8 melee (1d4, sting and poison); Reach 0 ft.; SA spell-like abilities, poison; SQ damage reduction (5/silver), spell resistance (5), poison immunity, darkvision, polymorph (self to bat

or spider), regeneration (2); AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5. **Feats:** Dodge, Weapon Finesse (sting).

5. Large Room

The walls here are rough hewn, the floors are smoothly polished and the ceiling is filled with many holes of various sizes.

Examination of the room reveals an alcove to the southwest and smooth-hewn stairs up to the east. A secret door is on the north wall in its eastern section (Search DC 15). The holes are 3 inches to 2 feet in diameter and 1 foot to 8 feet deep.

6. Smooth-Hewn Room (EL 11)

This room is 60 feet long (north and south) and 40 feet wide (east and west) and resembles a squashed hex. Near the room's center is a 10-foot-long oaken table, with high-back chairs set across from each other to allow access to a chess game set upon the table's surface.

If Verdigris has escaped the adventurers, he awaits their approach just outside the entrance here and darts into the room to warn Baal if he is present (Roll d%; 10% chance only). If this is the case, Baal has just used a *summon monster* spell (note his spell lists) prior to the party entering the room. There is a 50% chance per round that Verdigris will sneak attack from behind. The imp strikes at the least armored individual with its poisonous tail, then assists Baal as best as possible.

If Baal was not aware of intruders, normal surprise rolls apply, and he is found seated in the chair closest to the east wall. He rises to combat the characters as they enter. Also read sub-key #13 and Appendices A and B for detailed information on Baal's attack routines, statistics, magic items and so on.

If Baal elects to retreat, he runs through the secret door to the east. From there he can opt to use his *potion of flying* and ascend the shaft at sub-key #6A. Or he may run south to a shaft at sub-key 6B and jump in while using his *potion of feather falling* to break his descent. Read sub-keys #6A and #6B for details.

The chess pieces are all of evil aspect: goblins are pawns, nightmares are knights, evil aspected clerics are bishops, mighty-looking giants are rooks, great lords with battle axes are kings and vampiric-visaged women are queens. The pieces are made of ebony and ivory, as is the board. The set as a whole can be sold for 3,000 gp to a collector of such rarities. If the set is sold in parts, the board nets 200 gp and the pieces net 15 gp each.

6A. Trapdoor Room

This 10-foot by 10-foot area has a door to the south. Iron rungs are inset into the east wall, and you note a trapdoor.

The rungs are wide enough to hold two persons climbing abreast. The trapdoor is wooden and if pushed opens easily, revealing a 10-foot by 10-foot shaft up.

This 100-foot-long shaft terminates on level two (note sub-key #8) in a 20-foot by 20-foot room.

Read the PCs the following if they proceed through the door to the south.

You see another 10-foot by 10-foot room with a door to the south.

The second door reveals a corridor south that leads to sub-key #6B by way of a 30-foot-long corridor that has yet another 10-foot by 10-foot room at its end.

If Baal exits sub-key #6 by way of the secret door to sub-key #6A, he could immediately elect to escape up the



shaft there (d% roll of 1-30%); otherwise he proceeds south to sub-key #6B and uses the trapdoor there. He descends to level two, sub-key #11, by using a *potion of feather falling* or by climbing. Once on level two, Baal makes his last stand at sub-key #13. Verdigris, if still living, follows him at the first good opportunity.

6B. Second Small Room, Corridor South, Small Room with Shaft Up

The PCs enter a 10-foot by 10-foot room with a shaft down. The iron rungs are the same as sub-key #6A's. The shaft goes down for 100 feet and empties out onto a 40-foot-long corridor south; its end reveals a shaft up.

The shaft has iron rungs as well and is 240 feet long and angles slightly to the north at about 5 degrees off perpendicular. It terminates at a trapdoor on level two, sub-key #11A, **Baal's Bedroom**. If Baal elected to use this escape route to the second level, he uses his *potion of feather falling* and floats down. If there is close pursuit behind him, he uses his *potion of flying* during the escape to gain distance. Once on level two, Baal makes his last stand at sub-key #13. Verdigris, if still living, follows him at the first good opportunity.

7. Treasure Room (EL 3)

If the PCs discover either of the two secret doors that lead to this room, read the following upon their arrival here:

You note a room filled with what seems the dust of ages. Obviously nothing living has entered this room in many years.

This is an old treasury room in which the former inhabitants of this pinnacle used to store important treasures. Baal looted what was really valuable (mostly books, which are now stored on level two at sub-key #10), but there are still four leather bags remaining. These are now buried in the dust (Search DC 12, each).

Bag #1: 2 *potions of remove disease*

Bag #2: scroll of 3 *divine spells* (*dispel evil*, *neutralize poison*, *raise dead*)

Bag #3: 200 pp

Bag #4: *cloak of the arachnida*

Level Two

The area is dry and smooth hewn. The walls are fashioned from a reddish granite; the ceilings are a bit lower than level one's, being 10 feet high at most. Unless noted otherwise, the doors are oak and 3 inches thick. They are nonmagical and open easily.

Keyed Encounters (Level Two, Sub-keys #8-13)

8. Trapdoor Room

You see a 20-foot by 20-foot room, smooth hewn and dusty. There is a door to the north in the east corner.

9. Corridors North and West

You see corridors north and west. Both are dusty and apparently not used much. There is a secret door at the end of the western passage (Search DC 14).

10. Storage Room

There is a door to the west here. This door is *arcane locked* at 12th level. If the party succeeds in negotiating this obstacle and enters, read the following

You see a 20-foot by 20-foot room to the south and west. In it are three crates (6 ft. x 4 ft. x 3 ft.), one chest (4 ft. x 3 ft. x 2 ft.) and two small boxes (2 ft. x 2 ft. x 1 ft.). (Sizes are length, width and height, respectively.)

Crates:

A. Crate 1: This crate is set in the southwest corner and is the closest of the six containers to you as you enter the room. The container is not locked and opens easily. In it is a variety of lab equipment: thirty 1-foot-long glass tubes, four large glass beakers, 50 feet of rubberlike hose, two lamps (no fuel), a rudimentary scale, a small box containing a dozen tapers, a jug of alcohol (enough to fill each lamp and keep them lit for two days), a neatly stored 20-foot by 20-foot leather mat saturated with oil (a liner of some type), a small case of needles and syringes, and four crystal alembics (worth 50 gp each) wrapped in cotton.

B. Crate 2: This crate is set in the northeast corner and is not locked. Within it are chemicals, minerals, balms, extracts, elixirs, dusts, pills and liquids, all stored in crystal and stone bottles, vials, wax-sealed tubes, thuribles and small vases.

Except for the two vases (see below) everything is indecipherable; the best guess is that these are all rare mixtures used in experiments of a highly specialized nature. These are highly toxic if imbibed (Fortitude save DC 16, or lose 2d4 temporary Constitution points).

Vase 1: This object is made from a rich porcelain and illustrated with a green and a black dragon fighting near a sandy waste (worth 600 gp). Inside is a small bag containing two applications of *dust of disappearance*. Buried in the dust (Search DC 17) is a small 1/2-inch-long vial filled with a white, chalky liquid. This is a *potion of gaseous form*.

Vase 2: Made from terra-cotta, painted deep blue, and sprinkled with crushed red tourmaline (worth 900 gp), this vase holds a wax-sealed glass bottle containing a green ovoid pill, a red square pill and a blazing orange octagonal pill. These work when ingested; note their effects below:

Green, Ovoid: Temporarily increases a random ability by 1 point for hours equal to the new ability score (e.g., Dexterity raised to 16 would last 16 hours).

Red, Square: Temporarily increases Fortitude saves by +4 for days equal to the PC's Constitution score.

Orange, Octagonal: Instant death, no save.

C. Crate 3: This crate is located in the northwest corner of the room. In front of it is a chest (D) and to its south side is a box (F). Set on top of the crate is another box (E). The chest and box must be moved to open the crate. Inside this are many specimen jars containing noses, ears, eyes,

teeth, glands, organs, plus other parts in solution, and all are properly labeled, such as "bugbear's eyes." It takes the PCs 30 minutes to fully examine this crate's contents.

D. Chest: This is set near the northern wall in front of crate C. If opened, a cache of over a hundred books is revealed. There are exactly 122 books in this collection. Some are just aged scrolls collected between two pieces of leather while others are bound carefully and have metal clasps. Others are fashioned from animal or monster skin, including dragon hides, and many are colored with choice pigments and/or inlaid with crushed or full-sized gemstones.

The languages these are written in range the gamut from Common to Infernal. DMs must assign languages as they deem fit. You might also want to place prices on these for resale value. Note that it would take many days to examine all of these to ascertain their general worth or possible powers.

Book List (Volumes 1–122):

Devilish Life Forms: Volumes 1–10, authored by Anzhez Pratillyre. This treatise is about all types of devil kind, noting their activities in the world as evil powers. Strange subscripts are included. These are ghastly looking and appear written in blood, so these could be a devil's own jottings! Some faded pencil sketches included detail all known devils.

Effects of reading: The reader recognizes that most of the text is spurious. The text written in blood is Infernal script.

The blood text, if read, will summon a barbazu devil that immediately attacks any other creatures besides those noted below (use sub-key #1's statistics). One devil per month may be summoned for a total of three devils. After the total number is summoned, the book ignites in a hellish flame and is reduced to cinders. The barbazu will serve Lawful Evil mages or clerics only. Otherwise they attack. Any good character will want to destroy this book (DMs should assign bonus experience for this if it is destroyed).

Insect Study: Volumes 11 and 12, authored by Wrenc Almest. A concise, academic study of the most prevalent insect lifeforms is given herein. Many pages have color illustrations. A general treatise only.

Translations: Volume 13, authored by Baal. This book is composed of various translations taken from other books. The main topic seems to center around transformations. Transmutations of existing lifeforms, especially through the instigation of magic and liquid transfers, are alluded to. There is a connection to devil kind here, for a whole strange transfer process concerning their kind is noted in detail. Whoever Baal is he has a mind comparable to none but the ancient alchemists—a mind tinted with obvious insanity!

TriNexus: Volumes 14–21, authored by Erikar Marchook. These volumes are wrought from a dark bronze dragon hide. Contained within are references to the stars and elemental planes. One paragraph alludes to the Realm of Shadow and the shadow prince, Grevlyn. Nexus points to these areas are placed at two different areas of the known world. DMs should decide on suitability and locations of such nexus points in their own campaigns, using the information contained herein as they deem fit.

The Horned Mysteries: Volume 22, authored by "H." This book is actually hollow. Contained inside are a crystal bottle of scroll spell ink (worth 250 gp), a golden

quill pen decorated with a feather from a rare desert bird (worth 815 gp if sold to an apothecary as an ingredient for controlling earth elementals) and an 8-inch by 10-inch silver plaque wrapped in silk cloth (300 gp value).

The plaque is well made, and magic will be detected upon it if this is checked for. The silk cloth appears to be just that, but if used to vigorously rub (two rounds' worth of sustained rubbing) the plaque, three spells appear on the plaque's shiny surface 1d3 rounds afterward: *passwall*, *stone shape*, *invisible stalker*. These function as do scroll spells, disappearing when read. The plaque turns to nonmagical iron when the last spell is used.

Treasures: Volumes 23–50, authored by Jermin Amythat. These volumes detail a variety of chemicals, minerals, metals, stones, gems, liquids and other earthy material.

Effects of reading: The reader gains +4 knowledge of minerals upon reading this.

Serums, Toxins and Extracts: Volumes 51–78, authored by Dauf Moab. There are two sets of the work present: volumes 51–70 are the older works written in an ancient tongue (DMs decide), while volumes 71–78 represent common tongue translations with the editor's (a certain Dehvlaw Gnark) notes. The books list serums, extracts, toxins and how these were acquired. Lists upon lists of flora and fauna are included, and these seem to be the most common (and valuable) source of the extracted/created substances.

Effects of reading: The reader gains +4 knowledge in herb lore and +4 knowledge in zoology upon reading this.

Clans of the Magi: Volumes 79–90, authored by El Raja Key. This book describes a somewhat dated history of the sorcerer/wizard clans of the world. There are strange numerical formulas appended to the back matter in longhand script.

Note: The longhand formulas are mathematical sequences for using a *teleportation* spell to transport to the legendary *Castle El Raja Key*. It will take a wizard or sorcerer twenty to eighty days with the assistance of a sage studied in mathematics, and several *legend lore* spells to boot, to figure out the proper sequences to arrive at this castle.

Reflections from the Black Pool: Volumes 91–102, authored by Nym Slevvus. These books are written by the once famous sage/psionic who delved into demonic lore. Nym relates that he would complete four additional volumes, though these are not present.

Effects of reading: The reader gains +4 knowledge of outer plane creatures (demons).

The Rising Moon: Volumes 103–120, author unknown. This is a scholarly treatise on spellcasting and related areas.

Effects of reading: If read by a sorcerer/wizard for sixty days there is a 2% chance per Intelligence point (e.g., an 18 Intelligence sorcerer/wizard would have a 36% chance) that the reader acquires 2,000–8,000 (2d4 roll) experience points. All sub-types of sorcerer/wizards (illusionists, necromancers, and so on) may earn experience by reading these. The books can be gained from just once by any single PC.

Dimensional Notes: Volume 121, no author named. This book is trapped with an *explosive rune* spell. If triggered within the chest, all books are destroyed! The text is gibberish.

Untold Blasphemies: Volume 122, authored by Baal. The book is untranslatable since a strange code established by Baal (*devilesh*) to communicate with his master is used herein. Some strange scrawl is noted at the end of the book (actually an imp's note for a desired dinner item).

Boxes:

E. Box 1: This is atop crate C. There are a variety of items in this box. The box itself is a *box of holding*, similar to a *bag of holding*. It contains:

- A +2 composite short bow and a quiver of twelve +2 arrows

- A gold and diamond necklace with cameo. The gold/diamond setting is worth 6,000 gp; the cameo is worth 500 gp. Represented is a profile of a lithe woman with a necklace about her neck. This is a combination device. The necklace is similar to that of *strangulation*, but of a weaker variety; the cameo functions as a *detect thoughts* spell as cast by a 9th-level sorcerer. The necklace starts strangling upon being fitted to someone's neck. If it is immediately ripped from the neck (Strength check DC 16), only 6 points of strangulation damage is sustained; the second round allows another Strength check (DC 18). If worn beyond two rounds, it thereafter functions as a real *necklace of strangulation*. The necklace is wrecked when ripped off; in this instance the cameo has a 50% (roll d%) chance of retaining its *detect thoughts* function.

- A stone jug. This contains an unstable acidic substance that explodes 1d10 rounds after the jug is handled, or immediately upon being unstopped. In both cases damage is 2–11 points (1d10+1) to all within a 20-foot radius (Reflex saves DC 14 for half).

- An onyx statuette of a dog. This is similar to the *onyx dog* statuette; however, this dog lies about its true function when loosed to serve. Roll 1d4 when it is ordered to serve:

- 1—Dog feigns service but reports nothing even if information is available.
- 2—Dog deliberately lies about direction and possibly (d% roll of 1–50%) leads in opposite or false direction.
- 3—Dog stands around and appears confused.
- 4—Dog runs away for 2d4 rounds as if afraid (it's only an act).

Its alignment is not questionable or ascertainable since it is a created/summoned creature.

—A bronze rod (of Wandrous Powers). This rod has 1d8 charges remaining. It is similar to a *rod of wonder*, however, every time it is used, a random wand effect is produced.

—A teakwood staff. This is a *staff of power* with 2 charges. A special contingency magic causes it to vanish after its charges are used or four days elapse, whichever comes first.

F. Box 2: This box is set on the floor to the south of crate C. Inside is a small, stuffed warthog; next to this is a small ring case, which contains an open-ended, bendable nose ring made from gold (worth 25 gp).

Hoax Hog: Both the hog and ring are magical. If the ring is placed in the hog's nose, the hog permanently comes to life (removing the ring will not cause it to become stuffed again). It appears to be of a friendly nature. However, although it may not be a threat to the party, it will soon become apparent that it is a hindrance, since it

cuts in front of moving PCs so often that it effectively reduces party movement by 15 feet or 33%, whatever is slower. It also grunts a lot, and *loudly*, thus alerting enemies within hearing distance of the party's proximity. It is friendly, though, and quite cute when rolling about on the floor (one thinks in some imaginary mud)! The hog cannot be chased off. It takes full hit points and if attacked fights to the last grunt! (DMs may consider the hog killed if it is attacked, as it is a helpless creature.)

11. Baal's Living Room

This chamber appears to be a well-appointed living room: an oaken table with two oak chairs are at its center; a well-crafted divan is positioned near the western wall; a mirror is on the wall just left of the northern entrance and a small teakwood stand is below this. There are many rugs and carpets here, mostly appearing to be of a lower level of quality than the other furnishings. Centered on the table is a 4-foot high by 1 1/2-foot-round bronze incense burner, which at this time is spewing forth a never before seen admixture of green, black and sickly gray wisps of smoke. The smell is absorbing! It's the best-smelling incense you've ever encountered!

Table & Chairs: The table is set for two, with the western setting appearing to be for a smaller being/person due to the size of the utensils. All utensils are of silver make. The chairs are worthless. When Baal dines he sits at the eastern end of the table; when in ultra lonely moods, he invites Verdigris to dine with him, thus the smaller utensils. Utensil worth: two goblets (100 and 90 gp); two plates (150 and 100 gp), two forks, two knives and two spoons (3 x 20 and 3 x 10 gp); decanter (125 gp); candleholder (50 gp).

Divan: This is crafted from cherry wood.

Mirror: This is framed in silver and filigreed with platinum (total worth of 1,150 gp if sold complete; -20% of total if stripped for metals).

Teakwood Stand: This is engraved with swirling flower designs, each petal appearing to sport spines or teeth. A small box is on top of the stand and a small cask is set on its bottom turnings. The stand is worth 240 gp if sold; it weighs 15 pounds. The box is described below. The cask is filled with a very good wine (20 quarts).

Box: The box is 6 in. x 6 in. x 3 in. and appears to be a jewelry container. Inside is a small silk bag containing twenty 200 gp tourmalines.

Rugs & Carpets: No value.

Incense Burner: This burner's edges contain twelve round receptacles, ten of which contain two multicolored (green, black, gray) incense cones each. These cones are of an unknown variety (though do not tell the players this unless they check these out after the adventure!) and are actually an invention of Baal, he created in his spare time. Perfumers, or those smelling a profit, will buy the cones at double normal prices (10 gp/cone), for it is the formula they truly will want to get! If the characters realize their find, they may bargain from a position of strength. An alchemist can be hired to break down the incense ingredients. This will take double alchemist costs (DMs must set the costs) and 1d3 months' time, but the components and process for making these will be revealed through these actions.

Selling the product (licensing) requires actual bargaining with prospective buyers. Dealing with smaller concerns will net smaller returns. The least amount gained will be 10,000 gp for the formula, which when bought gives the buyer exclusive production rights. The most to be gained is 30,000 gp, but this sum is only offered by the strongest bidder, and the characters will have to deal directly with the person in charge of this concern to gain such an amount, for intermediaries will never offer any more than 20,000 gp. Characters must travel to a capital city, or large city, (fifteen thousand population or more) to gain any offer beyond 30,000 gp.

11A. Baal's Bed Chambers

This room contains a simple wooden bed in the northwest corner; a nightstand is located to its south side with a water basin (half empty) on it. A drinking cup is next to this. A picture is hung in the center of the southern wall (see below), and an immense trunk is positioned in the northeast corner. The picture and trunk are the only interesting items here (see below).

Picture: This 4-foot-high by 2-foot-wide piece is framed in gold (worth 670 gp) and depicts a collage of bright, perhaps fiery, pigments: deep orange, wispy blue, bright white and scorching red. If the canvas is touched the flames burn the one doing so. Damage is 324 points, no save applicable, though magical protections can help reduce damage.

Large Trunk: This 10 ft. x 5 ft. x 3 1/2 ft. trunk is set lengthwise in the northwest corner. The container is bolted to the floor from the inside and cannot be moved. Inside are clothes: two dun-colored robes, a pair of knee-strap sandals, a leather belt, an empty leather pouch and a yellow sleeping robe.

The wooden bottom is actually a false liner (Search DC 15). The liner can be removed, and when this is done a trapdoor is revealed a foot beneath it. If the door is opened, a 10-foot square shaft, with iron hand/foot rungs, is revealed. The shaft descends 240 feet, and descending eventually leads the party to level one's sub-key #6B.

12. Hallway East

This hall has many lit oil lamps located at 5-foot intervals on both walls. The ceiling is 15 feet high. The hallway reeks of burnt wood and possibly other more acrid, unpalatable substances. After proceeding 11 feet east you can see a cage on the north wall and similar cages proceeding at equal intervals to the east. There are still a few lamps on the southern wall, and the area ahead appears to be a large, dimly lit room of some type. The acrid smell is stronger here.

Read sub-keys #12A, then #12B-#12D as the occasion warrants. This is the entrance hall for the cages and for the workroom/laboratory areas (sub-keys #12A-#13). The acrid smell is caused by the heating of the vats at sub-key #13. If Baal has not been alerted yet, he

is at work at sub-key #13. Any disturbance near the cages or in the workroom alerts him to the party's intrusion. If he has been alerted, he is waiting and listening behind one of the vats at sub-key #13. Read that key # and Appendices A and B to find out more about Baal.

12A. Empty Cage

This cage is empty and locked.

12B. Caged Lemures (EL1)

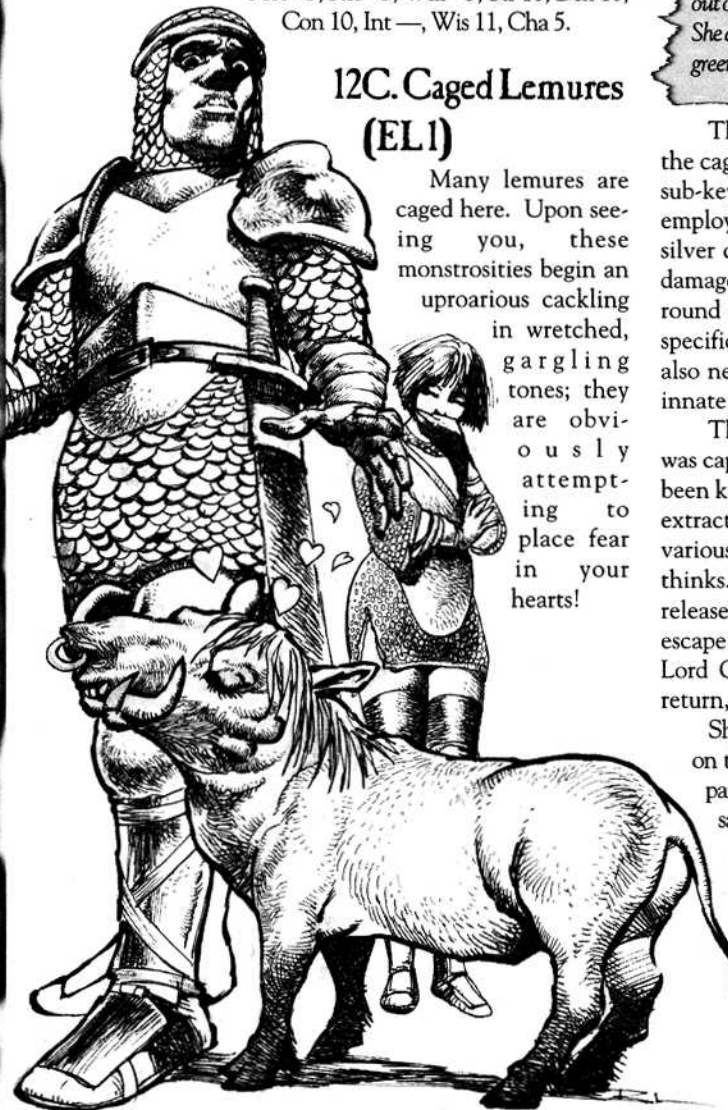
There are fifteen lemures in this iron cage. Upon seeing you, these grotesqueries start to scream and gurgle curses in slaving, devilish tones.

The noise made by the lemures definitely alerts Baal, and he is prepared for the characters. If these creatures are loosed, they attack everything in sight but avoid Baal by fleeing from his vicinity.

Lemures (15): CR 1; SZ M Outsider [Evil, Law]; HD 2d8; hp 10; Init +0; Spd 20ft.; AC 13 (+3 natural); Atk +2 melee (1d3, claws); SQ damage reduction (5/silver), spell resistance (5), mindless (immune to mind-influencing effects), immune to fire and poison, cold and acid resistance (20), darkvision; ALLE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5.

12C. Caged Lemures (EL1)

Many lemures are caged here. Upon seeing you, these monstrosities begin an uproarious cackling in wretched, gargling tones; they are obviously attempting to place fear in your hearts!



The noise made by the lemures definitely alerts Baal, and he is prepared for the characters. The lemures recede from "divine" characters (paladins or good clerics) but attempt to grasp any other passing character types. If the party is careless in its advance past this cage (running in the dark, being pursued past, and so on), then the lemures might be able to grasp vulnerable targets. Up to six lemures get a 1–20% (on d% roll) chance each to grasp; a successful roll indicates that the lemure gets to grasp with a melee modifier of +1 to +4, the variance due to the randomness assumed with such a situation. After determining the lemure's bonus to hit, roll the attack. A hit equals a grasp (but no damage), and the victim is dragged to the cage where other (up to six) lemures join in throttling the character in the next combat round. Subsequent hits are automatic for as long as the character remains grasped.

If these creatures are loosed, they rampage everywhere, but they fear Baal and retreat from his presence.

Lemures (17): CR 1; hp 10; see stats above.

12D. Silver and Iron Cage (EL8)

This cage is made from alternately placed iron and silver bars. Coming into view from the cage's rear, and thrusting her head out of the shadows to look at you, is a beautiful elven woman. She appears bedraggled and dirty, and a look of hope enters her green eyes upon seeing you!

This is a polymorphed night hag who is trapped inside the cage. Her heartstone periapt is inside a desk drawer at sub-key #12E, so she cannot escape her imprisonment by employing it to travel *ethereally*. Furthermore, the iron-silver cage is enchanted to hold her and actually causes damage to anyone touching it (4d6 points of damage per round touched, one touch counting as one round) and specifically causes 6d6 points of damage to her. The cage also negates incoming and outgoing magic, so no spells, innate powers or magic item powers work on or through it.

The elven woman relates in a hoarse whisper that she was captured by Baal and imprisoned here, where she has been kept for many years now. Her name is Evelyn. Baal extracts liquids from her body (she shows the party her various puncture marks) for use in some experiment, so she thinks. She also informs them that she is a sorcerer, and if released she will assist as best as she can in helping the party escape from Baal's realm. She is sure that her father, one Lord Calarian, has offered a great reward for her safe return, and the party could split this treasure!

She tells them that the key to her cage hangs from a spike on the nearby work table (sub-key #12E). She awaits the party's response for a space of a breath and then hurriedly says, "Fast! Before Baal becomes aware of us!"

If the key is acquired and then touched to any part of the cage, the three middle bars disappear, allowing her to exit. If the PCs release her, read the following:

Evelyn walks triumphantly from the cage. The paladin in the party (if present) immediately detects evil on her! The game's up!

Elvahk immediately attempts to reclaim her periapt at sub-key #12E; upon doing so, she becomes *ethereal*, laughing insanely as she leaves this place. If blocked from it through combat, she fights to the death, preferring this to continued imprisonment. If Baal is encountered during such a fight, she attempts to flee, with the hope that the party and he will melee, thus allowing her to escape.

If the PCs are unconvinced and question her, immediately inform them about her demeanor: she is dressed in ragged, dirty vestments, which could have been sorcerer/wizard clothes. Her air is not sweet; the puncture marks appear very real and nasty! Her voice is a bit cracked, as if she strains to speak.

Elvahk covers for her fabrications by giving general answers, especially to such pointed questions as "Where is your elven homeland?" The DM must wing it here, giving suitable convincing responses to such questions.

If Elvahk is left within the cage, she uses all of her histrionics to secure pity from those good members of the party: she weeps, falling to the floor in hopeless surrender. She pleads in low, desperate tones, prays to her elven gods and generally behaves like a person with no hope or future. If these convincing theatrics fail, then just before the characters forsake this place, and her, she *polymorphs* to hag form. She promises wealth and magic beyond compare to those who would free her, and if this is not enough, she promises to change her evil ways! Right . . .

Elvahk the Night Hag: CR 9; SZ M Outsider [Evil]; HD 8d8+8; hp 54; Init +1 (Dex); Spd 20 ft.; AC 20 (+1 Dex, +9 natural); Atk +12 melee (2d6+6, bite and disease); SA Spell-like abilities, dream haunting; SQ immunities (fire, cold, charm, sleep and fear effects), spell resistance (25), damage reduction (20/+3); AL NE; SV Fort +9, Ref +9, Will +10; Str 19, Dex 12, Con 12, Int 15, Wis 15, Cha 12.

Skills: Bluff +11, Concentration +13, Intimidate +11, Listen +14, Ride +11, Sense Motive +12, Spellcraft +13, Spot +14. **Feats:** Alertness, Combat Casting, Mounted Combat.

Note: Elvahk is missing her *heartstone* and thus cannot *charm* or use *ethereality* until it is recovered. See the text description for this encounter. Also note the **PHB**, page 140.

12E. Workroom

This room is lit by torches spaced at 10-foot intervals. Benches line the walls; a table surrounded by smaller benches is located near the room's center; on this are a hooded lantern and miscellaneous materials. The northeast wall is obscured by a 20-foot-long by 15-foot-high dun-colored curtain. The smell of burnt wood and chemicals is more prevalent here, and smoke is seen gathered near the ceiling in the room's northeast corner.

The wall benches have bottles, surgical instruments, notebooks (all vellum or papyrus, and written in Common), jarred organs, and texts on alchemy and other related subjects placed upon them. The southern bench contains a jar with a skin graft within it. The jar is marked "Spirit B. graft #21."

The table has been reconstructed so that it is usable as a desk. There are four drawers located on its east side:

- 1) Central: Contains inks, quill pens and paper. Beneath a sheet of paper is the night hag's *heartstone*. It is made from bronze and inset with a beautiful blue opal (worth 2,025 gp).
- 2) Right side, top: Contains a scroll in a copper tube. This is gibberish, with *explosive runes* upon it. If this explodes, Baal is warned (see sub-key #13).
- 3) Right side, middle: Contains nothing.
- 4) Right side, bottom: A sack with various coins is located near the back: 19 pp, 24 gp, 47 sp.

There is a spike driven into the desk's south side near the top. Three keys are located there, hanging from a ring suspended from the spike. Two look like normal iron keys, but the third is 3 inches long and of silver and iron make.

The two iron keys open cells 12A–C, no matter which one is used. The silver/iron key is magical, and when the silver half is touched to cage 12D's middle-most silver bar, the bar and the two iron bars to either side of it disappear. This dispels the cage's aforementioned magic. If the iron half is used to touch any remaining iron bar, the three center bars reappear, and the magic of the cage is reinstated.

The keys are usable only in conjunction with these cages. They have no alternate or superior function.

13. The Laboratory (EL II if monster is present)

You enter a large, lighted room, but before you can note the immediate surroundings you are confronted by a man in yellow robes. His hair is sandy colored and streaked with black. His left eye is brown, and his right one is yellow-green.

DM Note: Roll d% before the party enters this area. There is a 90% chance that Baal is here if he was not encountered and subsequently slain on level one, sub-key #6. If he has been alerted to the PCs, he is hidden behind a vat and immediately casts his highest level *monster summoning* spell. Thus, when the PCs enter, he is either at work (unaware) or jumps out from behind the vat and casts his next spell (DM option) as the summoned monsters attack.

He has a staff in his right hand and a horn hangs from his side. He holds a large book under his left arm, close to his body. A yellow aura surrounds him. As you enter, he starts to move quickly, though you are unsure about what he may be doing.

DM Note: If Baal's hit points fall to 10 or fewer, he summons 1d2 barbazus devils (note Baal's abilities listed hereafter).

Baal, Male Human, Sor12: CR 12; SZ M human; HD 12d4+24; hp 63; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 21 (Dex, +10 *aura of defense*); Atk +8/+3 melee (*staff of withering*, **DMG**, page 199); SA summon barbazus; SQ *aura of defense*; AL LE; SV Fort +6, Ref +5, Will +13; Str 12, Dex 13, Con 14, Int 18, Wis 16, Cha 18.

Skills: Alchemy +14, Concentration +14, Knowledge (arcana) +14, Knowledge (outer planes) +12, Knowledge (outer plane's inhabitants: devils) +18, *Profession (doctor/leech) +10, Profession (scribe) +8, Scry +14, Spellcraft +14. **Feats:** Brew Potion, Combat Casting, Improved Initiative, Iron Will, Maximize Spell, Silent Spell.

Roll d% for Baal's Attack Routines/Round:

1-66	Uses spell.
67-95	Uses horn and book (summons spirit of Baal).
96-100	Attacks with staff.

SA—Summon Barbazu (Su): If Baal's hit points fall to 10 or fewer he may summon 1d2 barbazu (see earlier stats for the barbazu). These creatures appear in one round and combat all enemies of Baal until they themselves or their opponents are destroyed. Baal may perform this summons but once a month.

SQ—Aura of Defense (Su): A yellow aura surrounds Baal at all times, increasing his AC by 10. This bonus is stackable.

Arcane Spells Known (Cast per day: 6/7/7/7/5/3): 0—resistance, light, dancing lights, mage hand, mending, open/close, detect magic, prestidigitation, read magic; 1st—shield, mage armor, magic missile, unseen servant, color spray; 2nd—summon monster I, Invisibility, ghoul touch, endurance, levitate; 3rd—dispel magic, summon monster III, fireball, haste; 4th—stoneskin, confusion, fire shield, polymorph other; 5th—Bigby's interposing hand, shadow evocation, teleport; 4th—antimagic field, Mord's lucubration.

Languages: Infernal, Abyssal, Celestial.

Possessions: *staff of withering*, **Treatise of Malbolge**, **horn of flies**, *helm of telepathy*, *potions of flying and featherfall*. (See Baal's character in Appendix A for items in bold.)

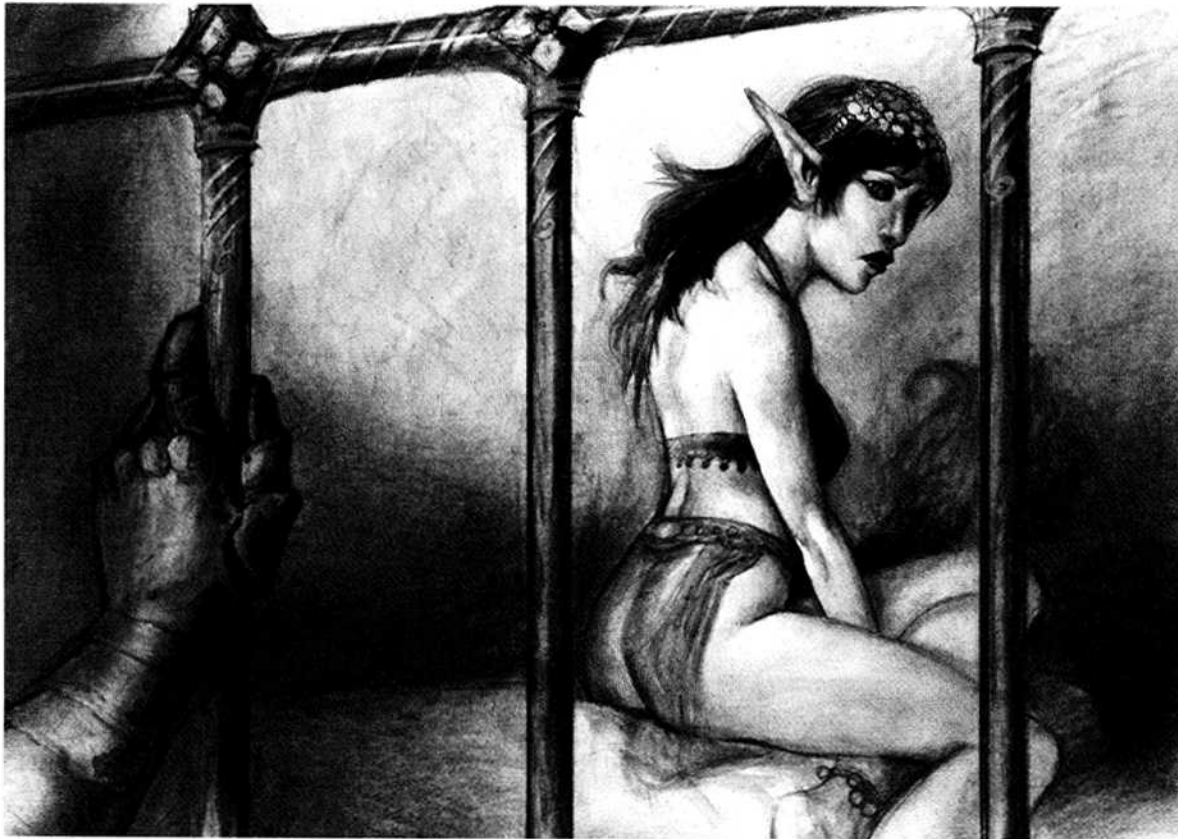
Description: Baal appears as a male of average height, clothed in ochre robes. His hair is sandy colored and streaked black. His left eye is brown and the right is yellow-green, an effect that indicates his kinship (though acquired) to devils. Baal always has three important items near him or on his body: a *staff of withering*, the *horn of flies* and the *Treatise of Malbolge*, a book he always carries under his left arm. The book and horn are detailed below.

Background: Baal has always been a sorcerer with a knack for alchemy. Several years ago he was lured to the strange and evil ways of Baalzebul by a former sorcerer who had been working on the Great Transformation (see *Treatise of Malbolge* in Appendix A). Baal found that he had been tricked when he accepted apprentice duties with the man in question, for soon thereafter his "master" disappeared, leaving his new "convert" to deal with the emissaries from Baalzebul. That was three years ago; he has quite willingly worked on the experiment to date and has in fact gained many favors from the demon prince for his endeavors. Verdigris the Imp has been instructed by the demon prince to keep a careful eye on Baal, since he is irreplaceable should he die. The imp's nature is somewhat less coarse when dealing with the sorcerer, and he offers a faint air of genuine concern on occasion, as he knows full well of Baal's favor with his master.

Room Description: This is obviously a laboratory of a specialized sort, being no wider than 40 feet east-west and 30 feet north-south. Lit torches are spaced every 10 feet. You see two lanterns made from translucent glass—one in the extreme northwest corner and one in the southeast corner—with what appear to be *continual daylight* spells within them. The ceiling cannot be seen but must be well above 30 feet in height.

Near the room's center are three 7-foot-high by 5-foot-round vats. These appear to be constructed from copper, with glass tubes leading from them to beakers on stands below. The vats are firmly supported by wooden scaffolding reinforced with metal bands and bronze-tipped wooden spikes. Small but sturdy ladders allow access to 6-foot-round circular stirring ledges that frame each vat on the upper parts of the scaffolds. Two large (6 foot high) wooden spoons can be seen on each ledge. Underneath each vat is a 2-foot-round and deep fire pit. Ash remains can be seen in these, but the vats themselves appear empty at this time.

Framing each pit are 1-foot-thick tarps. These are attached by hooks to many rings on the underside of each vat and must be



detached to access the pit areas. At this time all curtains are open 2 feet on the north and south sides. The outside of each curtain appears to be leather, but the inside is leather with a wet metallic substance thereon. This liquid seems scorched, but on other parts of this obvious tarp it reflects light shone upon it. Each tarp has vent holes with connecting leather pipes leading from the pit areas and up toward the ceiling, and then into darkness. The leather pipes are coated with the same silverish liquid and appear less charred. The curtain/pipe setup smacks of a rudimentary ventilation system, with obvious problems (air intake for the fires) apparently unsolved at this time. The insides of the vats are empty, as noted, and are washed clean, as are the stirring spoons on the ledges.

The silverish substance on the inside parts of the vat curtains will not rub off. Low-intensity fire does not cause this to char, but it starts to burn and disappear when exposed to concentrated fire (such as the fuel of a fire pit burning for 4 hours). After the metallic layer is burnt away, the leather starts to burn if it is left exposed to the fire. Water washes the silverish liquid off, making it diluted and useless thereafter. The tarps could be used to protect those standing behind them (or wrapped in them) from fire attacks. If the tarps are used in this manner, allow them to protect PCs from normal flaming oil attacks or from normal combustible attacks that generate fewer than 20 points of damage. Attacks causing 21+ points of damage, or those of a magical nature, are not stopped by the tarps; no area affect attacks, such as massive amounts of boiling oil, for example, can be negated by these. The tarps are destroyed in these instances, and PCs behind them take regular damage.

The beakers on each stand are empty and valueless.

There are work tables, benches and stools along the walls and other materials set against the walls and stored in various places. This place is fully loaded with miscellaneous stuff that in some cases makes no sense at all. There are tables on the west, north/northwest, northeast, east and south walls. A bookshelf is nestled in the north corner.

The table on the west wall has a 5-foot-deep wood pit beneath it, which is 75% full at this time (about six hundred split logs); on top of the table are three buckets of water, a copper basin containing a silverish liquid and a brush, a decanter stoppered with a silver cork, two tinder boxes and a pair of thick cloth gloves.

There is nothing in the pit except logs. The copper basin contains the silverish fireproofing liquid seen on the vat curtains. There is enough liquid to coat a 10-foot by 8-foot section of material. Use the notes above concerning this substance, making changes or additions as circumstances warrant. The decanter is one of *endless (salt) water*.

The northwestern table holds twenty jars, many sheaves of notepaper, quill pens, inks and labeling equipment, such as simple glues and paper sections.

Jars #1–10 are labeled “lemur skin, (#)”; jars #11–12 are labeled “hag sample, (#)”; jars #13–17 are labeled “lemur plasm, (#)”; and jars #18–20 are labeled “spirit plasm, (3).” The notes indicate times the samples were taken and under what conditions they were acquired.

The northeastern table contains more specimen jars, some filled, some not. Next to this is a microscope made from wood, metal strips and a pair of yellow glass cusps. Next to this is a case with surgical instruments and a small balsa wood box containing at least one hundred slides.

The ten jars contain current samples of the caged monstrosities. The microscope cusps are special nonmagical lenses that Baal crafted. They are based on the magnification concept of the spyglass but are smaller and only magnify very close (microscope use) objects x5. The surgical instruments could be sold to a surgeon for 300–900 gp. The slides contain more samples. One slide’s label reads “melebranche,” the only unique one in the entire lot.

The eastern and southern tables contain more notes—something about the *Great Transformation* (see Appendices A and B for Baal). Nearby wall shelves hold jars, vials, bottles and alembics containing every type of chemical, mineral, herb, solution and so on known to man.

There are over a thousand jars, vials, bottles and alembics here, all of various makes and descriptions. DMs must decide on the usability and worth of such items. Note, however, that there are many spell components here (allow PCs to stock up if necessary) and that the gem and metal values (if the shelves are completely stripped) come to 25,067 gp.

The northern bookshelves contain fifty volumes, all appearing either recently made or very old, with no exceptions.

The bookshelves are inset into the northern corner, forming an inverted, distended V shape. The northerly crack where the two shelves meet has a hidden latch, which if found and sprung (Search DC 14) causes the easterly shelf to move 1 foot southeast. A small grotto beyond this is revealed. There are a few more books on small shelves here, but only one of interest. In a large book entitled *Momentous Phazes: Volumes Six and Seven* is a page with the following arcane spells: *phantasmal force*, *mirror image*, *dimension door*, *phase door*. These function like scroll spells. The last page of this book is made of wood and has a yellow gem inset at its center.

DM Important Note! The yellow gem is one of the keystones the party seeks. It drops from the wooden page it’s inset into when touched.

Poharn's Realm (Letter Key C)

DM Information

When the characters enter the room (#22 in M1), the door closes, revealing no door on this side. The room comes to life, exchanging its pitch black darkness for a translucent white color that dimly lights the 10-foot by 10-foot room. On the opposite wall is what appears to be a patch of snow, 6 feet high by 3 feet wide.

If uncovered, a block of ice the same size as the covering snow is revealed. If the PCs peer within, they note a scene of ice and snow. A snow-covered path leads away from the base of the ice block on the other side.

Characters attempting to step through the ice block find themselves on a 10-foot-wide path in front of the block on the other side. They are now in Poharn's Realm (refer to the separate map of this area). Read the following to the PCs:

Before you is terrain of ice and snow, mountains and crags, pinnacles and more snow. The wind is fierce and you immediately feel chilled to the bone. The path slants northeast and is 10 feet wide. Nothing moves here. The land does not appear to be exten-

sive—maybe sixteen square miles at best. A thick haze obscures the heavens. A small white light can be seen beyond the haze above and to the right; its rays barely penetrate the haze to lend an eerie white hue to the landscape, making shadows seem filled with loathing and crags accentuated to the point where they look like forlorn, alien pits.

As you take stock of this, you finally note the large slab of ice behind you, for it now appears to have a well-defined hole where something very small and round might fit! This hole is centered on the block's surface. The ice block itself extends upward until it appears to mesh with the haze above.

This is the realm of the Lord of Ice, Poharn. His pinnacle is located here, and he serves Zayene due to the power that the arch-sorcerer holds over him.

All spells, powers, attacks and devices do not work on or through the white haze. The haze blocks movement beyond it since it is also a physical force field. The only way the characters can escape this realm is by acquiring the white





keystone at key #4 and using it to reenter the ice block. Upon placing it in the hole there, they may pass through. They appear in the corridor outside key #22's door in M1. Characters must touch the keystone as they enter the block. After all PCs are through, the keystone reappears in the hand of the character who placed it in the hole.

Characters trapped in Poharn's Realm could suffer from starvation. Note the guidelines governing this condition in the *DMG*.

Using Spells Here: Several types of spells are not usable here, including those that would allow transportation from this dimension (e.g., *teleport*, *dimension door*) and information gathering spells, such as *commune* or *contact higher plane*. Items with similar functions are affected as spells are, and even artifacts cannot work to secure the characters' freedom from this plane!

Movement: Movement proceeds at 1 hex per day due to the terrain, the 40 mph wind and the shadows, which cause the characters to hold and rest, or even to edge away from continuing onward. It is not fear that stays the characters as much as apprehension and doubt, which in the end has subtle mesmerizing effects on every character!

Coldness: The temperatures here are subzero. Improperly clothed characters start suffering from the effects of cold 1 hour after their arrival here. See the *DMG*, page 86. Finding shelter from the 40 mph wind is a good choice that could gain survival time, from a few hours up to a day, for the party. The dire wolves' skins from key #2 can be used as proper clothing for those who do not have it. DMs must decide on the viability of stratagems the party employs while faced with this dangerous obstacle.

Keyed Encounters, Poharn's Realm (Keys 1–4)

1. Black and Blue Sky Lights (EL 6)

You have traveled about three-quarters of a mile when you note several black and blue lights in the sky about 200–300 yards above. As you look upon these, they start to drop fast, and with the speed of a shooting star they impact to either side of the path ahead of you!

As you watch this sight the ground erupts with life; it is as if the ground lifts itself up. As you look on, six large, blackish blue monstrosities, which slightly resemble ogres, grab large shards of ice from the ground as they rise!

The party may act at this point. These igresh close to attack, and as they do so, the characters note that these things vaguely resemble ogres sculpted from ice! The igresh melee with their ice shard clubs. See Appendix B for their full description and abilities.

Igresh (6): CR 6; SZ Elemental Giant (Ice); HD 4d8+12; hp 36; Init +1 (Dex); Spd 30 ft., fly 70 ft. (average); AC 18 (-1 size, +1 Dex, +8 natural); Atk +10 melee (2d6+9 huge ice club); Reach 10 ft.; SQ acid immunity, cold subtype, elemental immunities, damage reduction (10/+1), lightning susceptibility, spell susceptibility, polymorph self (ice wisp), regeneration (2); AL NE; SV Fort +7, Ref +1, Will +1; Str 25, Dex 12, Con 16, Int 11, Wis 11, Cha 8.

Skills: Climb +4, Hide +2 (*+8), Listen +2, Spot +2.
Feats: Weapon Finesse (ice club).

2. Icy Vale (EL 3)

The path widens and empties into an icy vale roughly 100 feet in radius; it is surrounded by 200-foot-high cliff sides. The path continues on across the vale on the northwest side.

There are ice mephits to the right of the path, 60 feet ahead and 30 feet above. They are at this time out of sight due to a gathering of rocks that obscures their ice holes in the cliff sides. When the adventurers enter this area, the creatures attack with their *magic missiles* and then attempt to summon more mephits as the PCs flee or attack.

The mephits guard only some old dire wolf skins, which if cut to size could clothe up to five people comfortably.

Ice Mephit (7): CR 3; SZS Outsider (Air, Cold); HD 3d8; hp 16; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., 50 ft. fly (perfect); AC 18 (+1 size, +3 Dex, +4 natural); Atk +4 melee (1d3 [x2], claws and 2 cold); SA breath weapon, spell-like abilities, summon mephit; SQ cold subtype, fast healing (2), damage reduction (5/+1); AL N; SV Fort +3, Ref +6, Will +3; Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 15.

Skills: Bluff +6, Hide +12, Listen +6, Move Silently +9, Spot +6. **Feats:** Improved Initiative.

3. Staircase and Slope of Ice (EL 10)

You arrive before the base of an icy escarpment that begins to slant upward. Maybe twenty yards above you is a staircase chiseled from ice that presents a way to proceed over the slippery cliff slope. The steps, however, appear very wide and their risers are at least a foot high—these seem to have been crafted for much larger beings than humans, such as giants or trolls.

The PCs may elect to avoid the staircase to move on the slope. They all essentially move at 10 feet speed/round until the top is reached (150 feet up).

There is a monster, an ustass, resting on the stairs at the midpoint up the slope. It is hidden and immobile, making it difficult to see from even a close distance (Spot DC 25). When they come abreast of it, it becomes aware of their proximity and rises from the stairs to attack.

If the PCs ascend the slope via the stairs, note the following:

Part of this 100-foot-long staircase is actually the back of an ustass, a white wormlike creature of some power that has decided to rest here with its hindquarters facing the party (Spot DC 25). As the characters reach the midpoint of this creature's spine (about 50 feet up the stairs), this portion of the "stairs" starts moving.

The stairs seem to move when you reach their midpoint up the slope. There's a great vibration in the ground, seemingly all around you and beneath the stairs themselves!

Inform the characters that this movement seems like an earth tremor specifically located on the stairs. Any PC can elect to abandon the stairs for the icy slopes as a partial action. Those doing this can maintain a controlled slide back down the slope at 10 feet per round; they may increase their descent velocity to their maximum move speed, but in that case they must make Dex saves (DC 16), or they begin to tumble uncontrollably until they reach bottom. PCs with the tumble skill may make a check (DC 14) to gain control of the tumble and to halve the inevitable rolling impact damage (2d6 hit points).

Those remaining on the staircase (continuing up, running down or standing still) are flung from it as the ustass raises up to whirl about. Roll 1d6 for each character flung; this is the number of feet x10 that each is hurled, and the number of d6's of impact damage sustained upon landing (Reflex saves DC 14 for half damage).

The ustass is a 40-foot-long white worm with a huge white dragon's head. See Appendix B for its full description and abilities. It attacks the closest being to it. It is fearless and fights to the death. If the PCs elect to flee the ustass, they may do so. If they return 1 hour later after avoiding it, it has moved on in search of easier prey.

Ustass: CR 13; SZ H Magical Beast; HD 15d10+105; hp 182; Init +5 (Dex, Improved Initiative); Spd 30 ft., burrow 15 ft.; AC 20 (-2 size, +1 Dex, +11 natural); Atk +20 melee (2d8+7 bite); Reach 10 ft.; SA improved grab, swallow whole, breath weapon, acid pools, hypnotic pheromones; SQ cold subtype, acid immunity, SR 5; AL N; SV Fort +15, Ref +6, Will +6; Str 25, Dex 13, Con 22, Int 4, Wis 12, Cha 6.

Skills: Hide +5, Listen +8, Spot +8. **Feats:** Alertness, Improved Initiative.

Upon defeating this creature you complete your journey up the icy escarpment and finally reach its crest minutes later. You immediately note a white pinnacle of jagged ice to the north, about one and a quarter miles from where you stand. You proceed onward, winding through many cavernous areas and among snow-filled hillsides and finally come before the pinnacle.

4. The Ice Pinnacle of Poharn (EL 9)

You have traveled to the pinnacle and are now close enough to make out some good details. This monument stands about 150 feet high and appears to have been carved from a single piece of ice. Beyond this, and as far as you can see through the white haze, is a land of blue ice and white snow. But this sight stops short of melding with the haze, giving it the appearance of a scene as viewed through a translucent and fogged window. Before the pinnacle is a blue-hued, black-bearded man in white robes tied close by a charcoal black and light blue sash. He sits on a stump of clear ice and pays you no heed as you approach.

As you look closer, a 10-foot-wide passageway appears at the front of the pinnacle, where only blank ice was just moments earlier. As you step closer, the blue man abruptly

stands up, faces you and makes an announcement: "Welcome, adventurers! For having gained this far you are granted a boon by mighty Poharn, the greatest of all Ice Lords." He gestures toward the 10-foot-wide opening. "Poharn awaits your presence; merely climb the stairs to his chambers, where your future awaits you!"

This is Icohn, lieutenant and vassal to Poharn, Lord of Ice. He appears as noted earlier, but with some differences on closer inspection:

This man-thing has scaly blue skin; his eyes are black with tiny pinpoints of yellow; his voice is sonorous when making the announcement, but it trails off to a lisp, or hissing, upon ending his periods. You definitely are ill at ease in his presence, but he remains indifferent to you. He turns to sit back down on the stump after his pronouncements.

If there is a paladin within the group, or if evil is detected for, Icohn will definitely be noted as a servant of such. If questioned, Icohn says no more; if attacked, he disappears into thin air (he has actually gone into the stump by shrinking and will not return, nor can he be found since the stump guards him in every way). The stump is magical; it is protected by Poharn and remains unvanquishable as long as the pinnacle stands. The passageway remains open indefinitely.

The characters must elect to go into the tower and up the stairs. And since this seems to be an ending point, Icohn's last words about their future awaiting them seem to echo in their ears.

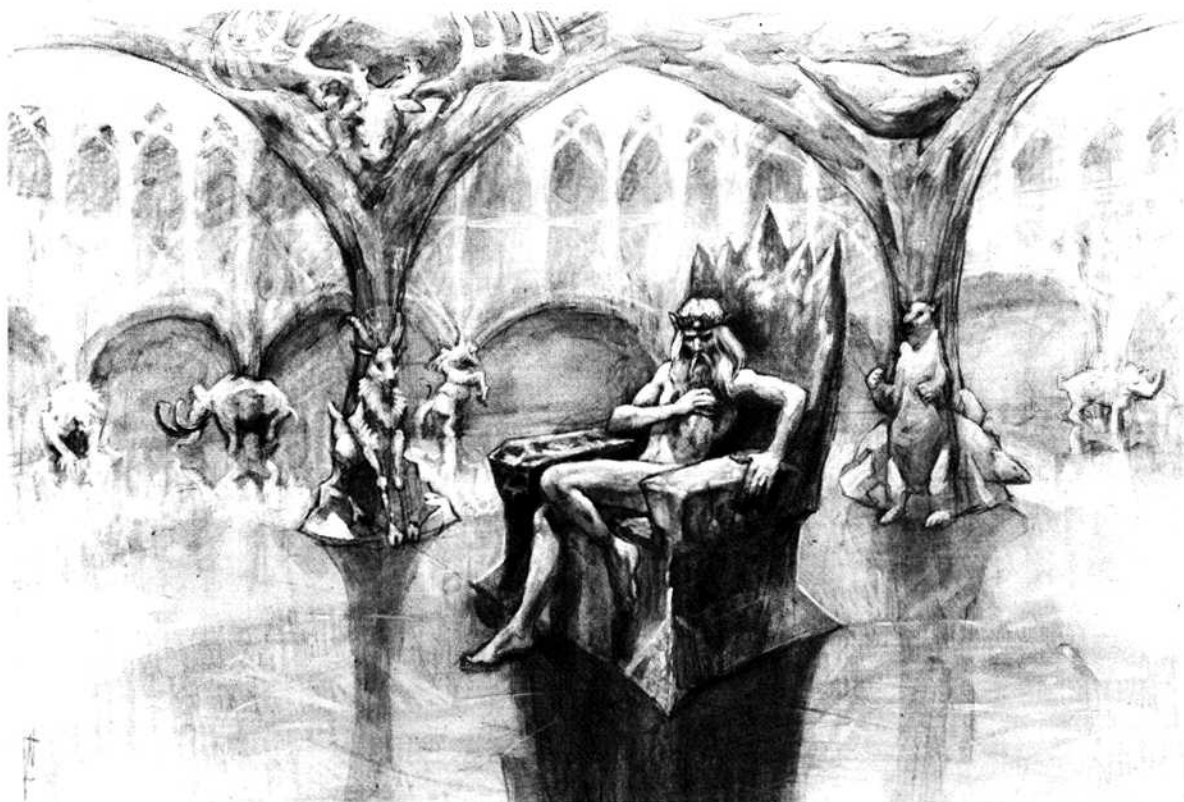
You step into the opening and onto white marble stairs spiraling up. As you ascend, you note that the walls are ice. Encased within these are white-featured humans, like drow in visage, but a race never seen

before. All of these warriors are armored in bronze and have black spears and large black shields.

The stairs wind past hundreds of these figures, and after a while you lose count of their numbers. After traveling what seems thousands of feet upward, the stairs end at a passageway 20 feet wide and bearing to your right. As you proceed, you note that the halls here are unfurnished and that the entire area appears hewn from blue stone stained with specks of red. After you walk a short distance, a huge chamber looms ahead of you.

Poharn's Throne Room

You enter an excellently hewn and featured chamber of ice. You are somewhat startled by the fact that its entirety seems to dwarf the actual space limitations of the pinnacle! Its ceiling is well over 100 feet high and carved and arched beautifully, with ice columns of many boreal monsters supporting the lower vaulted areas. Seated about 150 feet into the chamber is Poharn. As you approach him you note that his throne is made from many colored slabs of ice: the base and back are blue, the right arm is black, the left is white and the seat is gray. As you draw nearer, these colors seem to merge almost playfully—blacks become grays, grays become tinted with blues, blues grow lighter or darker and white changes rapidly between the other presented colors.





Poharn himself appears as a slender, naked albino with silverish hair and beard. His head sports a diadem of ice that houses a brilliant diamond that appears to be constantly melting and refreezing. He looks to be attended by no one. As you approach to stand nearby, or to make greetings, Poharn speaks: "Each of you is granted a boon by Poharn, greatest of all Lords of Ice. Name your physical desires!"

If the party requests the white keystone, this will be granted, but at the forfeiture of all other boon requests.

If the party elects, instead, to garner personal gains, then it is doomed. These requests will be granted, up to a point . . . Acquirable items must be physical but can be magical. No artifacts are granted, and (peculiarly) no items that would allow the party to escape this realm are acquirable. Any complaint issued against Poharn's seemingly unfair disbursement of items is met with complete indifference, and if the complaining grows out of hand, he freezes (no saving throws possible) the troublemaker(s). As many cold beams as there are complainers issue from his diadem, striking all intended targets without fail. He deals with those remaining and claims that the one(s) frozen violated etiquette usually adhered to by even the meanest of his guests.

Anyone attacking Poharn is killed, since he is unsailable as long as he remains in his pinnacle.

Poharn is a powerful elemental lord, but Zayene has somehow used him to be an administer of the white

keystone if the party succeeds in making it to his pinnacle. Though Poharn is an unwilling participant in the matter, he is not under any orders not to eliminate the PCs if they violate the terms agreed on by Zayene and himself. So, even when the party leaves the pinnacle, with or without the keystone, Poharn sends some of his pet "hounds" to attack them. See Appendix B for their full description and abilities. These depart the pinnacle 1 hour after the party does. They overtake the adventurers in 2 hours unless the characters opt for a superior way of moving and evading rather than sticking to the path. These wolves are intelligent and pursue the party back to the block of ice. If they arrive before the party, the characters must defeat them before attempting to transport back to M1 via the keystone. The wolves remain on guard here indefinitely. If the party arrives before the wolves, it may escape by using the keystone.

Hounds of Poharn (4): CR 8; SZ M Magical Beast; HD 7d10+14; hp 58; Init +7 (+3 Dex, +4 Improved Initiative); Spd 60 ft.; AC 18 (-1 size, +3 Dex, +6 natural); Atk +10 melee (1d10+6, bite); SA breath weapon, pack ritual howl, howl of ice bane; SQ cold subtype, command wolves, damage reduction 10/silver, fast healing 1, fearless, scent; AL N; SV Fort +9, Ref +5, Will +5; Str 18, Dex 16, Con 15, Int 11, Wis 14, Cha 11.

Skills: Hide +8*, Listen +10, Move Silently +9, Spot +9. **Feats:** Alertness, Improved Initiative, Track, Weapon Finesse (bite).

The Happy Hunting Grounds (Letter Key D)

DM Information

When the characters enter the room (#23 in M1), the door closes, revealing no door on this side. The room comes to life, shedding its former pitch black darkness for a leafy green color.

On the far wall is a still-life painting depicting, as if viewed from high ground, a quaint arrangement of roadside buildings with smoke rising from their chimneys. Strung between these buildings are many colorful banners and pennants, as if to suggest a festival or celebration in progress. The valley below is alive with the colors of fall: greens, golds, tans and browns accentuate this beautiful scene. The sky appears gray as after a refreshing storm, so everything, including the leaves being blown across the tall, golden meadow grasses, is a bit wet.

The PCs must touch this painting to realize the transportation effects it imparts.

After the PCs touch this painting, the scene melts while seeming to become closer to the viewers.

At first movements are barely discerned. Roll 1d8. To notice any movement (listed below) takes but one round worth of watching; proceeding movements are noted in half-round intervals thereafter. A 1d8 roll of 8 indicates that that particular viewer noted no movement.

1) smoke is seen rising from the village chimneys; 2) a figure is seen coming out of a stable door; 3) leaves are seen blowing across the grass; 4) shutters are being closed in a small hovel; 5) a cat is seen scampering from under a wagon; 6) a dog is seen running toward a wagon; 7) a light is being lit in a large building; 8) nothing noted.

Continued viewing (exceeding three rounds) produces the following results:

A chill wind blows past your party. This definitely comes from the picture. The wind's essence smells of musty meadows and smoked meat.

On the fourth round of viewing this picture, all characters within 10 feet of it are drawn into it and deposited unceremoniously on a cold, damp hillside overlooking the village.

You find yourself looking down toward a comfy-looking village. It is near dusk. A dog can be seen chasing a cat out from underneath a wagon. You are about two miles from the village.



THE HAPPY HUNTING GROUNDS

The party is in King Ovar's portion of the Happy Hunting Grounds. Read the following to the party:

The land here looks healthy and inviting. Beyond the small village are copses and woods, rivers and fens. In all the land might comprise about twenty to twenty-five square miles, though this is difficult to ascertain. The entire area is ringed by a light, leaf-green aura surrounding it in every way. A yellow-green globe can be seen in the sky beyond this haze; this seems to be the light that colors the surroundings. It is difficult to tell whether it is actually dusk or not, but the actions of the community—shutting windows, going home, the cooking of food, the lighting of lanterns—seem to suggest just that!

All spells, powers, attacks and devices do not work on or through the green haze. The haze blocks movement beyond it since it is also a physical force field. The only way the characters can escape this realm is by bargaining with the fox demon at key #6. They could starve, though this is unlikely, since the lands, though not extensive, are teaming with wildlife and flora of an edible variety. The starvation rules in the DMG should be referred to if such cases arise.

Movement: Movement is normal here. Each hex equals five miles.

Using Spells Here: Several types of spells are not usable here, including those that would allow transportation from this dimension (e.g., *teleport*, *dimension door*) and information gathering spells, such as *commune* or *contact higher plane*. Items with similar functions are affected as spells are, and even artifacts cannot work to secure the characters' freedom from this plane!

Keyed Encounters, Happy Hunting Grounds (Keys 1–6)

1. The Village (Huntsville) (EL 7, 12 for the Hunt)

You note that the village comprises a grouping of at least twenty dwellings made from mud and rock and having thatch roofs. Hanging from the roofs at this time are many pennants and banners; represented are two-headed wolves, eight-legged hyenas, great tusked boars, a lizard with golden wings, a great silver bear with an iron leash chaining it to the ground, a purple fox with amberlike eyes, a black pawed leopard, vipers coiled about bamboo stalks, and a giant white tarantula.

A native or two can be stopped and asked for coordinates. They reply hastily before departing, "This is Huntsville! That's the Happy Hunt Inn over there."

If the party proceeds to the inn, read them the following:

This two-story building, with attached stables, is the only outstanding feature of the village. As you approach it, the coos of sparrow hawks, falcons and osprey, mingled with the growling and yapping of hunting dogs, issue from the stable area. From inside the inn a great amount of singing and accordion music can be heard. Hung above the door is a wooden plaque identifying the establishment as the "Happy Hunt Inn, Happy Hunt Proprietor."

As you step inside, you note that the commons is packed with men and an occasional bar wench, all delighting in an after-dinner mug of their favorite brew. In the far corner is a wiry old man pumping out music on the accordion. Hung from the rafters are nets filled with herbs such as garlic, onions, belladonna and wolfsbane. Behind the polished bar is a stuffed moose head with a sausage hanging from its antlers; a bottle of some sort is stuffed in its mouth.

At the bar is a large, stocky, red-cheeked man who is wiping a mug on his apron. You know right away that this is Happy Hunt the innkeeper.

"Happy" Hunt & Sons

Happy Hunt is the proprietor of the Happy Hunt Inn. His three sons help him manage it and the adjoining stable. They all appear busy with the serving of meals and drinks and with boarding customers.

The characters hear various stories about hunting from Happy Hunt and possibly other patrons. If the characters act in an inordinate fashion, they are shunned by all save Hunt himself. Happy Hunt and his sons look suspiciously on spellcasters in the party and respectfully inform them that spellcasting is not allowed in Huntsville by order of the king, as this is a neutral town. Hunt also informs them that there are spaces left in the hunting party for tomorrow. If the PCs wish to join the hunt, Hunt produces a registry wherein they can sign their names. He states that they should rise early and speak to Lord Strausburry, the master of the hunt, who has retired for the evening.

Room and board, he informs them, is one gold each, in advance. This buys a room with four straw cots. Separate lodging is not available at this time. Happy Hunt and his sons are too involved to answer other questions.

If the PCs look for other people in the commons, tell them that there are four huntsmen in a nearby corner; otherwise the commons is at this time starting to empty, and even the accordion player has disappeared.

Huntsmen (4): You see four huntsmen in brown and green livery, with studded leather armor, longswords and bows. They are downing mugs of beer as fast as they can drink them!

These four rangers are part of the **Forces of the Hunt** who have been ordered by Lord Strausburry to keep a vigilant eye on the adventurers. They show little interest in conversing and only say that they are trying to get a belly full of beer prior to the hunt tomorrow. They remain here for one full hour after the PCs depart upstairs; they then retire to their own room. They

Strausburry's +2 Shortspear of Stunning

This golden weapon is a +2 *shortspear* in all respects except one: when it hits, an opponent must make a Will save (DC 15) or become stunned as per the spell *power word stun*. A stunned creature cannot act and loses Dexterity bonuses to AC. Attackers gain +2 bonuses to attack it.

Caster Level: 14th. **Prerequisites:** Craft Magic Arms and Armor, Craft Wondrous Item, *permanency*, *power word stun*. **Market Value:** 34,000 gp.

immediately warn their fellows (see **Forces of the Hunt**, below) if the PCs quit the town.

Upstairs: As you acquire your room, many of the revelers disperse in order to wake early for the hunt. After you're in your room for 10 minutes, there is a light rap on the door and a note is slipped underneath. It reads in the Common:

It is tricky to steal forth from the inn, escape to the night!

The north is the road on which to elude your plight!
For the catch of the hunt is meant to be you,
Unless by the morning you are out of sight!

—Signed Barris the Bard

As one might have guessed, the characters are to be the prey that is hunted tomorrow. If the characters arrange a proper escape plan they can depart without being noticed. However, if the huntsmen (see **Forces of the Hunt**, below) staying in the inn are alerted, a fight could ensue in the town (note **Town Forces**, below). Their surest way of escape is to steal some horses from the stable (see below). Furthermore, if they disperse the mounts they do not steal, the hunt's pursuit will be slowed by 1 hour while the pursuants regather them.

The Stable: The stable appears unguarded. You see twelve mounts here: two heavy warhorses and ten light warhorses.

There are also two dogs concealed and sleeping in the stable behind some straw piles (Spot check DC 25, unless the characters say they check the stable, then these are revealed automatically). If the PCs attempt to take any of the horses, this awakens the dogs and they begin barking. This in turn alerts the **Forces of the Hunt** and the **Town Forces**, and these rush forth from their separate rooms and areas in 1d3 rounds to organize pursuit or combat.

Town Forces: The only forces available here outside of those comprising the hunt are Happy Hunt and his three sons, Bric, Brac and Broc.

Happy Hunt, Male Human, Ftr5: CR 5; SZ M human; HD 5d10+15; hp 40; Init +5 (Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (Dex); Atk +11 melee (2d6+6, +2 *greatsword*); AL N; SV Fort +7, Ref +2, Will +2; Str 19, Dex 12, Con 16, Int 13, Wis 12, Cha 14.

Skills: Animal Empathy +4, Diplomacy +7, Jump +6, Profession (barkeep) +5, Profession (stable master) +4, Ride +4, Spot +4. **Feats:** Alertness, Blind-fight, Improved Bull Rush, Improved Initiative, Power Attack.

Possessions: +2 *greatsword* (behind the bar), *potion of speed*.

Happy Hunt's Sons, Male Human, Ftr4 (3): CR 4; SZ M human; HD 4d10+8; hp 28; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +1 *leather armor*); Atk +5 melee (1d6+3, +1 *short sword*); AL N; SV Fort +6, Ref +3, Will +2; Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

Skills: Animal Empathy +4, Hide +4, Jump +4, Ride +6, Spot +6. **Feats:** Alertness, Improved Critical, Improved Initiative, Power Attack.

Possessions: +1 *short sword*, +1 *leather armor*.

Forces of the Hunt

Lord Strausburry: Lord Strausburry is in his room at the inn awaiting the events of the morning. He and the other **Forces of the Hunt** have previously been informed by Zayene of their prey: the adventurers. He is the defacto leader of the hunt and his commands are final. He appears 5as a large man in plate armor. He wears no helm and his golden spear shines in the sunlight. His hair and beard are both white and long.

Jauson's Night-Black Full Plate

This black suit of full-plate armor has an intrinsic +1 enhancement bonus plus several special powers that are immediately recognized by the person donning it:

1) **Dark Defender:** Opponents striking this armor (successful hit in melee) must make a Will save (DC 12). Those failing this see as if in *darkness* (as the spell) for 1d3 rounds afterward. *Daylight* spells and the like *will not* negate this special effect—the person sees the affected area as pitch darkness. An attacker can be affected with *darkness* only once per day through striking this armor.

2) **Freeze:** The wearer may “freeze” (as the SQ of a gargoyle) himself at will as a standard action (see *PHB*, page 94). Also see *shadow invisibility*, below.

3) **Shadow Mask:** The wearer receives a +10 circumstance bonus to Hide checks in shadows and darkness. Successful checks allow the wearer to then *freeze* (as a standard action) to achieve *shadow invisibility* (below).

4) **Shadow Invisibility:** When the wearer of this armor *freezes* while already hidden, he effectively becomes *invisible* (as the spell) for as long as he remains “frozen.” Moving in any way brings the character back to a “hidden” state.

5) **Shadow Sense:** The wearer sees in all forms of nonmagical and magical shadows and darkness as if he or she has *darkvision*, 120-foot range.

Caster Level: 14th. **Prerequisites:** Craft Magic Arms and Armor, Craft Wondrous Item, *darkness*, *darkvision*, *invisibility*, *permanency*. **Market Value:** 64,000 gp.



Jauson's Animal Rune Shield

This *animal rune shield* was a special gift to Jauson from an evil deity that he worships. Three black wolf runes and six brown hawk runes are carved on its surface, representing the three Large and six Small or lesser-sized animals that this shield offers power over. **Note:** The six Small animals may be substituted for six Small magical beasts of the deity's plane of existence (see below), but DMs must use discretion in these cases. This device currently controls the dire wolves and the hawks connected with it. Holding this shield confers a one-mile *telepathic link* between the holder and the controlled animals. All animals connected with the shield receive *darkvision* if they don't already have it; otherwise ranges for animals that already have *darkvision* are doubled.

The shield can be hit by opponents. There is a base 10% chance per melee round that 1d2 runes are hit when it is used for defensive purposes. Each rune can sustain 3 hit points of damage, and then it, and the corresponding animal, disappears; each animal appears to be sucked into a small black hole where it stands, flies or perches, merely winking out of existence in one round. Area effect spells have no effect on this shield; the runes must be destroyed through physical attacks, but the shield may be targeted if players suggest this. If the shield is destroyed, all animals are dispelled. It is otherwise a +2 *shield*.

The shield's powers are currently vested with Jauson. If he is killed, the shield may be claimed by another, but such

claimants must be of evil alignment and swear allegiance to the evil deity that created it (DM's option; these conditions are imparted telepathically by the deity). If these conditions are not met, all remaining runes burn off of the shield and all animals disappear. The weapon thereafter retains its ability as a +2 *shield* only. If the character who claims it meets the conditions of ownership, the shield functions normally and all animals that were previously killed appear to the new owner at the rate of one per day until there is again a full compliment of magically wrought runes on the shield. Thereafter, animals/runes that are killed or dispelled are replaced by the administering deity in the above method, but at a rate of one per month. The animals are real and must be cared for as regular animals. They unswervingly obey the shield owner and no other.

Caster Level: 18th. **Prerequisites:** Craft Magic Arms and Armor, Craft Wondrous Item, *animal friendship*, *darkvision*, *Rary's telepathic bond*, *permanency*, *summon animal*. a ceremony, consisting of bringing together the nine animals (of two types and size ranges only) that will initially be connected with the shield, and summoning the evil god who will extend and magnify the imparted powers, receive the animals into its spiritual keeping and accept the allegiance of the summoner at that time. A symbolic 100,000 gp offering is made to the deity so as to grant long-term value to the arrangement. **Market Value:** 78,000 gp.

MAZE OF ZAYENE: DIMENSIONS OF FLIGHT

Lord Strausburry, Master of the Hunt, Male Human, Ftr9: CR 9; SZ M human; HD 9d10+27; hp 76; Init +5 (Dex, +4 Improved Initiative); Spd 20 ft., 50 ft. mounted; AC 20 (+1 Dex, +1 full plate); Atk +14/+9 (1d8+5, +2 shortspear and stunning); AL N; SV Fort +9, Ref +7, Will +6; Str 17, Dex 16, Con 16, Int 17, Wis 14, Cha 15.

Skills: Animal Empathy +6, Diplomacy +7, Hide +4, Intimidate +6, Intuit Direction +8, Jump +8, Listen +8, Ride +11, Spot +8. **Feats:** Improved Critical, Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack, Sunder, Track, Wilderness Lore.

Possessions: +2 shortspear of stunning, +2 short sword of speed, +1 full plate (no helm), *potion of cure critical wounds*.

Jauson: Jauson is Ovar's champion huntsman and undisputed second in command of the hunt. He awaits tomorrow's events from the confines of his room, where he quarters his wolves and hawks. Jauson is ready for combat: he wears a suit of night-black full plate without the helm and always has his animal rune shield nearby. His hair is dark and long and his eyes are brown and serious.

Jauson, Ovar's Champion Huntsman, Male Human, Ftr7: CR SZ M human; HD 7d10+14; hp 50; Init +5 (Dex, +4 Improved Initiative); Spd 20 ft., 50 ft. mounted; AC 20 (+1 Dex, +1 night-black full plate); Atk +12/+7 (1d8+5); AL NE; SV Fort +7, Ref +5, Will +4; Str 17, Dex 17, Con 15, Int 15, Wis 13, Cha 12.

Skills: Animal Empathy +9, Hide +6, *Intimidate +5, Intuit Direction +6, Jump +6, Listen +6, Ride +9, Spot +9. **Feats:** Improved Critical, Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack, Track, Wilderness Lore.

Possessions: +2 animal rune shield (round, metal), +2 longsword, +1 night-black full plate (no helm).

Skills: *Jauson receives a +10 circumstance bonus when hiding in darkness or shadows while wearing his night-black full plate.

Animals of the Shield

Dire Wolf (3): CR 6; SZ L Animal; HD 6d8+15; hp 45; Init +2 (Dex); Spd 50 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk +10 melee (1d8+10 bite); SA trip; SQ scent, **darkvision 60 ft., **telepathic link; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1.*

Skills: *A dire wolf receives a +1 racial bonus to Listen, Move Silently and Spot checks and a +2 racial bonus to Hide checks. It also receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Shadow Hawk of Tolthron (6): CR SZ S Animal (eagle-sized); HD 1d8+1; hp 7; Init +2 (Dex); Spd 10 ft., fly 80 ft.; AC 14 (+1 size, +2 Dex, +1 natural); Atk +3/-2 melee (1d3 claw (x) and 1d4 bite); SA cast darkness; SQ telepathic link, darkvision 60 ft./120 ft.; AL N; SV Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Hide +6, Spot +6.* **Feats:** Weapon Finesse (bite).

SA—Cast Darkness (Su): At will—Shadow hawks may cast *darkness*, as the spell cast by a 6th-level sorcerer, in a 60-foot by 60-foot area as a standard action.

SA—Telepathic Link (Su): These hawks have a one-mile telepathic link with the current owner of the shield. This is similar to *Rary's telepathic bond* spell, except for the intelligence (which can be any) and the range, which is a maximum of one mile. This establishes one-to-one communication between the shield holder and the animal.

SQ—Darkvision (Su): The power of the shield allows these hawks to see with *darkvision* up to twice their normal range (60 feet normal/120 feet current).

Skills: *Shadow hawks receive a +8 racial bonus to Spot checks in darkness. They receive a +4 racial bonus to Spot checks in daylight.

Special Note: These hawks derive from the plane of shadow and appear as larger than regular hawks with black, shadowy features. They are connected with a being named Tolthron, though it is not known who that is. Except for a few notable additions, these creatures correspond in all ways to an eagle (*PHB*, page 196).

Master Vulpine: Master Vulpine awaits tomorrow's hunt in his room. He is an expert huntsman and tracker, appearing as a short, red-haired man of glaring visage. He is armed with a shortspear that has a true to life, stuffed fox head attached near its point by a strong but short cord. He is armored in magical leather armor and at all times carries a magic hunting horn (see below) at his side.

Master Vulpine, Male Human, Ftr6: CR 6; SZ M human; HD 6d10+24; hp 64; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., 60 ft. with boots of striding and springing; AC 19 (+4 Dex, +3 leather armor); Atk +10/+5 melee (1d8 +4, +2 fox head shortspear, plus 1d8+2 bite, fox head); AL N; SV Fort +9, Ref +6, Will +4; Str 14, Dex 18, Con 18, Int 12, Wis 15, Cha 11.

Vulpine's +2 Fox Head Shortspear

This weapon appears as a +2 shortspear with a fox head attached to its point by a stout, short cord. When an opponent is struck by it in combat, it deals regular damage and the fox head animates for an additional bite attack. The additional roll to hit must be made. If the fox hits, it bites the opponent for 1d8+2 hit points and then latches onto the target, dealing automatic bite damage every round thereafter. A Reflex check (DC 15) may be made every round it is attached to fling it off. If the roll is successful, the spear wielder must also make a successful Reflex check (DC 11) to hold onto the spear, or it is otherwise lost from his grasp until recovered. After hitting an opponent, the wielder may elect to abandon the spear for its automatic attack function, or he may elect to withdraw it for future attacks, at his option.

Caster Level: 12th. **Prerequisites:** animate object, Craft Magic Arms and Armor, permanency. **Market Value:** 26,000 gp.

Vulpine's Horn of the Hunt

This magic horn appears crafted from a large elk horn and is 2 feet in length. Only characters possessing a Constitution of 16 or more can summon the fortitude required to sound this horn. When the instrument is winded, all enemies within hearing distance, to a maximum of 200 feet, must make a Will save (DC 14) or become *feared*, as from a spell cast by a 9th-level sorcerer. The horn has other side effects when heard, depending on the disposition of the being hearing it:

1) *Friendly to horn blower*: *Blessed*, as from a spell cast by a 9th-level cleric.

2) *Enemy of horn blower*: *Bane*, as from a spell cast by a 9th-level cleric (Will save DC 14).

3) *Neutral to horn blower*: *Avoid* (Will save DC 12). Creatures neutral to the horn blower attempt to avoid contact with him, fleeing at all times in opposite directions for rounds equal to 20 minus their Intelligence. Thus a 2 Intelligence creature would flee at standard speed in a straight line away from the horn sounder for 18 rounds. If a creature is attacked by the wielder of the horn, this effect is automatically canceled. Neutrally disposed beings that make their Will saves are immune to further soundings of this horn for a full day.

The horn may be sounded three times per day at no cost to Constitution. If it is sounded more than three times, each additional sounding costs the winder a temporary loss of 1 Constitution point (regained in one day). If the sounder's Constitution falls below the minimum required to sound it, then the horn does not function for him. All previous effects imparted by the horn are dispelled if the horn wielder dies prior to their termination.

Caster Level: 12th. *Prerequisites*: *bane*, *bless*, *Craft Wondrous Item*, *fear*, *permanency*. *Market Value*: 45,000 gp.

Skills: Animal Empathy +4, Hide +4, Intuit Direction +4, Jump +8, Listen +6, Ride +6, Spot +6. *Feats*: Improved Critical, Improved Initiative, Power Attack, Track, Wilderness Lore.

Possessions: +2 fox head shortspear, +2 dagger of wounding, +3 leather armor, boots of striding and springing, horn of the hunt.

Huntsman, Male Human, Rgr4 (4): CR 4; SZ M human; HD 4d10+8; hp 28; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +3 studded leather armor, +1 small wooden shield); Atk +6 melee (1d8+2 +1 longsword); +2 ranged (1d6+1 composite shortbow); AL N; SV Fort +6, Ref +3, Will +1; Str 13, Dex 14, Con 15, Int 12, Wis 10, Cha 11.

Skills: Animal Empathy +4, Hide +4, Intuit Direction +4, Jump +6, Listen +4, Ride +4, Spot +4. *Feats*: Alertness, Improved Initiative, Power Attack, Track, Wilderness Lore. *Possessions*: studded leather, small wooden shield, +1 longsword, composite shortbow (30 arrows).

Class Skills—Favored Enemy: (Bear).

Hunt Strategy/Pursuit Notes

The hunter's mounts are all light warhorses except for Lord Strausburry's and Jauson's, which are well-bred, heavy warhorses. If the characters kill these at the stables, or loose them, they are replaceable, but this takes, as mentioned earlier, about 1 hour to do.

In any case, the party's departure is noted at most 10–60 (1d6 roll) minutes later by one of Hunt's sons making the rounds. The hunt's forces gather and pursue immediately. If the party elects to escape on foot, it is caught by the hunters within an hour.

Hunt Routine: As the hunting party fans out to give chase, the wolves proceed ahead in flanking maneuvers, thus providing a corridor for the advancing huntsmen. The hawks fly toward the front and flanks, usually 100–200 yards ahead of the main body of hunters. Vulpine might (50/50 chance) elect to start flanking right or left to get ahead and behind the party (see **Master Vulpine**, above). The hawks and wolves report the party's position to Jauson through telepathy (see **Jauson's Animal Rune Shield**, above). It makes little difference if the shield is destroyed, for the remaining hunters are tireless and they know the area, whereas the characters do not.

If the party is sighted by the hawks, the hunters come within sighting distance of it in the next 1d3 moves if the characters keep to the direction they were originally heading in when spotted. If the characters change direction after being sighted, then there is only a 25% chance that 50% of the hunting party will be within range to start combating them.

Extrapolate where needed. As noted, the hunters know the area well. They are fanatical and have never been handed a defeat in the hunt, so they pursue relentlessly.

2 Lush Forest (EL7)

This forest seems homey; birds flit about and many animals can be seen. There is a feeling of comfort here, perhaps not yet dispelled by Ovar's evil forces.

For every movement turn spent investigating this place, there is a 40% chance (roll d%) that the party will find a copse of birch woods with a log cabin nestled inside it.

You see a large (40 foot long by 30 foot wide) one-story log cabin centered in a copse of white birch trees. Around the place are a vegetable garden and numerous flower beds.

The good druid inside comes out in the shape of a black bear to meet trespassers. After ascertaining their good intent, he attempts to assist the characters in every way possible. If the hunt nears as they are here, the druid assists by showing them a secret path to take: this will give the party a 30-minute movement advantage over pursuing forces.

If flight is impossible, the druid fights alongside the party, but he never joins them in their quest to escape. **DM Note**: If the druid is informed that they must escape this dimension, he is reminded of the news birds have been bringing him that a certain fox seeks "escapees." All the druid knows beyond this is that the fox abides in the northern woods (see key #6).

Large Black Bear, Male Human, Drd8: CR 9; SZ M human; HD 8d8+24; hp 64; Init +1 (Dex); Spd 30 ft., 40

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ft. in bear form; AC 15 (+1 Dex, +4 armor), or 13 in bear form; Atk +10/+5 (1d6+4, quarterstaff), or +6 melee (1d4+4 [X2], claws) and +6 melee (1d6+2, bite) in bear form; SQ wild shape (3 times/day, black bear), nature sense, woodland stride, trackless step, resist nature's lure, scent (in bear form); ALN; SV Fort +11, Ref +3, Will +12; Str 15, Dex 13, Con 16, Int 14, Wis 17, Cha 14.

Skills: Climb +6, Concentration +10, Knowledge (arcana) +6, Knowledge (religion) +10, Scry +10, Spellcraft +10, Wilderness Lore +8. **Feats:** Empower Spell, Enlarge Spell, Extend Spell, Great Fortitude, Iron Will, Maximize Spell.

Divine Spells Prepared (6/5/4/4/2): 0—create water, detect magic, mending, read magic, resistance, virtue; 1st—cure light wounds, endure elements, magic fang, pass without trace, summon nature's ally I; 2nd—barkskin, lesser restoration, summon nature's ally II, summon swarm; 3rd—call lightning, snare, spike growth, summon nature's ally III; 4th—dispel magic, flamestrike.

Possessions: +2 leather armor, +2 quarterstaff, 3 potions of cure serious wounds.

Note: See MM, page 193 for other stats on the black bear.

3. Webbed Forest (EL7)

Webs are prevalent here, obviously laid by some gigantic species of spider. The forest ahead, in fact, looks to be congested with these thick strands. The area with the strands could be bypassed, but it does seem to be the straightest route through these woods.

There is only a single spider here, a great white one named "Stinger" by Vulpine, since it once stung his horse to death during a hunt. Stinger has been alerted to the party's approach by the thrumming of its strands. If the

characters stay in these woods it follows and attacks from above, preferably by surprise.

"Stinger," Monstrous Spider: CR 9; SZ H Vermin; HD 10d8+10; hp 55; Init +3 (Dex); Spd 30 ft., climb 20 ft. (40 ft., 20 ft.); AC 16 (-2 size, +3 Dex, +5 natural); Atk +9 melee (2d6+6 bite and poison); Reach 10 ft.; SA Poison (Fortitude save, DC 22, initial and secondary damage: 1d8 Strength), web; SQ Vermin (immune to mind-influencing effects); AL N; SV Fort +8, Ref +6, Will +3; Str 19, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +16, Hide +2, Jump +4,* Spot +7.* Monstrous spiders receive a +4 racial bonus to Hide and Spot checks.

Webs, 5-Foot Section: hp 14; Spot (DC 20); Escape (DC 28); Break (DC 34).

4. Fallen Trees (EL5)

This place is eerie. Black shadows darken the area, making it hard to see anything. Many fallen trees lay piled upon each other. Several appear scratched repeatedly, as if by horned creatures. As you gauge the possibilities of circumventing or passing through this area, tiny pinpoints of red lights, obviously several pairs of eyes, instantly appear in the shadows, so fast that these seem as if they were summoned. The tree pile starts to glow a dull red. You hear grunting and snorting sounds come from the direction of the eyes. This place must be cursed!



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The red glow is a pit of magical fire covered by the tree pile. Its magic affects precursed creatures, making them behave demonically. If *remove curse*, *dispel evil*, *dispel magic*, *greater dispelling* or *break enchantment* is used to destroy the pit, the creatures in the shadows do not attack, but instead become friendly and offer to transport the characters as far as they like. If this is not accomplished, five demonic elk charge the party.

Possessed Demonic Elk (5): CR 3; SZ M Animal; HD 2d8+6 hp 20; Init +1 (Dex); Spd 40 ft.; AC 14 (+1 Dex, +3 natural); Atk +6 melee (1d8+3, gore); SA Improved gore, fling, trample; SQ bear riders, outsider qualities; *AL CE (N); SV Fort +5, Ref +4, Will +0; Str 16, Dex 13, Con 16, Int 2, Wis 11, Cha 4.

Skills: Listen +5, Spot +5.

SA—Improved Gore (Ex): If an elk hits with its initial gore attack, it may attack again, following through on its charge; a successful hit does an additional 1d8+2 hit points of damage and the elk pins the opponent and flings it.

SA—Fling (Ex): If an elk scores a hit with its second gore attack, it has pinned the target and flings it 2d4 feet for 1d6 hit points of impact damage (Reflex saves at DC 12 for half damage).

SA—Trample (Ex): An elk can trample Small-size or smaller creatures for automatic gore damage (this does not allow the improved gore second attack). Opponents who do not make attacks of opportunity against the elk can attempt a Reflex save (DC 17) to halve the damage.

SQ—Bear Riders: Tame elk can bear riders at full speed, though they are considered untrained for mounted combat.

**SQ—Special Outsider Qualities (Su):* These elk have the following demonic qualities due to their being possessed: damage reduction 10/+1; immune to poison and electricity; cold, fire and acid resistance of 20.

Note: If the elk are cured of their possession they lose the aforementioned outsider qualities.

5. The Orchard (EL6)

You find yourselves moving amongst rows of trees: apple, orange, pear, peach, walnut, pistachio, plum and fig trees are everywhere. Ladders are seen propped against many of these, and several people are filling basket upon basket with these scrumptious foods. You note that five mounted knights are nearby. Whether they supervise the peasants, or guard them, or both, you do not know, but they are now trotting toward you!

The knights require a toll of 5,000 gp each, or one basket of fruits and nuts filled, each. If the PCs balk at this and attempt to move off, the knights attack. If they pay the 5,000 gp toll they may pass. If they elect to fill a basket they note that the basket seems unfillable! This is not quite so, for these are items similar to *bags of holding* and can hold 400 pounds of fruits and/or nuts. The hunt most certainly catches up to the party if it fulfills the toll through the tedious task of picking. *But*, the knights are intransigent,

and everyone entering the orchard must pick, so the hunters must do so also! If a fight starts between the hunters and the hunted, the knights stand aside until one party is dispatched, then they slay the remaining PCs or NPCs.

Evil Knight, Male Human, Ftr6 (6): CR 6; SZ M human; HD 6d10+6; hp 40; Init +5 (Dex, +4 Improved Initiative); Spd 20 ft., 50 ft. mounted; AC 22 (+1 Dex, +8 full plate, +3 +1 metal large shield); Atk +10/+5 melee (1d8+4 longsword) or (2d8+4 lance charge); Reach 5 ft., 10 ft. (lance); AL CE; SV Fort +6, Ref +4, Will +3; Str 16, Dex 14, Con 13, Int 13, Wis 12, Cha 13.

Skills: Animal Empathy +4, Intimidate +8, Listen +6, Ride +8, Spot +6. *Feats:* Improved Critical, Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack.

Possessions: Full plate, +1 metal large shield, +1 longsword, +1 lance.

6. Huge Oak (EL8)

While wandering these woods you come upon a vale with an immense oak in it. It appears to be 30 feet round and almost 120 feet tall. There is a hole in it that looks big enough to fit a crouching human.

If the characters enter the tree, read the following:

There is a 10-foot-round by 20-foot-high hollow area within this tree. The area is damp and smells moldy. You see two red eyes looking at you from the shadows of the far northern corner!

There is an ethereal fox here, which approaches the party. It introduces itself as the “fox” and informs the party members that he is the only one that can grant their escape from this dimension, but for a price. If given one of the following sacrifices he will hand the nearest PC the green keystone—touching it transports the entire party to the hallway just outside key #23’s door in M1. The fox requires one of the following sacrifices: 1) Mar the jester from M1, 2) The sorcerer’s sight, 3) The fighter’s sword arm, 4) The paladin’s right leg, 5) the cleric’s tongue, or 6) the green bow, if this was found in Pynck’s art gallery in Module M1, *Prisoners of the Maze*.

Note: If the PCs do not have the green bow, the Fox states that it will accept the fox head spear that one of the hunters carries, as it dislikes it intensely and wants it destroyed.

The demonic fox gives them 10 minutes to consider its offer. If the PCs accept the offer by claiming the right to produce Vulpine’s spear, the fox waits one day for them to bring it to him.

If everything falls to haggling for too long, the characters are reminded that the hunters are fast approaching. This is true, for the hunting party will be there in 12–15 minutes and will quickly ascertain the party’s hiding place. The hunters then start fires in front of the hole to burn and smoke them out while the hawks cast darkness about the whole area. Vulpine sounds his horn toward the hole. The



hunters then wait for characters to run out through the wall of flame and smoke (2d6 combined points of damage) and into the darkness, where the wolves and Jauson wait with darkvision ready. It could be a real slaughter if the characters refuse to deal with the fox!

The fox cannot be attacked except ethereally. If PCs attempt this it projects itself away from them and is gone. If the characters refuse its offer, it departs after 10 minutes, shaking its head. In this case the party is stranded here on a not-so-happy Happy Hunting Grounds . . .

Appendix A: New Magic Items

Growth Serum

One dose of growth serum allows the imbiber to enlarge himself permanently as an *enlarge* spell cast by a 10th-level sorcerer. However, the serum is very toxic. Each dosage requires a Fortitude save at -1 cumulative chances (e.g., the first dose is at DC 12, the next at DC 13, and so on). Failing any of these saves kills the imbiber, as all major body functions are shocked by the permutation and shut down.

Caster Level: 1st. **Prerequisites:** Brew Potion, *enlarge*, *permanency*; spellcaster level 10th+. **Market Value:** 2,000 gp.

Poison Weed

Poison weed is a strain of any known poisonous plant. The alchemist has combined simple herbal knowledge with other botanical experiments and produced a species of plant that combines with other plants of a poisonous variety, making them more toxic and more adaptable to inclement terrain. Thus poison weed confers a higher toxicity level, giving a +2 DC increment to any poison made from it. Increased ranges of habitat must be deduced by DMs and depend on the original plant's range before the strain was added. Normally, one level of range is satisfactory, such as plants originally indigenous to temperate environments adapting to cold or warm environments, or underground plants easily growing in shaded outdoor areas.

Caster Level: 8th. **Prerequisites:** Brew Potion; original poisonous plant, poisonous strain; Alchemy+8, Profession (herbalist) +8, Knowledge (Nature, plants) +8; alchemist's laboratory. **Market Value:** +25% listed prices for original poison.

Mineral Armor

This suit of armor appears as an agglomeration of gems, minerals and rocks. It is classed as +3 *chainmail*. If any living (i.e., flesh) creature touches it, or is touched by it, a Fortitude save (DC 14) must be made or the toucher is *petrified*. The suit's petrification powers do not harm the person wearing it, nor do they function when the armor is not being worn. The suit conforms to many different-sized individuals, its entirety shrinking to 3 feet or enlarging to 7 feet to do so.

Caster Level: 12th. **Prerequisites:** Craft Magic Arms and Armor, *flesh to stone*, *enlarge*, *shrink*, *permanency*, 22,000 gp in gems and other raw mineral material to stud the suit with. **Market Value:** 57,000 gp.

Amulet of the Stone Palm

This stone amulet is crafted from peculiar stone and carved in the likeness of a rocky, splay-fingered palm. If checked for, it radiates elemental magic (earth). When worn it helps protect the wearer from petrification attacks of any sort by conferring a +6 bonus to Fortitude saves in those instances. Additionally, if the amulet is put about a petrified person's neck, the victim is brought back to flesh form (as a *stone to flesh* spell cast by a 12th-level sorcerer), no Fortitude save required. This second function works but once per day and costs 1 charge. A fully charged amulet has 12 charges. When the charges are depleted, the amulet disintegrates into powdered stone and is useless.

Caster Level: 12th. **Prerequisites:** Craft Wondrous Item; *stone to flesh*; Huge earth elemental essence (corporeal part), which may be bargained for, or taken by force (combat), from the elemental. **Market Value:** 48,500 gp.

The Extending Stalactite

This appears as a 6-foot-long jagged and pronged stalactite. It functions as a +2 *shortspear* except when ordered to extend. The stalactite can extend up to 10 feet in length, affording the qualities of a +2 piercing weapon of that length (reach, damage). Thus it could easily be used as a lance, then shrunk back to shortspear form. The transformation is almost instantaneous and can be accomplished as a free action by the wielder, at will. Its control word (DM option) is inscribed onto the stalactite's base. This item weighs 12 pounds.

Caster Level: 12th. **Prerequisites:** Craft Magic Arms and Armor, *enlarge*, *shrink*, *permanency*; **Market Value:** 38,000 gp.



All Death Periapt

This iron periapt is inset with a heart-shaped diamond. Its power allows the wearer to negate any one attack that would exceed 50% of his or her current hit points. Thus a mighty blow from a weapon, a potent *fireball's* fire or the crushing smash of a storm giant's club, for example, could be negated—spell effects appear to be dispelled and physical blows appear to bounce off of the wearer of the periapt. This power is usable once every week, and after nine uses the diamond disintegrates and the magic is lost.

Caster Level: 14th. *Prerequisites:* Craft Wondrous Item, *stoneskin*, *antimagic field*, a diamond of no less than 10,000 gp value, profession (gemcraft, or similar). *Market Value:* 79,000 gp.

Cauldron of Serpents (Minor Artifact)

This appears as a 3-foot-high by 4-foot-round iron cauldron. When unlit its contents appear as 2 feet deep, solid rock. The command words to control its two functions are engraved on its side in magical letters (requires a *read magic* spell to translate) or, at the DM's option, are known by only one being.

To operate this item, the user must bring the contents to a boil and maintain this until the stone actually melts (this is accomplished magically 6d8 rounds after lighting it). As long as the cauldron contents boil, its two magical effects can be used by speaking their separate command words.

1) Summon Vipers: When the command word "viper" is spoken, many greenish gray vipers form from the gruel and rise 4–7 feet beyond the cauldron's lip at a rate of 2d10 snakes per round, to a maximum of one hundred snakes. Only ten vipers may attack per round.

Killed snakes return to the gruel to reappear later; therefore the only way to stop the snakes from attacking is to stop the fire that makes the cauldron boil. If the sustaining fire is removed, the cauldron continues bubbling for 30 minutes, in which time the snakes may still attack. When the contents cease to bubble, the snakes return to their former dormancy as gruel.

Cauldron Snakes (Vipers): CR 4; SZ S animal; HD 1d8; hp 4; Init +3 (Dex); Spd —; AC 17 (+1 size, +3 Dex, +3 natural); Atk +4 melee (1d2–2, poison); SA poison; SQ scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9. *Feats:* Weapon Finesse (bite).

SA—*Poison (Ex):* Bite requires a successful Fortitude save (DC 11) or lose 1d6 temporary points of Constitution.

2) Naga Form: When the user jumps within the boiling contents of the cauldron while speaking the command word, "mother!" a great transformation is noted one round later. First, the person seems to disappear, possibly to drown within the gruel. One round later all vipers (if conjured before this) disappear into the gruel and the cauldron itself takes the form of a coiled spirit naga. It uncoils itself as a free action and attacks.

This is a special shapechangelike ability granted by the power of the cauldron. Alignment of the transformed person remains unchanged; saves are whichever is best and abilities not changed are Intelligence, Wisdom and Charisma—all others are as per the naga. Spells are as the original being's spells, except these are instantly renewed upon initial transformation; skills and feats remain unchanged. The *polymorphed* being may remain in naga form for as many hours equal to his or her intelligence. He or she then reappears outside the cauldron as it reshapes to its normal iron form. This is also a way in which the cauldron may be moved without too much exertion or distraction.

Only sorcerers or wizards may use this cauldron. It has a history that becomes known to each owner. What is realized is that a spirit naga has been cursed and trapped within the artifact and its powers have been directed to the purpose of the cauldron user, be this evil, good or neutral. It is not known what great being of power created such a grim instrument, but it is beyond the ken of normal men to deduce. The cauldron can be destroyed in one way only: if the gruel is dumped from the cauldron before it resolidifies, the magic of the cauldron is dispelled forever. Good creatures who have ascertained the nature and history of the cauldron (through a Knowledge check or artifacts [DC 35] or by other powers or spells, such as a *legend lore* spell) are remiss to do this, as they realize that this final action destroys the good spirit of the naga. This cauldron cannot be duplicated. It weighs 1,000 pounds.

Market Value: 250,000 gp.

Sand Beads

A sand bead appears as a tiny pebble of rounded sand, about half the size of a marble. There are two types of sand beads:

1) Red Sand Beads: These can be thrown up to 30 feet. Upon impacting with wood, dirt or stone these transform such materials into fine sand. Twenty cubic feet of material is affected. There are 2d4 red sand beads present when found.

2) Yellow Sand Beads: These can be thrown up to 60 feet. Upon impacting with any object this bead explodes for 2d10 points of blasting damage. Reflex saves (DC 14) halve the damage. There are 3d3 sand yellow sand beads present when found.

Caster Level: 10th. *Prerequisites:* Craft Wondrous Item, Special ingredient: sand from elemental plane of earth (DMs must decide on availability), *transmutation* (an all-encompassing elemental spell [again, DMs must substitute where possible]). *Market Value:* 2,500 gp/crafted bead.

Jar of the Binding Sand

This 1-foot-high translucent, crystal jar is stoppered with a wide cork and contains different colored sands.

When opened and pointed at a single target, all the sand in the jar flies up to 60 feet and wraps around it (successful Reflex save, DC 17, negates). The sand congeals and hardens to the strength of stone when wrapped around a target, forming nearly unbreakable chains that hold fast any victim failing an Escape

Artist check every round (DC28). There is enough sand to bind up to one Large-sized being.

If the sand misses its target, it falls to the ground. The user can reclaim it only by coming to within 10 feet of it and pointing the open mouth of the jar at it. The sand swirls through the air and redeposits itself in the jar, where it may be used again. Note that the sand lies on the ground as a small deposit (roughly 1/2 cubic foot). If it is moved or dispersed (such as by a strong wind), then the magic of the sand is dispelled.

These sand chains *slow* the entrapped victim, as the spell cast by a 12th-level sorcerer; negate Dexterity bonuses for combat and AC as well have a 25% (d% 1–25) chance of completely immobilizing the target per round they are attached to it. Immobilized targets are considered helpless and may not move or escape these bonds without outside help. One Break check is allowed per trapped or assisting character (DC30) to free the victim. A *dispel magic* spell cast at 14th level frees bound characters; *transmute rock-to-mud* cast at any level also effects the victim's release. Otherwise, the only method of releasing the bound characters is to soak them for one full day's time in water while repeatedly dunking them. The sand will be noted to dissolve after the twenty-third hour of such a remedy. The sand automatically falls from the bodies of bound characters if they die.

The sand is usable twelve times and then becomes impotent due to the slow but steady loss of particles during use. Other sand can be enchanted to work with the jar at a cost of double this item's market value and two month's enchantment time by a 12th-level sorcerer or wizard employing the Alchemy skill. Eight additional uses are regained by this procedure.

Caster Level: 12th. **Prerequisites:** Craft Wondrous Item, *animate object*, *fly*, *strength*; **Market Value:** 44,000 gp.

Baal's Magic Items

Hom of Flies

This appears as a wooden horn inlaid with many silver flies. It is used in conjunction with the *Treatise of Malbolge* to summon the *Spirits of Baal*. It is a ceremony item, and the sound it makes is useful only when used in concert with the book (see below). It is otherwise just a horn.

Market Value: 150 gp.

Treatise of Malbolge

This large tome is made from leather and vellum and reinforced with iron strips and golden studs. This is a unique book, and it has seen different forms under different owners, but it is currently used by Baal, who has expanded its contents.

Using This Book: This book is written in a strange *Infemal* script understandable by those who wish to genuinely peruse its contents and become immersed with its working design. Such adherents irrevocably become Lawful Evil, but they may now peruse the book without harm.

Otherwise, not even a *wish* reveals the contents of these pages, though just touching the treatise causes all those doing so to experience psychic waves of pain, violence, suffering and madness. A Will save (DC 32) must be made every round the book is handled or kept open and looked at. Failure permanently reduces these abilities by 2d12 each: Intelligence, Wisdom and Charisma. Characters falling to zero in any of these abilities are immediately destroyed. In the case of Intelligence, there is a smell of burning ozone and the victim falls to the floor, his brain fried to cinders; with Wisdom, brain matter disintegrates and spews forth from the head's orifices; with Charisma, the victim turns pale yellow and her face rots and falls off.

Characters who wish to benefit from the book must have a 12 Intelligence minimum and the ability to *read magic* and *read languages (Infemal)*. If they do not have these requirements they cannot benefit by its contents, but remain immune to its negative effects.

The Book's Benefits:

Day, the First...

After reading the treatise for a day, the readers' Knowledge skill of outer plane inhabitants increases by +4, notwithstanding usual limits to skill increase. They may now write and converse in *Infemal* (the characters gain an additional language set), notwithstanding limitations due to Intelligence. They also become aware of a special coding script, *devilesh*, which allows them to encode transcriptions and notations within the book as a sort of *Infemal* shorthand. This encoding is understood only by devils with at least a 16 Intelligence, but it is always understood by the encoder. A *read language* spell cannot decode *devilesh*, though a *limited wish* or *wish* can do so for as many rounds as the caster's combined Intelligence and level. After this time the translated script reverts to indecipherable code, and all memorized knowledge of it that was gained is expunged unless it was previously written down.

Thirtieth Day of Reading...

After a character reads the text for thirty days, two events occur:

1) An imp appears and proclaims itself as an emissary from a great archfiend (DMs must ascertain this according to their own campaigns). It states that it is here to assist with any duties that are required to further the experiment. It also brings two words to unlock the ritual to summon the *Spirits of the Book* (DMs must prescribe these), which will be named after their summoner (thus, "Spirits of Bob," if the character's first name is "Bob"). The imp imparts its knowledge and stands ready to serve. Note that it is not a familiar, but is now a loyal henchman of the character as long as the character pursues the contents of the book. (See Repercussions, below).

2) A history is imparted, in part from the many, and seemingly new, pages, or otherwise through dream sendings while the character is sleeping. After 1d4 additional days (day thirty-one to thirty-four) of these dreams, coupled with ordering



and understanding the written parts, the character now ascertains the full history of the book:

The purpose of the work seems aimed at bringing devil kind to the material realm, where they can rule in human form without recourse of returning to their own planes. The experiment being conducted by previous adherents is called the *Great Transformation*; information is included in this volume on what has been learned concerning this, for this experiment is deemed the best way to furnish the bodies needed by those of the hierarchy of devils that wish to rule the material realms. DMs wishing to extrapolate on this might find it useful to set percentage chances of this experiment succeeding.

Summoning the Spirits of the Book: After the words to unlock portions of the books are provided by the imp and then used, the character notes that seven additional pages have identical creature illustrations on them (note the following spirit of Baal description), and a ritual spell is appended to summon these. It is written that the *horn of flies* must be winded one time for each cumulative page of spirit. For example, to summon the

first spirit, the horn must be sounded once, the second, twice, and so on. Each sounding requires one round, and only one spirit may be summoned per day.

When the horn is blown, an indigo color covers all available space up to one square mile. The book's pages start turning on their own accord, as if a sentient wind opened them. The turning soon stops, revealing the desired page. The spirit shines and animates, jumps from the page and assumes normal height, all in one round after the horn's sounding. Spirits killed return to the book; they can be resummoned twenty-eight days later and have full hit points, abilities, and so on.

These spirits are used in the many experiments connected with the book, such as extracting skin samples for study and producing fluids for examination. The summoner may also order them to perform tasks that would otherwise cause him great loss of time if he were to perform these himself. Though somewhat unfit for combat, they can also be ordered to attack intruders if things get tight. Summoned spirits can remain on the prime material plane for a week and a day; they then return to the book.

Appendix B:

New Monsters

Hound of Poham

Medium-Size Magical Beast (Cold)

Hit Dice: 7d10+14 (58 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 60 ft.

AC: 18 (-1 size, +3 Dex, +6 natural)

Attacks: Bite +10 melee

Damage: Bite 1d10+6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Breath weapon, pack ritual howl, howl of ice bane

Special Qualities: Cold subtype, command wolves, damage reduction 10/silver, fast healing 1, fearless, scent

Saves: Fort +9, Ref +5, Will +5

Abilities: Str 18, Dex 16, Con 15, Int 11, Wis 14, Cha 11

Skills: Hide +8, *Listen +10, Move Silently +9, Spot +9

Feats: Alertness, Improved Initiative, Track, Weapon Finesse (bite)

Climate/Terrain: Any cold, Elemental Plane of Ice

Organization: Solitary, pair or 2d4 pack; on the hunt, an additional 1d4 winter wolves or 1d8 dire wolves

Challenge Rating: 8

Treasure: None

Alignment: Usually Neutral, sometimes Evil

Advancement: 8–10 HD (Large); 11–20 HD (Huge)



Hounds of Poham are a special breed of magical beast created by Poham's supernatural breeders (the Masters of the Hoar-Frost). They are at Poham's call, as he has a special link with them, allowing them to be summoned to carry out his will on the Elemental Plane of Ice or other planes of his choosing. In these roles they are hunters, trackers and exacters of vengeance. There is a 50% (d% roll of 1–50%) chance that if these hounds are encountered while on the hunt, they use their *command wolves* ability to swell their numbers by an additional 1d4 winter wolves or 1d8 dire wolves.

These fearsome creatures resemble albino and hairless but beefier dire wolves, with large, dark blue manes; extended skeletal heads; snouts covered with a thin skin (like plastic pulled tightly over a skull); bright, flaring blue eyes; long, tapering wolves' ears and long and sharp fangs resembling finely chiseled ice. They are exceedingly fleet, having six legs each. A mature hound can reach lengths of 10 feet and stand as high as 5 feet at the shoulder.

Hounds of Poham speak Boreal (the common language of the Ice Plane and its general inhabitants), Giant (Frost Giant dialects), Common, all *canis lupis* dialects (wolf) and Oomish, an ancient language of the Elemental Plane of Ice and the language by which Poham and his close servants communicate with them.

Combat

Hounds of Poham are adept with many tactics for bringing down their prey and thus satisfying their master. They prefer to use their breath weapons and/or howls (see below) before closing to melee. They are fearless opponents in melee, giving no ground and attacking until dead.

SA—Breath Weapon (Su): *Cone of hoary frost*, 20 feet, every 1d3 rounds; damage 3d10; Reflex save for half damage (DC 16). Hounds of Poham may use their breath weapon while biting.

SA—Command Wolves (Su): Hounds of Poham may command all varieties of wolves directly related to the Elemental Plane of Ice or of Terran extraction. Opposition creatures (such as hell hounds) cannot be commanded. Hounds of Poham command wolves just as a 7th-level cleric controls undead.

SA—Pack Ritual Howl (Su): When four or more hounds of Poham are gathered together, they may elect to howl in unison. This intimate ritual must be attempted when all hounds are stationary and out of combat. The combination of their unearthly, bone-chilling howls creates two long-lasting magical effects after 2d6 rounds of howling: 1) as a pack they can *endure elements* as the spell for 1d4 days; 2) as a pack they are *blessed* for days equal to their average Wisdom scores. Only hounds of Poham, and not their cousins, can benefit from this ritual. This ritual howl may be generated once a week.

SA—Howl of Ice Bane (Su): Each hound can howl as a standard action to generate a baneful, howling wind of swirling snow and ice particles whose dimensions correspond to that of a *cone of cold*. Once the wind is generated, the hound moves forward at half speed (30 feet) with the cone moving in front of it as a conical barrier. Creatures touching the swirling wind must make two simultaneous Will saves: 1) *fear* (DC 12) and 2) *bane* (DC 14), both as spells cast by a 7th-level cleric. If the hound moves more than half speed, the wind disappears. This howl may be evoked two times a day.

SQ—Cold Subtype (Ex): Immune to cold damage. Hounds of Poham take double damage from fire (Reflex save for half).

SQ—Damage Reduction (Su): Hounds of Poham can be struck only by silvered weapons or better in enchantment (10/silver).

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SQ—Fast Healing (Su): These hounds acquire additional fast healing only if they are in an ambient temperature of freezing or below; otherwise they heal normally.

SQ—Fearless (Su): The hounds are immune to any and all spells or abilities that would cause them *fear*.

SQ—Scent (Ex): See page 10 of the *MM*.

Skills: *Hounds of Poham receive a +6 racial bonus for Hide checks in their native environment.

Igresh (“Ice Ogres”)

Large Elemental Giant

Hit Dice:	4d8+12 (36 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., fly 70 ft. (average)
AC:	18 (-1 size, +1 Dex, +8 natural)
Attacks:	Huge ice club +10 melee
Damage:	Huge ice club 2d6+9
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Acid immunity, cold subtype, elemental immunities, damage reduction 10/+1, lightning susceptibility, spell susceptibility, polymorph self (ice wisp), regeneration 2
Saves:	Fort +7, Ref +1, Will +1
Abilities:	Str 25, Dex 12, Con 16, Int 11, Wis 11, Cha 8
Skills:	Climb +4, Hide +2, *Listen +2, Spot +2 [Clark, same note as above on asterisk.]
Feats:	Weapon Finesse (ice club)
Climate/Terrain:	Ice, Snow, Elemental Plane of Ice
Organization:	2d4 group
Challenge Rating:	6
Alignment:	Neutral Evil



Igresh are native to the Elemental Plane of Ice. It is believed these creatures were first created by a great elemental lord of that plane, though their history is now obscured. They are servants of those who control them, whether this is through fear or by innate power and charisma. They do not value earthly treasures and are said to fear no enemy. Very little is known about their culture, which is secreted in the vast realms of ice and snow. What is known is that igresh make up a small percentage of those elemental armies of ice that forever fight an ongoing battle with their opposition, the denizens of the plane of fire. They are often ranked with frontline shock troops and are also used during battle

to reconnoiter and infiltrate behind their enemies' immediate front lines.

Igresh stand 9 to 10 feet tall, weigh about 350 to 400 pounds and are made of ice. Their color varies: some are dark blue opalescent ice, others as clear as a windowpane and translucent, others are whitish blue or bluish green and opaque. They all have in common phosphorescent blue, pupilless eyes.

When in their ice wisp forms they travel the skies about them, seeking opportunities to dive on opponents. Upon touching the ground they magically transform into their ice ogre form and attack.

Igresh speak Boreal (the common language of the Ice Plane and its general inhabitants), Giant (Frost Giant dialects) and Common.

Combat

Igresh are fearless in their own environment. They attack without provocation, swooping from the air upon unsuspecting victims, transforming into their material form and bludgeoning opponents thereafter with their huge ice-shard clubs. They prefer to attack as a group, landing at different spots around a target to encircle it and make flanking attacks.

SQ—Acid Immunity (Su): Acid attacks do not affect igresh; these are merely diluted.

SQ—Cold Subtype (Su): Immune to cold damage. Igresh take double damage from fire (Reflex save for half).

SQ—Elemental Immunities (Su): Immune to poison, sleep, paralysis and stunning. Not subject to critical hits or flanking.

SQ—Lightning Susceptibility: Lightning attacks deal an igresh 1d8 points of damage per caster level (maximum 10d8).

SQ—Spell Susceptibility: The following spells are special when used against an igresh: *control water* damages an igresh (no saving throw possible) for 4d6 hit points; *shatter/shout* or similar powers that damage crystalline forms instead *slow* the igresh (no saving throw, as per the spell, caster's level); *control weather*, when used to lower the surrounding temperature to less than its typical environment (less than ice or snow), causes the igresh to immediately flee. If it cannot flee the adverse climate, it dies by transforming into a puddle of water within 1d4 rounds. *Ice storm/cone of cold* or similar attacks heal an igresh for points equal to 50% of the actual damage amount.

SQ—Polymorph Self (ice wisp) (Su): An igresh can *polymorph self* at will as a free action, changing form into a roughly 1-foot-round globe of icy blue light. It cannot be attacked while in this form, nor can it attack or regenerate. Igresh who have fewer than 50% of their base hit points cannot use this ability; their hit points must equal or exceed 50% of their base total for this power to function.

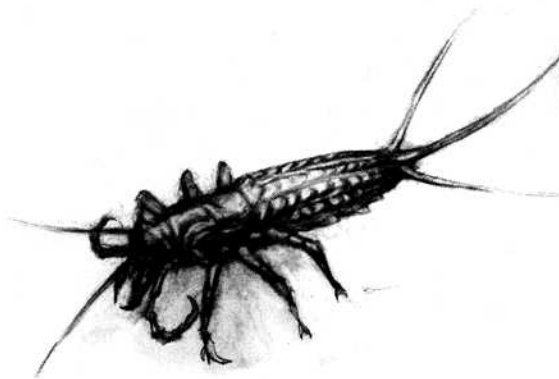
SQ—Regeneration (Su): Fire and lightning do above normal damage to an igresh. As long as the igresh remains on the elemental plane of ice, or in other icy cold climates, it can reform its body, remelting broken shards and knitting them back into place—the pieces are seen to float or crawl to the main body where they reattach, like pieces of a puzzle. Igresh cannot regenerate when out of their natural environment or while in their ice wisp form.

Skills: *An igresh receives a +6 racial bonus to Hide checks in its native environment.

Monstrous Silverfish (Giant Lepis)

Medium-Sized Vermin

Hit Dice:	3d8+12 (30hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	Bite +4 melee plus acid
Damage:	Bite 1d6 and 1d4 acid
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Acid
Special Qualities:	Light Sensitivity
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 13, Dex 16, Con 17, Int 2, Wis 12, Cha 6
Skills:	: Climb +10, Hide +15, Spot +6
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Any damp, temperate land or cave
Organization:	Solitary
Challenge Rating:	3
Alignment:	Neutral



These creatures are considered to be one of the oldest surviving insects still alive. Silverfish live in and around dark, wet places, but this monstrous variety wanders afield in search of food and prey. They consume almost anything, as they are attracted to most types of food. Silverfish can even break down paper or small wooden objects through their acidic excretions to extract what consumable content there is to be had.

Silverfish appear as silvery scaled, almost flat insects with bodies tapering toward the rear. Their tails are composed of three equal-length bristles that trail behind them as they move. They use long antennae to sense things, as their vision is poor. Silverfish abhor light and react strongly to it, which in most cases means fleeing from it entirely.

Combat

This monstrous variety, though capable of fighting, has retained its skittish nature. If severely wounded in combat (more than 40% of its original hit points), it flees. Their favorite attack tactic is to spring from a hiding position or to drop on opponents from above.

SA—Acid (Ex): A successful bite causes an additional 1d4 points of acid damage.

SQ—Light Sensitivity: Silverfish flee 50% of the time when presented with full *daylight*. Silverfish suffer a -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a *daylight* spell.

Seven Spirits of Baal

Medium-Size Outsider [Evil, Law]

Hit Dice:	5d10+5 (35 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	Claw x2 +5 melee
Damage:	Claw 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Baatezu qualities
Saves:	Fort +4, Ref —, Will +6
Abilities:	Str 14, Dex 12, Con 12, Int 10, Wis 12, Cha 4
Skills:	: Listen +4, Spot +4
Feats:	Alertness
Climate/Terrain:	Special
Organization:	Special
Challenge Rating:	5
Alignment:	Lawful Evil
Advancement:	None

These spirits are encountered in conjunction with the *Treatise of Malbolge* only, which they have been instructed to guard by their master (currently they take orders from Baalzebul himself). While “existing” within the book, the current owner of it has complete control over them.

Spirits of Baal appear to be transparent, greenish ochre humanoids. Their eyes are black and their clawed hands are tipped with long, alternating yellow and green nails. Their heads are vaguely human in shape, hairless and smooth. Their large ears are pointed and grotesque, appearing as if recently burnt to the point of flaking. Their legs are human in appearance except for the feet, which are four-toed and sport long, curved, yellow or green nails. Though these spirits appear transparent, this must be a part of their actual physical being, since touching them reveals a tangible form. Their relation to devil-kind is unmistakable.

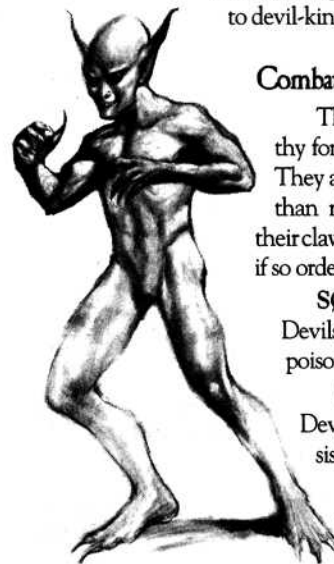
Combat

The spirits are not noteworthy for their combative nature. They attack more from instinct than reason, and always with their claws. They fight to the death if so ordered.

SQ—Immunities (Ex): Devils are immune to fire and poison.

SQ—Resistances (Ex): Devils have cold and acid resistance of 20.

SQ—See in Darkness (Su): All devils can see perfectly in darkness of any kind, even



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that created by deeper darkness spells.

SQ—Telepathy (Su): Devils can communicate telepathically with any creature within 100 feet that has a language.

Ustass, the White Worm

Huge Magical Beast

Hit Dice:	15d10+105 (182 hp)
Initiative:	+5 (Dex, Improved Initiative)
Speed:	30 ft., burrow 15 ft.
AC:	20 (-2 size, +1 Dex, +11 natural)
Attacks:	: Bite +20
Damage:	Bite 2d8+7
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab, swallow whole, breath weapon, acid pools, hypnotic pheromones
Special Qualities:	Cold subtype, acid immunity, spell resistance 5
Saves:	Fort +15, Ref +6, Will +6
Abilities:	Str 25, Dex 13, Con 22, Int 4, Wis 12, Cha 6
Skills:	Hide +5, *Listen, +8, Spot +8
Feats:	Alertness, Improved initiative
Climate/Terrain:	Any cold land
Organization:	Solitary
Challenge Rating:	13
Treasure:	None
Alignment:	Neutral
Advancement:	16–22 HD (Huge); 23–45 HD (Gargantuan)

The ustass is a carnivorous hunter and absolute king of the wyrms abiding on the Elemental Plane of Ice. Its immense white body melds with a huge white dragon's head, making this abomination the bane of any creature trespassing into its lairs and territories.

Most of the ustass's time is spent hunting. Its prey varies among the many creatures available in boreal realms. It spends less time burrowing than actually remaining on the surface, where it uses its speed and excellent senses to track and then bring down prey with its breath weapon or other attacks, such as its pheromones. Because of its degenerating acid, an ustass's lair offers no physical clues that a creature resides within it, other than for an acrid taste or smell to the air (Intelligence checks, DC 5).

Wise men often point to the fact that the ustass is a cross between a white dragon and an ice wyrm of some sort; others postulate that the white dragon descended from this lower form. Whichever the case, this untamable beast is avoided by even the strongest of foes, for nothing but woe has come to those who have fought this monstrosity.

Combat

These creatures can hide well, preferring to bury themselves in terrain matching their coloration, so it is nearly impossible to detect even the closest of ustass until one is right upon you. The ustass's abdomens exude an



acidic substance when it is at rest. When it's encountered in its resting area, there will be a 2d3 (2–6) 6-foot-round pools of such stuff. The ustass does not eat carrion, so anyone who can feign death (-4 circumstance penalty) can possibly trick the beast into thinking she's dead. The ustass will wait 1d4 rounds to ascertain if this is indeed the case and then wanders off if no outward signs of life are discernible.

SA—Improved Grab (Ex): The ustass must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the foe.

SA—Swallow Whole (Ex): Requires a successful grapple check for Large or smaller opponents; once inside, the opponent takes 2d8+7 crushing damage and 3d6+4 acid damage from the ustass's gizzard. A swallowed creature can climb out of the gizzard with a successful grapple check. This returns it to the ustass's maw, where another successful grapple check is needed to get free. Cutting the ustass's stomach lining to exit in this manner doubles the acid damage per round (6d6+8), as reservoirs of acid gush into the gizzard in this case. Its gizzard is AC 18 and can sustain 35 hit points of damage. Only small or tiny slashing weapons may be used to attack the gizzard. After the creature exits the stomach, the opening reseals itself. Creatures swallowed whole thereafter always take 6d6+8 acid damage until the ustass's stomach heals itself in one day's time.

SA—Breath Weapon (Su): As a mature adult white dragon; 7d6 (DC 25).

SA—Acid Pools (Ex): The ustass excretes 2d3, 5-foot-round acid pools while it is at rest. Combating an ustass while near these requires Reflex checks (DC 12) every two rounds so as not to accidentally step within one of them for 2d4 acid damage.

SA—Hypnotic Pheromones (Ex): The ustass's body constantly exudes a chemical pheromone in a 20-foot radius about itself that hypnotizes beings within it (as the spell *hypnotism* cast by an 8th-level sorcerer, DC 15).

SQ—Cold Subtype (Ex): Immune to cold damage. Ustass take double damage from fire (Reflex save for half).

SQ—Acid Immunity (Ex): Ustass are immune to acid attacks.

Skills: *An ustass receives a +12 racial bonus to Hide checks in its native environment.

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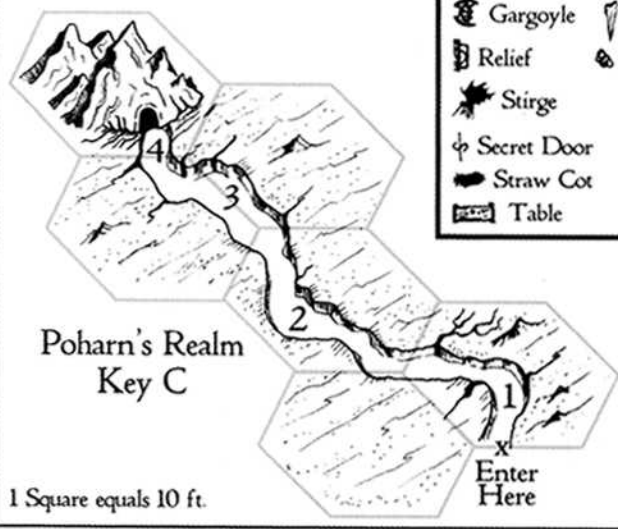
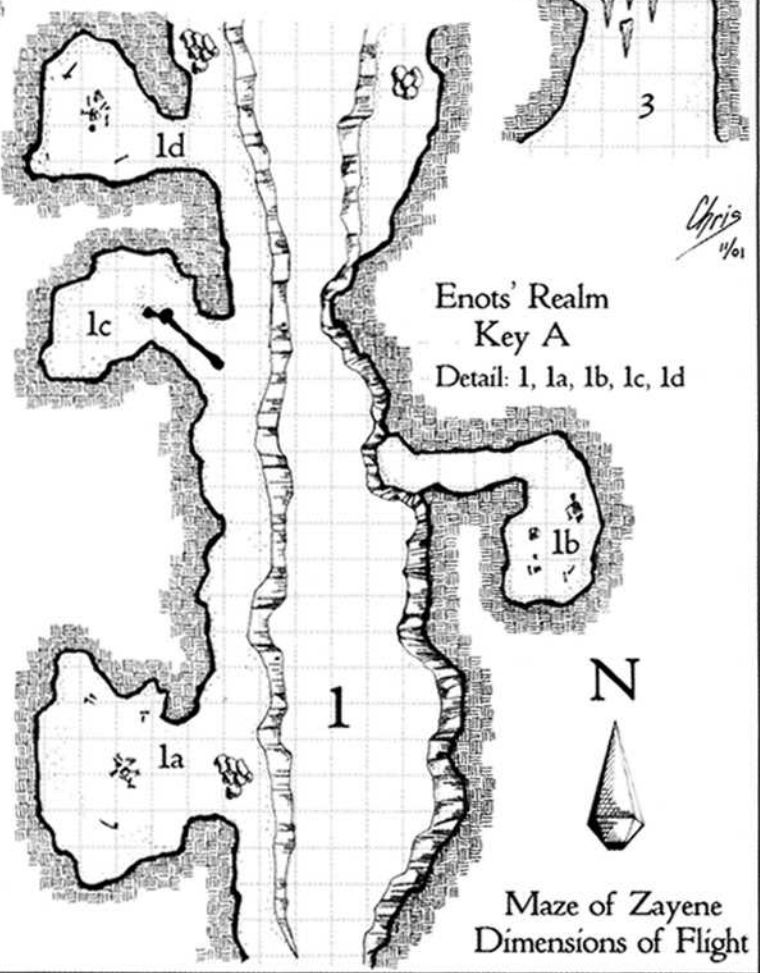
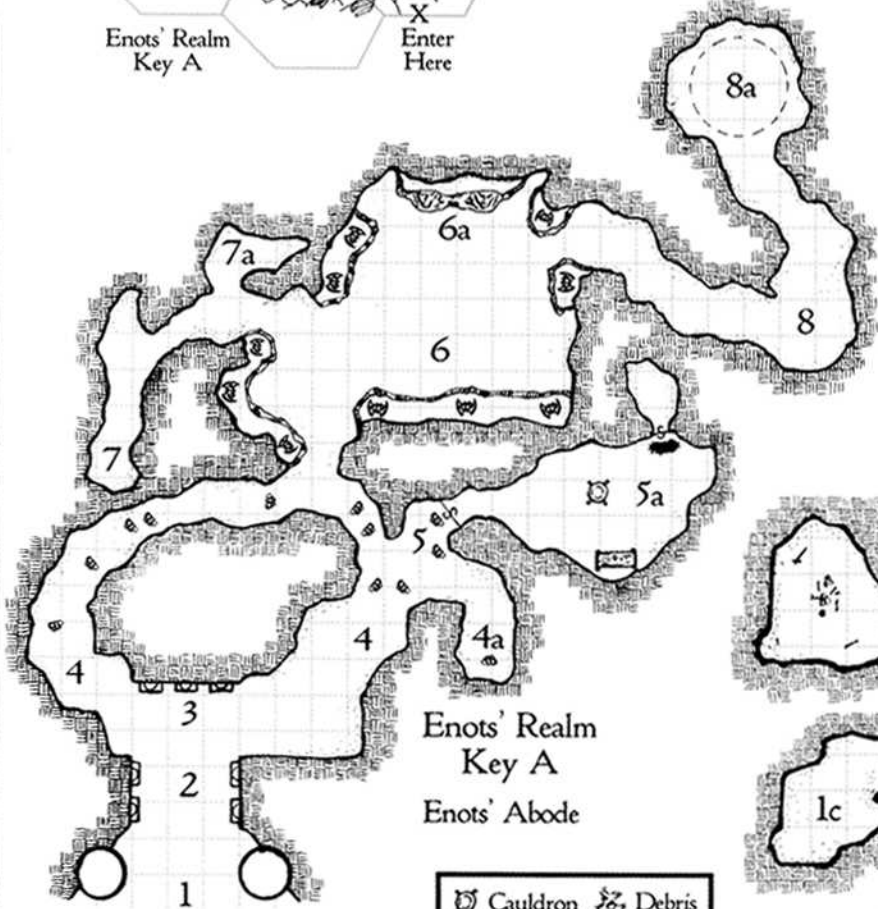
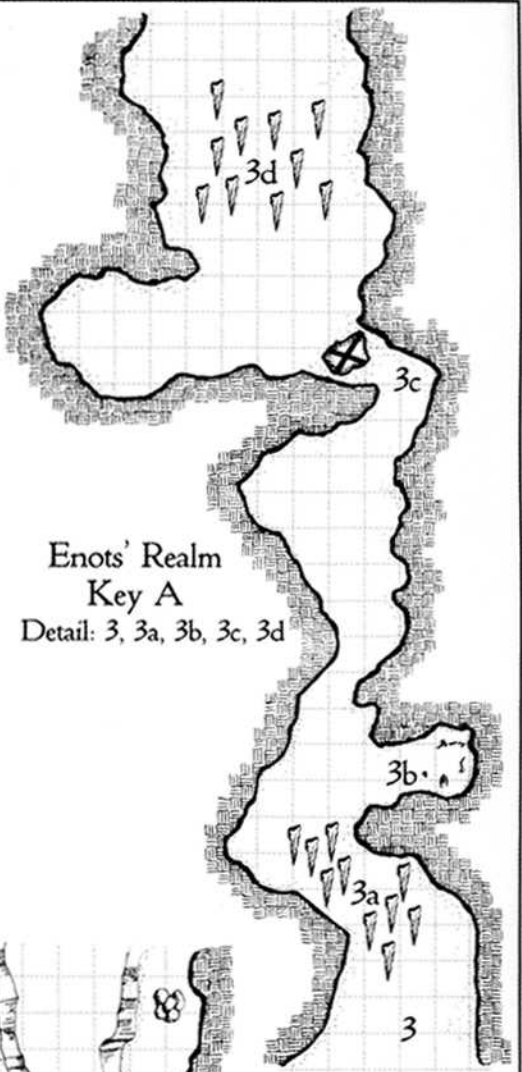
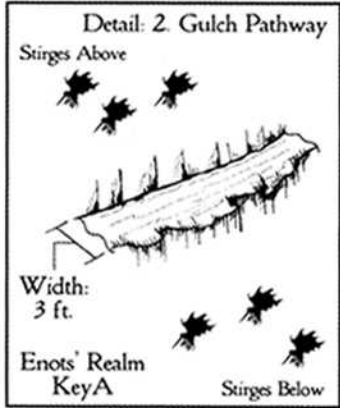
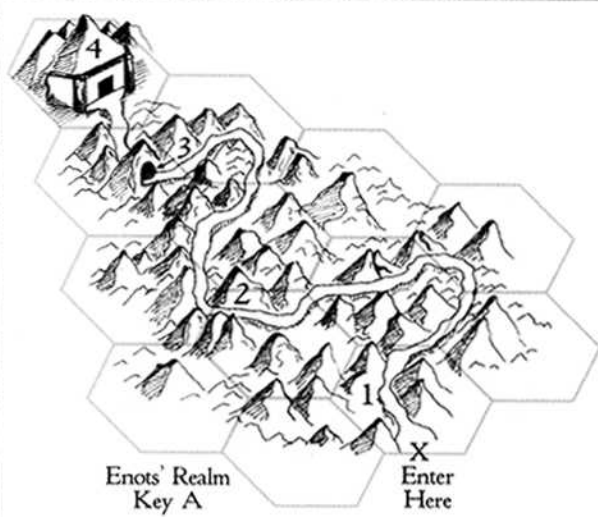
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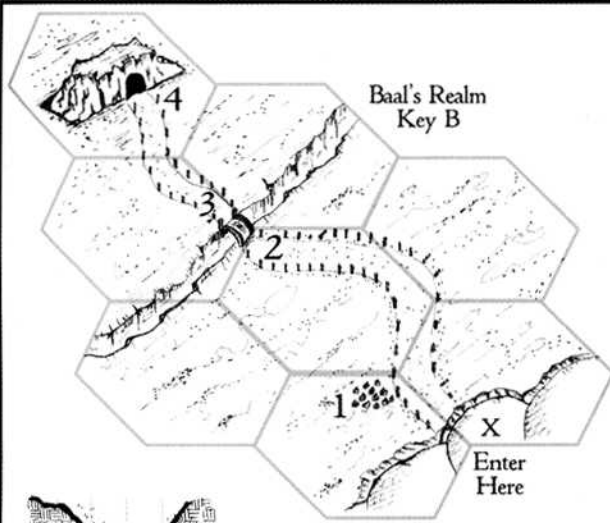
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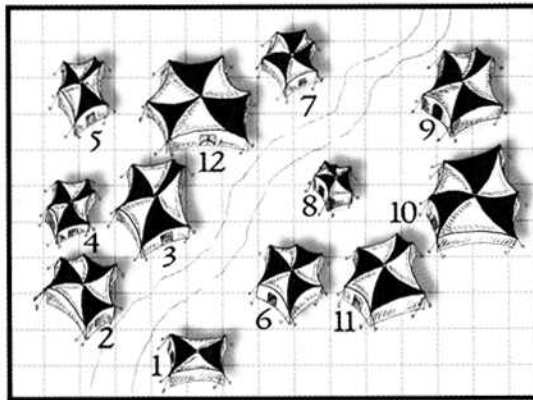
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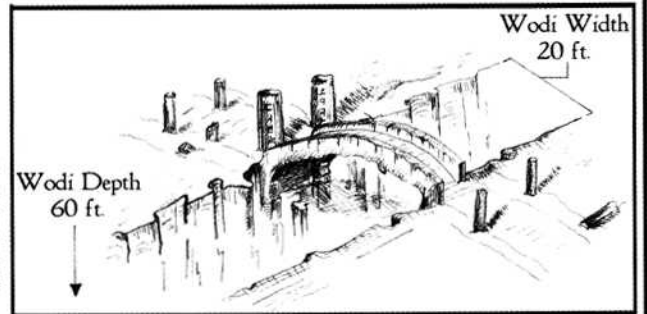
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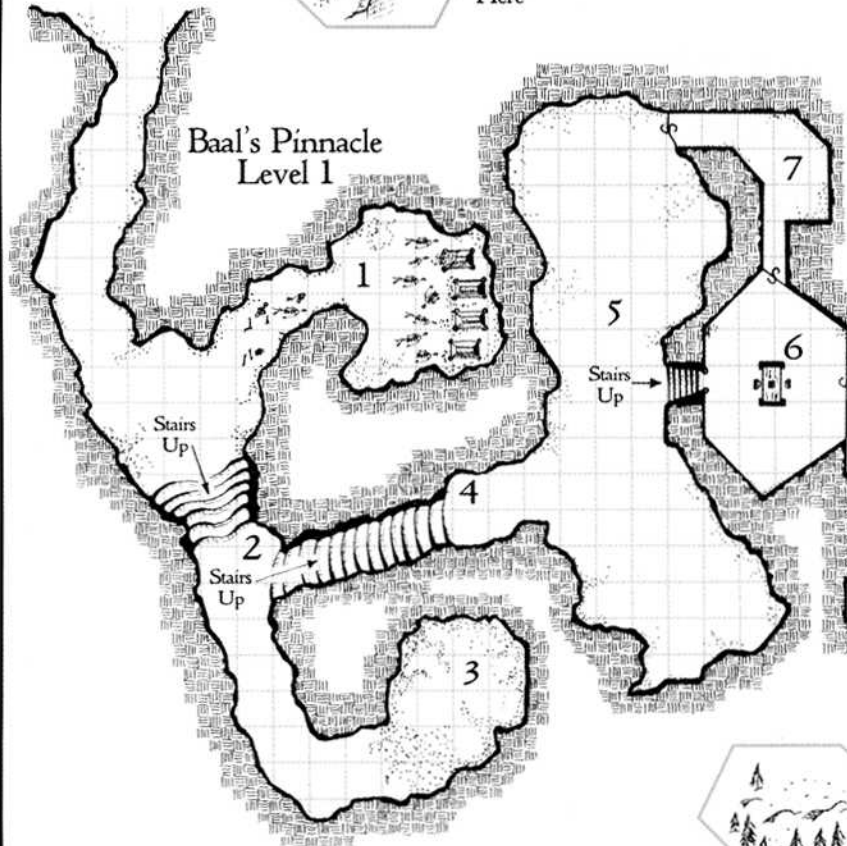
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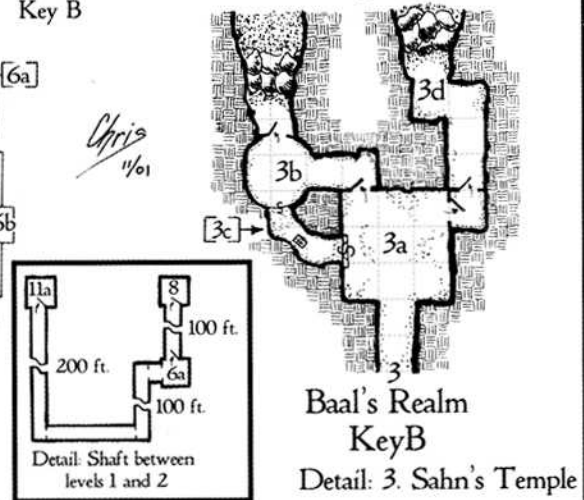
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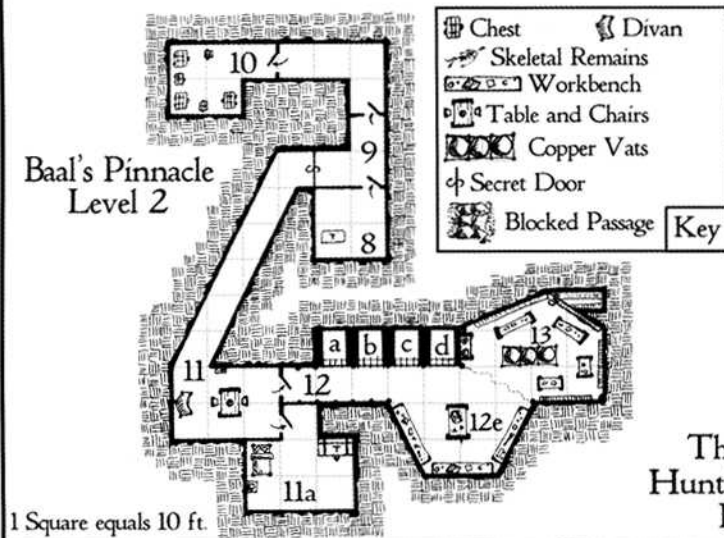
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Baal's Pinnacle
Level 1



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ISBN 1-58846-190-4
WW 8381 \$11.95 U.S.



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