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THE DIAMOND FORTRESS

by Phillip Larwood

A d20 adventure for 4 to 6 characters 11th-13th level



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The Diamond Fortress

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The Diamond Fortress

Table of Contents

Introduction	3
Part One: The Village of Ravenscar	5
Part Two: The Shroudwood	10
Part Three: The Diamond Fortress	19
Appendix A: Monsters and NPCs	32
Appendix B: New Magic Items	43
Appendix C: New Monsters	44
Maps	46

Introduction

The Diamond Fortress is a module designed for 4-6 characters of 11th-13th level. The module is set near a large town famous for its frontier spirit, and takes place in a fortress full of magic and terrible monsters. In the module the PCs must destroy the magic that holds the fortress on the Material Plane before it can be used as a staging point by the demonic forces contained within to ravage the town and the surrounding lands.

This module can easily be modified to fit into just about any campaign, although DMs must be prepared to make some accommodation for the new magic items and monsters that the module features, as well as the unique features of the fortress.

The Legend of Taosiir

Centuries ago, before the town of Ravenscar was built, a powerful wizard named Taosiir claimed the green lands south of the Dragonback Hills. Taosiir was greatly interested in extradimensional travel and the creation of magic items that would allow him safe passage through the planes. Such was his passion that when he finally settled down he decided to incorporate certain unique magical effects into the construction of his castle to allow him to journey to whatever plane he wished without leaving the comforts of home.

Taosiir began by shifting a large quantity of rock and other materials from the outer planes to use in the construction of the castle's foundations. After this was done he placed the *planar turbine* at the heart of the structure and wove several powerful protective wards over the magical device. When it was finished the *planar turbine* allowed Taosiir to *plane shift* his castle from one plane to another, and the castle spent several months in various locations throughout the multiverse.

Years passed and Taosiir grew forgetful and careless, eventually causing the disaster that left the castle a smoldering ruin. Although no one knows the true story, what is known is that Taosiir's castle was all but destroyed in a cataclysmic explosion that left all of its inhabitants missing or dead and rained down magical green fire on the small town of Ravenscar (then known as Castlevew).

While Taosiir's castle has gained a reputation for being haunted the bands of adventurers who have traveled there in search of treasure have found only blackened stones, and sheep now graze within sight of the ruins without harm.

The Real Story

Taosiir's most gifted apprentice was an arrogant elf named Nithildoor. Unfortunately for Nithildoor his arrogance was matched only by his lack of common sense and he was unprepared for the first demon he summoned. The cunning fiend tricked the elf into accepting a gift that bound his soul to its own in an inescapable union.

The *circlet of demonic might* that the demon gave to Nithildoor granted the elf incredible strength and resistance to magic, but also made him little more than a puppet for the demon lord Sriasha, who ordered him to betray his former master. While Sriasha prepared her armies to enter the Prime Material plane, Nithildoor sabotaged the *planar turbine*, corrupting many of the spells woven over the device so that when the castle next shifted it would arrive in Sriasha's realm instead.

On the fateful day of the castle's disappearance Taosiir activated the *planar turbine* to transport his castle to the heavens. When the castle shifted, however, it was to Sriasha's realm, where the demoness and her minions were waiting. During the battle Taosiir fell, torn apart by hundreds of demons. However, the old wizard's resistance gave Nithildoor the opportunity to break free of the circlet's control and the elf shattered his *staff of power*. In the resulting explosion both Nithildoor and much of the castle were destroyed, the rest jettisoned into the Astral Plane as the staff's magic interacted with the power of the modified turbine, finally landing in the Demiplane of Crystal.

The Demiplane of Crystal

When the remains of the castle finally came to a stop the demons that had survived the explosion could only marvel at the crystalline landscape of the strange demiplane that stretched out before them. The demons, led by a nalfeshnee demon named Valazon, soon discovered that the explosion had nullified their teleportation abilities (as if by a permanent *dimensional lock* spell), and they were stuck on the demiplane. As the realization sunk in several strange creatures made out of crystal accosted the demons, pushing them back into the ruins. The power of the demons soon proved the crystal monsters undoing and Valazon enslaved the survivors.

Years passed and the demons became masters of Crystal Demiplane. During that time, they mated

with some of the inhabitants and the few unfortunate creatures from the castle that had become trapped with them. It was towards the end of their third century in the Demiplane of Crystal that the demons learned that the crystals that made up the plane resonated with extra-planar energy, some containing the souls of those travelers whose bodies had been petrified by the plane's power. Using the crystals to rebuild the castle and the *spirit shards* to repair the damage done to the *planar turbine*, the demons set about shifting the castle back to the Prime Material Plane, where Valazon planned to build an army of crystalline beasts and demons as the indidious crystal curse spread across the land.

The Ghost of Nithildoor (EL 18)

The night before the PCs arrive in Ravenscar and a few days before the appearance of the Diamond Fortress a translucent looking elf wearing a shredded robe and a sparkling amulet appears before them. The elf has a haggard face, long silver hair, and blazing amber eyes, and his body is engulfed in pale green flames. This is none other than Nithildoor, the elven wizard who broke his staff to end the demonic invasion led by Sriasha.

Nithildoor tells the PCs that a great evil is coming to threaten the town and the surrounding region. He is unsure what the threat is, or when it will strike, but knows that he was awakened from his eternal slumber by the growing malevolence around Ravenscar. He offers to help the PCs against this evil if they reclaim a magic circlet he once owned from the lair of an ogre mage bandit (the circlet is the *circlet of demonic might* he wore when he was alive), but offers no information about himself.

If attacked, or if the PCs refuse to help him Nithildoor attacks them for a few rounds before calling them fools and vanishing.

Nithildoor: CR 18; hp 105; see Appendix and MM.

The Appearance of the Fortress

Three days after Nithildoor visits the PCs the fortress appears in a gigantic flash of multicolored energy, slaying anyone in the castle ruins at the time. The appearance of the fortress quickly draws the attention of the townsfolk who beseech the PCs to find out what the fortress is doing outside their town and who owns it (see the **Town of Ravenscar** section later for details). Once they are within the castle, it quickly becomes apparent that the demons are planning to create an army of demons and crystalline horrors. PCs must recover the *circlet of demonic might* to help them safely pierce the veil that surrounds the fortress, and must destroy the *spirit shards* scattered throughout the fortress to penetrate the heart of the fortress and send it back to the Demiplane of Crystal. Of course, the demons within the fortress will try to stop them.

Part One:

Town of Ravenscar

History

Decades after Taosiir constructed his castle farmers from the south began to move into the wild lands surrounding the structure. The lands were cleared of monsters, and people gradually settled in the region. An inn and a blacksmith's shop were soon built within sight of the castle. Other buildings followed until a small town had been established. The town (then known as Castlevue by the local farmers) was all but destroyed by the magical green flames that rained down on it when the castle vanished and many of its inhabitants were killed. In the morning light the survivors found that the castle was gone and much of the land was burnt beyond recognition, but the farmers were nothing if not tenacious and they began the slow process of rebuilding. They renamed the town Ravenscar, after the charred patch of ground in the center of town, that bore the shape of a raven in flight, and more people came to replace the disaster's victims.

In the centuries since the town was rebuilt it has suffered at the hands of both humanoid hordes and the green dragon Claugathyal (now long dead). It has grown into a large settlement with plenty of opportunities for adventure, although the ruins of Taosiir's castle have been relegated too little more than a landmark. Of course, the appearance of the Diamond Fortress changes all of that.

General Overview

Ravenscar (Small Town): Conventional; AL CG; population 1,455 adults; 1,000 gp limit; Assets 72,500 gp; Mixed (79% human, 9% halfling, 5% half-orc, 3% gnome, 2% dwarf, 1% elf, 1% half-elf).

Authority Figures: Lord Mayor Harlyth Olbraiun, male human Exp9 (owner of Harlyth's House of Plenty), High Sheriff Endril Bortass, male human Ftr7.

Important Characters: Aerandil Selethal, male elven Wiz8, Tasha Starhorn, female human Exp4 (local seamstress), Torbald Ironthaws, male half-orc War3/Exp1 (local blacksmith), High Priestess Dalenna, female human Clr7 (local cleric of the Revered Mother), Dunthrim Deephammer, male dwarf Ftr2/Brd3 (proprietor of the Madcap Manticore Inn).

About Town

The reasons for the PCs' presence in the frontier town of Ravenscar could be anything from simple exploration to something more complex, such as defeating the orc and ogre bandits in the Shroudwood (see **The Shroudwood** section later). Whatever reasons the PCs might have for adventuring in the area quickly become irrelevant when the Diamond Fortress appears and Valazon's demons begin ravaging Ravenscar.

PCs traveling about Ravenscar have plenty of opportunities for both interesting encounters and acquiring information about the castle, Taosiir, and local events or personalities. If the PCs have been in Ravenscar for a while they may already know some of the rumors and information presented on the next page in **Table 1-1: Rumors about Town**, although what they know and what might actually be true is up to individual DMs to decide.

While PCs can acquire information anywhere in town, certain locations (The Madcap Manticore Inn, the town market, and Harlyth's House of Plenty) offer more chances for them than elsewhere. In game terms this translates to a +2 bonus to any Gather Information checks the PCs make in these areas, as the locals are more willing to talk to strangers in these locations than elsewhere. Each rumor includes the relevant DC of the Gather information check and whether the rumor is True or False.

Locations in Ravenscar

Most of the buildings in Ravenscar are the cottages or homesteads of farmers, laborers or other commoners, and will probably have no impact on the PCs or the adventure (other than to be destroyed by the demons during their attacks on the town). Other areas in Ravenscar are far more important to the course of the adventure and what the PCs might do, and so are listed below with the information and statistics needed to run them.

1. Town Market (The Ravenscar)

This is where the people of Ravenscar come to sell their produce, and hold most of their town functions. The market is roughly located in the center of town, surrounding a patch of burned ground in the shape of a raven taking flight. The 'Ravenscar' radiates faint

Table 1-1: Rumors about Town

DC	Rumors
5	The ghost of a powerful wizard haunts the ruins of the castle. He steals the soul of anyone who comes near. (The first part is True, the second part False). Several caravans have been lost north of town due to attacks from orcs and ogres. The sheriff is looking for someone to take care of the problem (Both sentences are True). If someone sleeps in the center of the mark from which the town gets its name they will be granted visions of the future (False).
10	A crazy half-orc adventurer came into town a week ago. The half-orc's name is Ungreth and he has a stirge for a pet (True). A gnome merchant from Valedis claims that he saw a dragon swooping low over the Shroudwood, before disappearing behind some hills. (Partially True. The gnome did see a creature swooping over the Shroudwood, but it was a dragon horse, not a dragon).
15	Dunthrim Deephammer is a dwarven prince who was banished from his delve for killing his brother (False). High Priestess Dalenna is looking for a group of adventurers to rid the ruins of the castle of its ghost. Aerandil claims that the ghost is none other than Taosiir, the long lost owner of the castle. (The first sentence is True, the second sentence is False. The ghost is that of Nithildoor). Ungreth is a scout for the orcs and ogres that have been attacking the caravans. They are planning to attack the town! (False).
20	Harlyth is secretly looking for adventurers to recover a family heirloom that was stolen by thieves a few weeks back. Harlyth believes that the thieves have been hiding in the ruins of the castle and have created the impression that they are haunted to keep people away (False). Aerandil is secretly evil and plans to take over Ravenscar with an army of undead. (False although the elf is evil and a skeleton warrior guards his tower).
25	Dunthrim's harpsichord can soothe the nerves of those listening to it even if they are enraged (True). Ungreth the half-orc ranger is hunting the orcs and ogres to the north of town and is looking for assistance (True).

evocation and conjuration magic, and unlike the rest of the area burnt by the rain of green fire has never healed (the townsfolk keep the area clear as well). Various stalls have been set up around the Ravenscar, most containing farm produce, and homemade knick-knacks. PCs exploring the area have a good chance of picking up information or meeting some of the important people in town. One of these is Tasha Starhorn, the local seamstress who owns a stall along the western side of the market.

Tasha Starhorn, female human Exp4: CR 3; hp 13; See Appendix.

Tasha is a short agile woman in her mid 30s with a widow's peak and dark blue eyes. While she is an excellent seamstress and a good cook, her true passion is gossip mongering, and she enjoys spreading tales about the other important people in town. Everyone knows that she is a gossip, but she does it with such flair and style that most people put up with her antics.

2. Harlyth's House of Plenty

This is Ravenscar's general store. All of the basic equipment from the PHB is available from the store at standard prices. The store is run by Ravenscar's Lord Mayor, the honorable Harlyth Olbraiun and is used by the entire community for their needs. Aside from the Madcap Manticore Inn, Harlyth's House of Plenty is also the place most regularly visited by foreigners, and thus is a good place for PCs to run into other townsfolk.

Harlyth Olbraiun, male human Exp9: CR 8; hp 48; See Appendix.

Harlyth is an amiable fellow with thinning brown hair, gray eyes, and a short well-groomed beard. His knowledge of the law and his diplomatic skills saw him become mayor of Ravenscar almost ten years ago, a position he has maintained ever since. He has little to do with the PCs until the appearance of the Diamond Fortress. When this occurs he offers them a reward of 5,000 gp to eradicate the demonic menace. If approached by the PCs beforehand he is polite but has nothing to offer them and nothing to say. He directs PCs to Endril if they mention the attacks on the caravans and directs them to Dalenna if they mention the ghost haunting the castle ruins.

3. Torbald the Blacksmith

Torbald Ironthews runs the only smithy in town, and PCs can purchase any of the weapons and armor in the PHB save full plate at the standard prices (he makes full plate only on commission since a complete suit it is too expensive to keep in stock).

Torbald Ironthews, male half-orc War3/ Exp1: CR 3; hp 37; See Appendix.

Born and raised in a woodsman's cottage on the edge of town, Torbald is a respected member of the community despite his gruff manners and half-orc heritage, and will leap to the defense of Ravenscar should it be attacked. He hates his appearance and dislikes most other humanoids, but is willing to give anyone a chance. He also has a soft spot for good-aligned fighters.

4. Temple of the Revered Mother

The Temple of the Revered Mother is the largest building in town and is the main place for the townsfolk to gather in times of trouble. High Priestess Dalenna is the main cleric of the Revered Mother and runs the temple with prim efficiency, aided by six clerics of levels 1-3 (two of each). Dalenna is willing to cast spells on the PCs for a reasonable price, and they can purchase divine scrolls and potions from the temple as well. When the PCs enter the Diamond Fortress to combat, the demonic threat she provides spells for free until the threat has been resolved.

Dalenna, female human Clr7: CR 7; hp 49; See Appendix and PHB.

Dalenna is a tall graceful woman in her 40s with long gray-blond hair and startling green eyes. A beloved member of the community, she is the heart and soul of Ravenscar and no one will speak ill of her or question her actions. The deity that Dalenna worships is the Revered Mother, a Lawful Good goddess of healing, mercy, and patience. DMs can substitute another god more appropriate to their campaign if need be.

Once Dalenna knows the PCs are in town she approaches them, and offers them the job of ridding the ruined castle of the 'fiery' ghost. She does not know who the 'fiery' ghost is but believes that he is evil and far too powerful to tackle herself. She offers the PCs her potions as a reward, but only once proof of the ghost's destruction is assured. If PCs tell Dalenna of their meeting with Nithildoor, she warns them not to trust anything the ghost says, but is ambivalent about recovering the circlet (she does not know if it is a good idea or not).

When the Diamond Fortress appears she offers them an additional 1,000 gp from the temple coffers to destroy Nithildoor, believing the ghost to be responsible for its appearance.

5. Aerandil's Tower

This small stone tower is the home of Aerandil Selethal, a reclusive and enigmatic elven wizard who saved the town from the depredations of a pair of wyverns several years ago and has lived in Ravenscar ever since. No one knows that the elf is evil, although gossipmongers like Tasha Starhorn enjoy spreading stories about him. Aerandil does not talk with the PCs unless they want to do business with him. Any scrolls or spells purchased from Aerandil cost double the normal price and he refuses to drop them, even for other elves.

Aerandil Selethal, male elf Wiz8: CR 8; hp 20; See Appendix and PHB.

Aerandil is just over 5 feet tall and has jet-black hair, pale skin and silvery-gray eyes. He is a coldly calculating, quietly spoken, cautious wizard, and always has a spell or escape plan up his sleeve. While he is evil, he is protective of his adopted town and will defend it from the demonic onslaught until it looks like he will be killed. In the cause of protecting the town Aerandil drops the prices of his scrolls and spells by half, but refuses to accompany the PCs or otherwise aid them. He knows nothing about Nithildoor or the evil force mentioned by the ghost, but PCs might seek his knowledge about the planes when the Diamond Fortress appears.

Aerandil's tower consists of three levels including the ground floor (which doubles as his library and sitting room), his bedroom, and his laboratory (which occupies the top level). All of the doors in his tower are *arcane locked* and an *alarm* spell protects his bedroom. A skeleton warrior guards the laboratory and attacks anyone who enters other than Aerandil (or someone accompanied by him). Unlike normal skeleton warrior's this one is not controlled by a circlet (so Aerandil cannot see through its eyes) and is only a 6th level fighter.

Skeleton Warrior, Ftr6: CR 8; hp 42; See Appendix.

6. The Madcap Manticore Inn

Owned by the dwarven bard Dunthrim Deephammer, the Madcap Manticore Inn is the second largest building in town and the most popular with visitors. It is a unique looking establishment and as the PCs possible base of operations (or at least the place the PCs will visit most often) is given more attention here than the other areas of town.

On the outside the inn looks little different from most of its kind and is built from blocks of dressed masonry, with a shingled roof of polished slate. The sign hanging on the outside of the building portrays a drunk manticore dressed in jesters livery and was painted by an expert (actually it's Harlyth's work and he is quite proud of it). The doors of the inn are all fashioned from dark wood and reinforced with strong black iron, and the windows are all of stained yellow glass.

The inside of the inn consists of a spacious, comfortable common room, a well stocked bar, almost two dozen rooms and a superb kitchen, but it is the inn's more unusual features (located in the common room and bar) that make it truly memorable. The first of these is a huge and delicate harpsichord built from copper, silver and bronze that Dunthrim entertains guests on during the long winter nights. The harpsichord is magical, granting a +4 enhancement bonus

to all Perform checks. In addition, when played properly by a bard with at least 6 ranks in the Perform skill the harpsichord produces the effects of a *calm emotions* spell 1/day (caster level 10th; Will save DC 13 negates). Dunthrim commissioned some gnomes to construct the harpsichord so he could quell fights in his inn without resorting to violence, unfortunately when doing so the harpsichord has the side effect of shedding pale orange light in a 20-foot radius (as a *continual flame* spell).

The second unique thing in Dunthrim's inn is the stuffed mantichore that hangs from the ceiling above the common room. The mantichore was slain by Dunthrim and his old adventuring companions, and gives the inn its name. While this in itself is not that unusual, the mantichore was only slain by the adventurers because it was drunk at the time. In fact, many visitors to the inn have commented on the sheepish expression plastered on the mantichore's face, or the fact that its eyes are crossed as if in deep concentration. It is something that gives Dunthrim the opportunity to regale the visitors with conversation about his exploits.

Prices for accommodations at the Madcap Mantichore range from 1sp for a spot in the common room to 5sp for a room. Prices for meals range from 1sp for a simple meal, to 3sp for a good quality meal, and 1gp for a fine meal. Drinks range from 5cp for a mug of ale to 5sp for a mug of wine, to 2gp for fine elven wine or dwarven liqueur. PCs can also stable their mounts at the inn for 1sp a night. Dunthrim has three full time human female staff, who look after the guests and make sure the inn is run smoothly. All of them are 1st level commoners.

Dunthrim Deephammer, male dwarven Ftr2/Brd3: CR 5; hp 40; See Appendix and PHB.

Dunthrim is a gregarious, fun-loving dwarf who enjoys dressing in flowing robes and jewelry. He has dark brown hair, a hook-like nose, a wild looking beard and merry blue eyes. Other dwarves find Dunthrim, his warped sense of humor and his carefree attitude a little disconcerting, but once they get to know him, they soon realize he shares many characteristics common to dwarves, including a hatred of giants and a strong sense of honor. Dunthrim has a soft spot for adventurers and will be more than happy to share his knowledge of the town and the surrounding area with the PCs. If asked specifically about Taosiir's castle Dunthrim relates the information given in the **Legend of Taosiir** section above.

7. The Bunkhouse

Ravenscar's jail is known as the Bunkhouse because it usually serves no other function than to dump

drunkards for the night to sober up. Visitors (or transients as Endril calls them) sometimes end up here if they do not have enough silver to pay for a room at the inn. The jail is a small squat structure made out of stone with iron-barred windows and a large oaken door reinforced with iron. Any PCs who break the law might find themselves staying here if they run afoul of Endril. Of course, capturing and holding characters as powerful as the PCs might be beyond the power of the NPCs if the PCs decide to resist.

Endril Bortass, male human Ftr7: CR 7; hp 57; See Appendix and PHB.

Endril has long red hair and deep brown eyes. He is an honest, straight talking fellow who looks after the welfare of the townsfolk and treats everyone living there as his own flesh and blood. If PCs approach him about ending the attacks on the caravans, he offers them a reward of 10 gp a head for each orc and ogre they kill then directs them to Ungreth (see below). Endril knows that a ghost has appeared in the ruins of the castle, but directs them to Dalenna if they want any information (especially if the PCs tell Endril about Nithildoor's appearance). During the appearance of the Diamond Fortress Endril does what he can to defend the town, and directs any PCs to Harlyth regarding any rewards.

The only 'resident' of the bunkhouse now is Ungreth, a crazy half-orc who has been the focus of several rumors regarding orcish invasions and other nonsense. Ungreth is allowed to come and go as he pleases and is always accompanied by his pet stirge Poker. The half-orc is secretly a ranger (a fact known to both Harlyth and Endril), and has been hunting the orcs and ogres attacking the caravans north of town.

Ungreth, male half-orc Rgr10: CR 10; hp 64; See Appendix and PHB.

Ungreth has a stirge named Poker as a companion. While rangers normally cannot take stirges as animal companions (because they are magical beasts) Poker was originally a hawk until running afoul of a *polymorph any object* trap. Somehow his connection to Ungreth was not severed during the transformation, and he has served the ranger faithfully ever since.

Poker, male stirge: CR —; hp 17; See Appendix and MM.

Poker knows the tricks attack, come, defend, guard, and seek.

Ungreth is a lean, athletic-looking half-orc with mismatched eyes (one blue, the other blood red) and excruciating body odor. If the PCs need help in the Diamond Fortress, Ungreth will do what he can to help. He is also important to the course of the adventure, as he can lead the PCs to the orc bandits' camp

in the Shroudwood and the *circlet of demonic might*, a magic item that is integral in breaching the magical veil covering the fortress. The Shroudwood (and the bandit camp) is detailed in the next section of the module.

8. Castle Ruins (EL 18)

The ruins of the castle outside Ravenscar are little more than a few blackened pillars and blocks of granite overgrown with vines and weeds. There is no sign of any skeletons or other remains or any signs of recent habitation, although the occasional dire rat or monstrous centipede can be found amidst the rubble. Like the Ravenscar that lies in the center of the town market, the ruins radiate faint evocation and conjuration magic.

PCs exploring the area before the appearance of the Diamond Fortress (which absorbs the ruins) and before venturing to Bandit camp may encounter Nithildoor, but the ghost remains ethereal most of the time and will only reveal himself if the PCs have questions concerning the *circlet of demonic might*. Once the PCs leave for the bandit camp Nithildoor disappears, only reappearing once Valazon is dead or all the spirit shards have been destroyed.

Nithildoor, Male Elven Ghost Wiz16: CR 18; hp 105; See Appendix and MM.

Tactics: If he knows combat is imminent and he has time Nithildoor responds by casting shield, mirror image, moment of prescience, arcane sight and magic circle against evil in that order. Once combat starts he casts his high level spells first in an attempt to finish off the PCs quickly, starting with a delayed blast fireball, then waves of fatigue before switching to single target spells like baleful polymorph and polar ray. He only resorts to using his flaming touch attack or his corrupting gaze when he runs out of spells. Because he knows he will simply rejuvenate, he does not fear death.



Part Two:

The Shroudwood

General Overview

North and west of Ravenscar is the Shroudwood, a dark tangled forest that is home to many sorts of creatures, as well as bandits who prey on travelers. Very few people inhabit the Shroudwood, although one or two tribes of wild elves are thought to live in the western depths of the forest (not shown on the map).

There are many reasons why the PCs might explore the Shroudwood although the most obvious one is to retrieve the *circlet of demonic might* from the bandit camp. Of course finding either the bandits is not easy unless the PCs employ divination magic such as *find the path*, *scrying* or *discern location*, or seek the services of Ungreth (who can lead them straight to the bandits).

While traveling through the Shroudwood PCs have a chance of running across random encounters and of becoming lost if they stray too far from Ravenscar. The rules for becoming lost are explained in the DMG, and should only be used when the PCs are not with Ungreth and refuse to take suitable precautions. Encounters serve a similar function and should only be used if the PCs are wasting too much time in their exploration of the woods or if the players themselves are growing bored or complacent.

Encounters

There is a 10% chance per hour of a random encounter. Many of these encounters are not really a challenge for PCs of over 10th level and should be used sparingly (as described above). Each encounter includes the number of creatures encountered and the average Encounter Level of each as well (the actual

Encounter Level will vary depending on how many monsters there actually are in a group). Statistics for all of the creatures are listed in the MM, although the statistics for the ogre warriors, orc rogues, and thessalgorgon can be found in the caves of the bandit king. If an encounter is generated roll on **Table 2-1: Encounters in the Shroudwood**.

The Dragon Horse (EL 11)

The Shroudwood has recently become home to a powerful dragon horse named Lothirix. Lothirix has come to the Shroudwood in search of her foals and scours the forest for any signs of them. Lothirix believes that her foals have been captured by Ershak, the leader of the orc and ogre bandits and have been placed in the bandits cave complex.

Lothirix, advanced female dragon horse: CR 11; hp 154; See Appendix.

Lothirix usually stays in the clouds above the Shroudwood, occasionally flying out over the forest in search of her offspring. If she spots the PCs she keeps her distance, but watches them with interest. She does not make any hostile moves toward the PCs unless they attack her first. If approached in a friendly way by good or neutral PCs she communicates her desire to be reunited with her foals, watching for their reaction. If they seem willing to help her, she directs them to the bandits (who seem to be the most likely candidates). She avoids evil PCs as best she can.

If the PCs succeed in rescuing her foals, Lothirix aids the PCs in the future, waiting just outside the town of Ravenscar when the PCs enter the fortress and responding to any predetermined signal that the PCs give her. She willingly risks her life against the demons of the fortress if her foals are alive, as the fiends are irredeemably evil, and she owes the PCs a great debt of gratitude.

The Shroudwood Bandits

General Overview

While the bandit camp has nothing to do with the appearance of the Diamond Fortress, PCs can gain a powerful ally from the camp (Lothirix) and the *circlet of demonic might*. From the rumors spread in Ravenscar, it would seem that the bandits are simple orcs and ogres. Unfortunately the orcs and ogres are all much more powerful than they first appear and are

Table 2-1: Encounters in the Shroudwood

d12	Encounter	Average EL
1	1d3 araneas	5
2	1d4 dryads	5
3	1d4 owlbears	6
4	2d4 dire wolves	7
5	1d6 dire boars	7
6	2d4 pixies	8
7	1d4 + 1 huge spiders	8
8	1d4 nymphs	9
9	1d4 ogre warriors	9
10	2d6 orc rogues	10
11	1 thessalgorgon	12
12	1 nightwing	14

aided by several dangerous monsters, making the PCs job in eradicating them all the more difficult.

The camp is spread over two sections. The first is a rough camp of camouflaged hide tents where most of the bandits live. This area is protected by several traps devised by the orcish rogues and is difficult for the PCs to find without the use of magic or the aid of Lothirix or Ungreth. The second area is a relatively large cave complex where Ershak makes his lair, and the PCs can find the dragon horse foals and the circlet.

The Bandit Camp

The bulk of the bandits live in a collection of hide tents in the depths of the Shroudwood. The area surrounding the camp is heavily wooded and devoid of any trails or paths for the PCs to follow. Several skills and other factors are modified because of the terrain and these are summarized below for the DM's reference:

- Creatures' standing in a tree space gain a +2 bonus to AC and a +1 bonus on Reflex saves.
- It takes two squares (10 feet) of movement to move 5 feet.
- The DC of Tumble and Move Silently checks is increased by 2.
- Listen checks are increased by 2 for every 10 feet (instead of 1 every 10 feet).
- Climbing a tree takes a Climb check of DC 15.
- The trees surrounding the camp have AC 3, hardness 5, and 300 hp.
- The undergrowth between the trees provides concealment (20% miss chance for ranged attacks).
- Spotting distance is 2d6 x 10 feet.

If the PCs attack the bandit camp and then withdraw, the bandits double the number of guards around the perimeter and place two guards around the supply tent. If a day passes between the PCs first attack and their next, the bandits reset all the traps. Should more than three days pass between attacks the bandits reinforce their numbers with 2d6 additional orc rogues, and 1d4 additional ogre warriors (returning to camp after a couple of weeks of banditry in and around the Shroudwood). The arrival of these reinforcements depends on the success of the PCs' initial onslaught, the bandits forsaking their campsite rather than dying if they take more than 50% casualties in one foray from the PCs and only returning once they are told to by Ershak or reinforcements arrive. Of course, if Ershak is still alive and with them the bandits return to their camp to set up an ambush for the PCs when they return or as they are leaving the cave system.

1. Trapped Perimeter (EL 12)

The bandits have set up several traps around the perimeter of the campsite to kill trespassers. All of the bandits know the location of the traps and leave the campsite by one of the paths designated on the map. While none of the paths are marked in any way the constant movement of orcs and ogres through these areas has left a visible imprint that PCs can find on a successful Search check against DC 15. PCs who have the Track feat can find the paths more easily (Survival check DC 10) and can ascertain what sort of creatures use the path on a DC 20 check. While this alone does not tell the PCs that the rest of the area is trapped, it provides them with a handy clue.

Because there are so many traps littering this area, keeping track of the movement of the PCs is important. Unless the PCs take a circuitous route, assume they arrive somewhere south of the encampment, even if Ungreth leads them there (he does not know the area is trapped).

Traps: Each trap is marked with different letters on the map, each letter signifying a different type of trap:

L – Spiked Log Trap: CR 5; mechanical; location trigger; manual reset; Atk +20 melee (5d6 damage); Search DC 20; Disable Device DC 20.

P – Poisoned Spear Trap: CR 6; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3 damage plus poison); poison (deathblade poison, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); 50 foot maximum range (target randomly determined); Search DC 20; Disable Device DC 20.

S – Spiked Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30-foot deep (3d6 damage); multiple targets (two targets in two adjacent 5-foot squares); pit spikes +15 melee, 1d4 spikes per target for 1d4 +3 each; Search DC 21; Disable Device DC 21.

Y – Swinging Yellow Mold Trap: CR 7; mechanical; location trigger; no reset; Atk +10 melee (1d6 damage plus yellow mold); yellow mold (see page 76 of the DMG); Search DC 20; Disable Device DC 20. This trap is simply a ceramic flask filled with yellow mold that is lashed to the end of a flexible branch.

The letter **B** on the map signifies the presence of an orc bandit. These bandits use the same statistics as the orcs in area 4. The bandits take 10 on their Hide checks and gain a +5 bonus since they use the undergrowth to camouflage themselves (for a total Hide score of +27). If any of these bandits spots the PCs they sound their hunting horns and begin firing arrows at the PCs, withdrawing back to the camp if openly confronted.

2. Feast Tent (EL variable)

This tent is the largest of the camouflaged hide tents in camp and has been constructed from the stitched hides of ordinary animals and creatures like cooshees and owlbeats. The hide walls of this tent and all of the others in camp have AC 3, hardness 1, and take 15 hp worth of damage before being destroyed. Unlike the other tents in camp, this tent has a hole in the top to allow smoke from the fire pit out.

A large fire pit, kept unlit during the day, takes up the interior of the hut. Two long wooden benches surround the fire pit and several tattered crimson banners hang from the walls, each one emblazoned with a broken black horn. The banners are from the Broken Horn orc tribe (from where most of the orc bandits originated). Bits of bone and fur empty flasks and other detritus litter the floor.

During the day, this tent is unoccupied. At night $1d6 + 2$ orcs and $1d4 + 2$ ogres can in this tent eating and drinking. The noise from this tent at night is loud enough to be heard from a fair distance (Listen check DC -5).

3. Supply Tent

Slightly smaller than the feast tent this tent is where the bandits keep the bulk of their provisions and most of the loot from their bandit activities. An intact wagon stocked with 12 barrels of oil lies in the center of the tent, while piled next to the wagon are several bales of fine silk (worth a total of 200 gp), and five dire wolf furs (worth a total of 50 gp). At the back of the tent is an open chest filled with 1,450 gp and buried in the gold is a small case containing a masterwork spyglass (worth 1,300 gp). Two small barrels filled with rare oil (40 gp each) lie near the entrance and atop the barrels is a coffer containing six vials of perfume (worth 25 gp each). 500-foot of hemp rope, 32 days worth of dried rations, and a bundle of expensive tapestries worth 750 gp complete the contents of the tent. Despite its contents, the supply tent is not guarded unless the PCs have already attacked the bandit camp.

4. Orc Tents (EL 10 per tent)

These tents are where the orc bandits sleep and keep their equipment. The tents are atrocious by typical human standards, each tent containing about a few dirty bedrolls and winter blankets, a couple of lanterns, and a few personal possessions that are of no value to PCs. Most of the orcs treasure is in the supply tent or the bandit caves.

Six orc bandits occupy each tent, although only four will be found here during the day. At night these tents are normally unoccupied (the orcs are nocturnal creatures so they usually sleep during the day).

Orc bandits, male, and female orc Rog5 (12): CR 5; hp 31 each; See Appendix and MM.

Tactics: The orcs wear their armor even while sleeping and always have their weapons within easy reach. The orcs generally leave the heavy fighting to the ogres, firing arrows from cover (if possible) and withdrawing if their position is compromised. They relish the opportunity to sneak attack foes, though, and try to gang up on and flank lone PCs. Of the orcs take more than 50% casualties, the remainder attempt to retreat to the caves to warn Ershak and his minions.

5. Ogre Tents (EL 10 per tent)

These tents are larger than the orc tents and are where the ogres rest and relax. They are even filthier than the orc tents, with piles of smelly animal hides and a few gnawed bones littering the dirt floor. During the day three ogres can be found in each tent, while at night they are generally unoccupied (the ogres are nocturnal like the orcs unless they are on a raid).

Ogre bandits, male ogre War5 (8): CR 7; hp 59 each; See Appendix and MM.

Tactics: The ogres' favor direct combat and attack with their magical greatclubs in preference to any other type of weapon. They are intelligent enough to protect the orcs and allow them to get into flanking positions. If the ogres suffer more than three-quarter casualties, they retreat to the caves and attempt to hold off the PCs there.

6. Entrance to the Caves of the Bandit King

To the east of the bandit camp is a broken limestone ridge topped with scraggly pines and thick underbrush. Several shallow caves dot the ridge but one is deeper than the others and has been expanded through the efforts of Ershak and his bandit followers. The entrance to the bandit caves appears little different from the other caves and it may take the PCs some time to find it.

Caves of the Bandit King

These caves were originally the result of water erosion, but have since been expanded, making the walls a combination of natural rock and rough hewn stone. The caves are uncomfortably wet and filled with small vermin (rats, centipedes and beetles). Mold and fungi are also common in the caves, although the ogres have obliterated most of the natural cave formations. The conditions within the caves are summarized below for the DMs convenience:

- The DC of all Tumble and Move Silently checks is increased by 2.
- All caves are unlit unless otherwise noted.

- The walls of the caves have AC 3, hardness 8 and 900 hp.
- The Climb check for all walls is DC 22.
- Tunnel heights are 15 feet and cave heights are 30 feet unless otherwise noted in the text.

Once the bandit camp has been attacked, Ershak makes sure that the guards in area 1. are doubled and the rest of the cave system is on alert (all inhabitants gaining a +2 bonus on Listen and Spot checks). If the bandit camp is deserted Ershak and his ogre followers abandon the caves to prepare an ambush (see the **Ambush** section later for further details), but leave behind some of the other inhabitants. If they cannot flee because the PCs are watching the entrance, Ershak and his knights ride out on their mounts and attack the PCs as described in the relevant entries. Many of the entries in the cave system include a **Development** section that indicates what happens should this or other events occur.

1. Entrance Tunnel (EL 7 or 9)

Two ogre warriors from the bandit camp guard this tunnel (use the statistics from area 5 of the Bandit Camp). The ogres are extremely bored and do not really pay much attention to the cave entrance (their Listen and Spot checks suffer a –2 penalty). Should they spot PCs they throw their shortspears and wade in with their greatclubs.

Development: Any battle here alerts the thessalgorgon in area 4. Should Ershak abandon these caves the ogres depart.

2. Owlephant Pen (EL 11)

This large cave is where the ogre knights house their owlephant mounts. A 20-foot high locked wooden gate blocks off the cave preventing the owlephants from escaping.

Locked wooden gate: 3 in. thick; hardness 5; hp 45; Break DC 25; Open Lock DC 25.

The interior of the cave smells terrible and elephant-sized droppings are everywhere. Filthy straw, broken branches, bones and bits of rotting flesh are also scattered about the cave, reducing all movement for creatures by half if they are smaller than Large size and increasing the DC of all Tumble and Move Silently checks by 5.

Three owlephants are housed in this cave. They are savage and belligerent creatures who attack anyone entering their pen that is not an ogre. Given the opportunity they chase fleeing PCs out of their pens and into the rest of the complex, their trumpeting cries echoing throughout the complex and alerting all the other inhabitants.

Owlephants (3): CR 8; hp 133, 119, 110; See Appendix.

Tactics: The owlephants trample everything that gets in their way. They only fight in some sort of order if Ershak's ogre knights are riding them.

Development: Should Ershak abandon the cave system or his knights' ride out against the PCs this area will be empty.

3. Lair of Movanesh (EL 13)

A strong wooden door prevents PCs looking into this cave. The door is unlocked and when opened reveals a chamber containing a human-sized bed, a pile of whips and training poles, and four collapsible ogre-sized howdahs. An *everburning torch* illuminates the cave, which is quite clean by orc and ogre standards.

This chamber belongs to a human ranger/ shadowdancer named Movanesh. Movanesh trains the owlephants and teaches the ogre knights the art of riding such massive creatures.

Movanesh, human male Rgr8/Shd5: CR 13; hp 96; See Appendix, DMG, and PHB.

Shadow Companion: CR –; hp 21; AL NE; See MM.

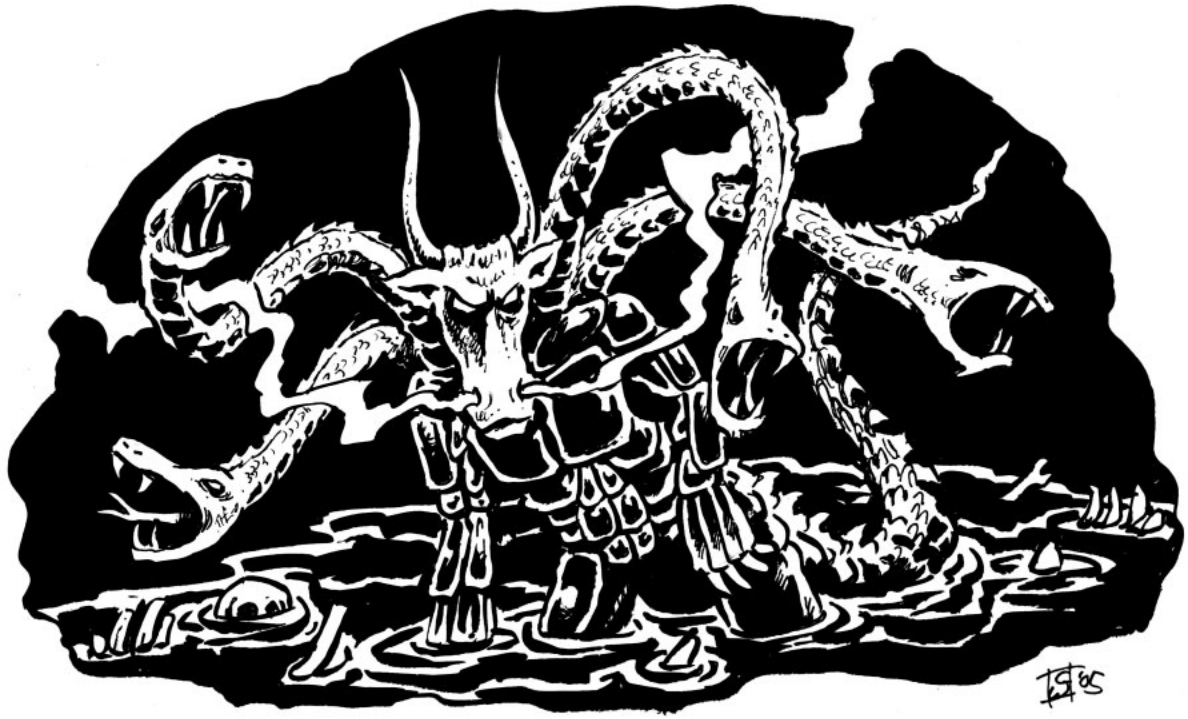
Movanesh is a bronze-skinned man with dark eyes and curly jet-black hair. He is a harsh taskmaster who always repays a slight, no matter how small and prefers the company of animals rather than humans. He particularly despises elves (for their natural grace) and dwarves, and will go out of his way to harm such foes.

Tactics: If Movanesh hears the PCs before they spot him, he sends out his shadow companion on reconnaissance while he hides in his cave. Once he has determined the PCs' strengths and weaknesses he tails them and attacks when they are caught in combat with another foe, preferring to strike at spell-casters or rogues. He uses his spells and magic items to confound and slow down the PCs and saves his shadow jump ability for when he has to escape, fleeing the caves once reduced to less than half his hit points (never to return).

Development: Should Ershak abandon the cave system this cave will be empty.

4. Waterlogged Cavern (EL 12)

This waterlogged cavern is one of the few that still have some cave formations and several large stalagmites and stalactites dot the area. Cold water fills the cavern to a depth of about a foot and the sound of dripping water is almost constant. A few carcasses protrude from the water here and there, the remains of the thessalgorgon's meals, and phosphorescent fungus illuminates the cavern in pale gray light. The water increases the DC of all Tumble and Move Silently checks by 5, but does not otherwise alter movement for Medium size or Small creatures, while the fungi provides shadowy illumination only.



Due to the presence of the thessalgorgon the water in this chamber is slightly acidic, inflicting 1d3 points of damage per round to any creature moving through the chamber. Being immersed in the water inflicts 2d6 points of damage. The thessalgorgon is naturally immune to the acid.

Several years ago Ershak acquired a thessalgorgon egg from a human merchant. He raised the thessalgorgon until it reached adulthood and now uses it as a mount when battling foes. When it is not being ridden the thessalgorgon stays in this cavern where it is fed by Ershak's ogres on a regular basis to keep it from wandering.

The thessalgorgon is friendly to the ogres and especially fond of Ershak. It dislikes the owlephants and cloaklers but puts up with them. It attacks any other creature that it sees (including any orcs that get in its way).

Thessalgorgon: CR 12; hp 145; See Appendix.

Tactics: The thessalgorgon's good Listen and Spot rolls means that it has a good chance of detecting the PCs approach. It waits until the PCs are within range of its attacks then unleashes with its petrifying breath weapon and its acid spit attack before rushing into combat. It prefers to focus on one or two opponents in the hope of bringing them down.

Development: This area will be empty if Ershak abandons the cave system, the ogre mage taking his mount with him on his way out. The cave will also be empty if Ershak rides the thessalgorgon out against the PCs.

5. Thessalgorgon Den

The thessalgorgon sleeps here when not pacing through the waterlogged cavern. Other than a few piles of shattered and melted bones and pieces of armor, nothing else of value can be found here.

6. Programmed Shocks (EL 9)

This cave appears to contain three identical locked iron treasure chests, and a large ceramic vase sealed with a lead stopper. The chests are actually three boulders covered by a *permanent image* spell to appear as chests (Will DC 19 to disbelieve), and react as such if touched.

Trap: As soon as one of the chests is touched, a *programmed image* activates, causing an illusory dragonne to appear and release a deafening roar at the contents of the cave. While the roar is not powerful enough to do any damage to the PCs, it shatters the ceramic vase, which has been carefully weakened, releasing the effects of an *electrifying cloud* spell.

Electrifying cloud Vase: CR 9; magical; spell trigger (*programmed image* of dragonne); no reset; spell effect as a 15th-level wizard (*electrifying cloud* obscures all sight as a *fog cloud* does, and creatures within the cloud take 4d6 points of electrical damage. A successful DC 22 Reflex save halves the damage. The cloud lasts 15 rounds unless dispelled or dispersed); multiple targets (all within a 20-foot radius spread); Search DC 31 (*programmed image*) DC 33 (*electrifying cloud*); Disable Device DC 31 (*programmed image*) DC 33 (*electrifying cloud*).

The *electrifying cloud* appears as a roiling bluish-purple cloud shot through with little lightning bolts. Other than the fact that it deals electrical damage, the cloud is the same as an *incendiary cloud* in all respects.

The ceramic vase has hardness of 1, 5 hit points, and a break DC of 3. Shattering the vase or removing the stopper activates the *electrifying cloud*.

Development: If they are not already dead, the sound of the programmed image alerts the ogre knights in area 8 and they arrive to check out the sounds in 3 rounds, attacking any PCs who emerge from the chamber. The sound may alert the cloakings as well, and certainly alerts the roper, the roper attacking PCs through the bars of the door while the electrifying cloud is in effect.

7. Roper Treasury (EL 12)

A stout locked wooden door with seals of this smallish chamber, which is the home of the roper that guards some of the bandits more important treasures (the rest is in area 13). A barred opening in the door allows people to look into the chamber and allows the roper to attack PCs in area 6.

Locked Wooden Door: 2 in. thick; hardness 5; hp 30; Break DC 20; Open Lock DC 30.

Like the thessalgorgon, Ershak raised the roper in this chamber from when it was just an egg. The roper is as loyal to Ershak and his ogre knights as a roper can be, and attacks anyone who comes near the door with joyful glee.

Roper: CR 12; hp 92; See MM.

Tactics: If the roper notices the PCs in area 6 it extends its strands through the bars in the door and attacks, hoping to surprise them. The roper has no fear of the *electrifying cloud*, as it is immune to electricity, and waits until the PCs spring the trap if it can. It attacks anyone who approaches the door to inspect it, regardless of what the other PCs do.

The roper tries to use a victim of its strands as a shield, and focuses its attacks on any creature using fire against it. It prefers to bite lightly armored opponents such as wizards and rogues.

Treasure: This room contains an unlocked wooden chest containing 3,245 gp, 275 pp, 6 vials of alchemist fire, 100 pounds of salt (worth 500 gp on the open market) and 10 ermine furs worth 20 gp each.

8. Ogre Knights (EL 13)

This cave is similar to the foal cave, and is just as filthy, with uncured animal hides and rubbish littering the ground. Six Medium-sized beds have been shoved into this cave and lashed together with ropes to form three beds sized for Large-sized creatures, while a battered unlocked wooden trunk has been pushed up

against one wall. A single everburning torch provides the only illumination.

Ershak's lieutenants are three powerful ogres who are called 'the ogre knights' by the other bandits because of their preference for riding owlephants into battle. These ogres are fanatically loyal to Ershak and each other, and will die before surrendering to the PCs.

Ogre Knights, male ogres Bbn7 (3): CR 10; hp 112 each; See Appendix.

Tactics: The ogre knights prefer straightforward melee combat, but are intelligent enough to drink their potions and sprinkle *dust of disappearance* on themselves before combat if they think the PCs present a major challenge. The ogre knights do not retreat unless it presents a clear tactical advantage to do so and rage at the first opportunity. If encountered with Ershak they do their best to protect him from harm. Their mounted tactics are reviewed in the **Ambush** section later.

Treasure: The ogres keep most of their treasure on them, but PCs examining the contents of the wooden trunk will find 580 sp, 342 gp, a dented ceremonial gold helmet used as a drinking cup worth 155 gp, and a thick broken gold chain worth 70 gp. Finally, buried under a heap of worn ogre sized clothing at the bottom of the trunk is a leather sack filled with five violet-blue garnets worth 250 gp each.

9. Chasms and Cloakers (EL 11)

The first thing that PCs will notice when they enter this cavern is a large chasm that almost splits the cavern in two. The chasm was formed by an earthquake hundreds of years ago and descends to a maximum depth of 350 feet. Unless they use magic to get across the cavern, PCs must walk along the edge of the chasm to get to the other side.

Several weeks ago Ershak captured an illusionist, and forced her to cast several spells over the cave complex. His ogre knights ate the illusionist after she completed her tasks and now her bones and mundane equipment lie at the bottom of the chasm (see area 10).

One of the spells that the illusionist cast was an *illusory wall* to make the ledge that runs past the chasm appear intact. PCs who walk along this ledge run the risk of falling into the chasm, unless they manage to detect it beforehand with a successful DC 29 Search check. If the *illusory wall* is found a Will save, (DC 17) allows the PCs to see through it. PCs who fail to do either must make a successful Reflex save (DC 20) to avoid falling into the chasm should they walk along the ledge (they appear to fall straight through solid stone). The fall inflicts 20d6 damage and puts the PC at the mercy of the huge violet fungus.

A bigger threat than the illusory ledge is the flock of cloaklers who live along the walls of the chasm. Any light source brought into the cavern stronger than a candle or any attempts to fly across the cavern draws their attention and they rise to attack.

Cloakers (7): CR 5; hp 62, 57, 56, 52, 49, 45, 40; See MM.

Tactics: The cloaklers approach the PCs under cover of darkness and use their moans to *unnerve* the PCs for as long as they can. If the PCs look like being unaffected by the *unnerve* effect they switch to using their *stupor* moans on spell-casters and their *fear moans* on the party in general. If they can, they try to engulf one or two PCs and drop them into the chasm.

Development: The battle with the cloaklers may alert the ogre knights in area 8 (unless they have already been defeated) and Ershak in area 12. If they are alerted, they prepare for battle (as given under the tactics section in each area).

The cloaklers were here before Ershak and his ogres arrived and will not leave if the ogre mage abandons the caves. They will still attack any PCs they see.

10. The Purple-Spotted God (EL 10)

The denizens of the cave system use the chasm as a garbage dump. The bottom of the chasm is concealed beneath a 20-foot thick layer of steam, obscuring all sight, including darkvision, beyond five feet, and granting 20% concealment beyond this distance. The steam can be dispersed by strong winds (more than 20 mph), but the chasm fills with steam whenever the "kettle" erupts.

At the bottom of the chasm is a narrow stone chute that is almost 10 feet wide and 50 foot deep. Steam occasionally escapes from the chute in a loud rush and it has been nicknamed "The Kettle" by the denizens of the caves. PCs who attempt to scale down the kettle find that the walls of the chute are slick with moisture (Climb DC 27). Someone who falls into the chute takes falling damage and can become stuck at the bottom of the pit if they fail a Reflex save (DC 13).

Every 2d8 rounds the Kettle erupts sending a geyser of scalding hot steam into the chasm. Anyone caught within five feet of the Kettle when it erupts sustains 3d6 points of fire damage from the steam and can make a DC 17 Reflex save to reduce the damage by half. Those actually within the chute when it erupts sustain 9d6 points of fire damage and can make a DC 21 Reflex save for half damage. PCs stuck at the bottom of the Kettle automatically fail their saving throws.

A violet fungus of immense size devours the detritus at the bottom of the chasm and attacks any creature that enters its lair.

Huge Violet Fungus: CR 10; hp 224; See Appendix and MM.

Treasure: Littering the bottom of the chasm are the remains of dozens of animals and humanoids. Amidst the bones is a pile of shredded rags that once belonged to the illusionist who cast the *illusory wall*. Still pinned to the shredded rags is a fully charged *brooch of shielding*. Lying half way down in the kettle is a *horn of blasting*. PCs looking down into the Kettle must make a Spot check (DC 25) to see the horn.

11. Dragon Horse Pen (EL 7)

The wooden door into this cave is locked.

Locked Wooden Door: 2 in. thick; hardness 5; hp 30; Break DC 20; Open Lock DC 30.

Beyond the wooden door is a dry cave containing several bales of damp hay and a metal trough filled with fresh water. Three juvenile dragon horses have been kept here since Ershak took them on a raid from their mother Lothirix. He wanted to train them as steeds for a few selected orc rogues, but has not made any progress and plans to kill them sooner than later. The juvenile dragon horses are in a dismal state and PCs who shake or bang on the door will hear a piteous whinnying coming from inside the cave (Listen check DC 3).

Juvenile male and female dragon horses (3): CR 4; hp 23 each; See Appendix.

Tactics: The foals do not attack the PCs if they are of good or neutral alignment, and prefer to flee evil PCs than fight. They fear Ershak and his ogre knights and refuse to attack the ogre mage or his allies. If they are attacked they use their hooves in combat and flee at the first opportunity.

Development: If Ershak decides to flee, he leaves the foals in the cave to starve. He does not care if the PCs rescue them as he plans to ambush the PCs anyway (see the **Ambush** section later).

12. Ershak's Cave (EL 15)

The wooden door to this large cave is unlocked. The cave has largely been hewn from the limestone of these caves and is devoid of cave formations. Just beyond the door is a natural pit trap that is covered with dense reed matting and disguised with an *illusory wall* spell. At the bottom of the pit is a pool of green slime. PCs falling into the pit are exposed to the green slime. The pool is treated as four individual patches of slime for the purposes of determining the trap's CR and the area the pool covers.

Green Slime Pit Trap: CR 10; mechanical; location trigger; manual reset (replacing reed matting); DC 20 Reflex save avoids; 20 ft. deep (2d6 damage, fall); multiple targets (first target in each of two adjacent 5-foot squares); Search DC 29; Disable Device DC 20 (DC 29 for *illusory wall* part of the trap); green



slime at bottom of pit (each target who falls into the pit is exposed to 1d2 patches each).

Green Slime: A single patch of green slime deals 1d6 points of permanent Constitution damage per round. On the first round of contact, the slime can be scraped off a creature, but after that round, the slime must be burned, frozen or cut away (dealing damage to the victim). Extreme heat, cold, and acid or a *cure disease* spell destroys a patch of green slime. A creature brought to 0 Constitution by the green slime is completely dissolved and can only be brought back with a *true resurrection*, *miracle*, or *wish*.

An ogre-sized bed covered with a sumptuous quilt and a wooden cabinet with stained glass doors are the only articles of furniture in this cave, but are not the only furnishings. Several trophies have been mounted on the walls and include the wings of a young gold dragon, the horns of a behir and the petrified head of a frost giant. A heavy steel shield hangs opposite the door and next to this is an *everburning torch*. Behind the shield is a secret stone door (search DC 25) that leads to area 12.

Several years ago a powerful ogre mage named Ershak conquered the Broken Horn orc tribe and led them against the other tribes of the Dragonback Hills. He was successful and built up a small kingdom. Recently Ershak grew bored with this lifestyle and passed the reigns of leadership over to a trusted ogre adept. He took the most powerful orcs and ogres with him and began to raid the lowlands, hoping to accumulate enough wealth to live comfortably in one of great cities of the south (passing himself off as an elven noble). He will be most displeased with the PCs trying to ruin his dream.

Ershak, male ogre mage Ftr7: CR 15; hp 134; See Appendix and MM.

Tactics: If Ershak is alerted before the PCs get to this cave he becomes *invisible* and flies out to intercept the PCs, drinking his potion and coating one blade of his sword in the *greater magic weapon* oil. If the opportunity presents itself he adopts the form of a human maiden in distress and attempts to coax them into a trap or some of his minions. If attacked

he drops *darkness* on the PCs and follows this up with a *cone of cold*. He tries to use his reach in conjunction with his flying ability to keep out of melee range of PCs while still hitting them with his two-bladed sword. Ershak surrenders if it looks like he is about to be destroyed, using all of his guile to trick or coerce the PCs into making a mistake and allowing him to escape. Ershak's tactics while mounted on his thessalgorgon are described in the **Ambush** section later.

Treasure: The shield is a masterwork heavy steel shield, while the petrified frost giant head is actually a cunningly wrought statue with rubies for eyes and is worth 450 gp (or double that to a collector). The behir horns are worth 100 gp each, while the gold dragon wings will fetch 300 gp each. The cabinet contains 10 bottles of rare wine worth 30 gp each.

Development: Ershak will abandon this cave if the cave system is overrun. If he abandons the cave system altogether (which he tries to do if his bandits lose more than half their number in any foray by the PCs) he refuses to take anything out of this chamber, intent on returning when the PCs are destroyed by his ambush.

13. Secret Treasure Chamber (EL 12)

Ershak captured a few dwarves and made them construct this small chamber and the accompanying stone chest. The stone chest is locked and trapped, but before the PCs get to the chest, they must defeat its guardian.

Ershak was at one stage the personal bodyguard of a fiendish wizard. When the wizard released him from bondage, he gave Ershak the services of a barbed devil. The barbed devil aided Ershak in his conquests and when Ershak discovered the *circlet of demonic might* he set the fiend to guard it.

Barbed Devil: CR 11; hp 129; See MM.

Tactics: The barbed devil attacks anyone who enters the chamber, summoning a group of bearded devils and using *unholy blight* or *order's wrath* on the PCs. It then switches to physical combat, attempting to impale as many creatures as possible on its spines. The barbed devil does not flee under any circumstances.

The stone casket is locked and seems to have a keyhole. The keyhole is a fake and the casket can only be opened via a hidden catch located on the lid (Search DC 30). Attempting to open the casket any other way (including picking the fake keyhole) activates the Trap.

The dwarves built a deadly trap into the casket that activates as soon as anyone tries to open it.

Fusillade of Exploding Darts: CR 9; mechanical; location trigger; manual reset; Atk +20 ranged (1d4 + 2 plus 2d6 fire, exploding dart); multiple targets (1d8

darts per target in a 10-ft. radius); Search DC 25; Disable device DC 25.

Treasure: The casket contains 5,200 gp, 343 pp, a wand of *silent image*, a cold iron battleaxe, and the *circlet of demonic might*.

Development: The barbed devil and the casket are here regardless of what has happened in the cave system.

Ambush (EL Variable)

If Ershak abandons the cave system to the PCs, he sets up an ambush near the entrance. Any surviving orc rogues keep watch over the ridge from hiding and alert Ershak when they have gone inside. Ershak then waits for the PCs to emerge before springing his trap. Since the ambush could involve dozens of opponents DMs need to make sure that they know the strengths and weaknesses of the monsters involved.

When the PCs emerge from the cave system any surviving orcs fire from the top of the ridge and the boulders surrounding the entrance, trying to keep the PCs pinned while any surviving ogre warriors' rush in to attack. Ershak and any surviving ogre knights then ride in on their mounts (Ershak rides in on his thessalgorgon while the knights ride their owlephants). The ogre knights shoot their longbows and Ershak directs his thessalgorgon to use its breath weapons. If the thessalgorgon is dead Ershak flies about the battlefield using one of the knights' longbows instead, saturating the area with *darkness* spells if he can.

Ershak will only flee if his ogre knights are killed and most of the bandits are dead. If Ershak is dead the rest of the bandits escape, except for his knights, who fly into a rage and try to avenge his death.

This scenario might also occur if the bandits make it back to the caves, and warn Ershak that the camp is under attack. If he thinks he can win a straight up fight Ershak and his ogre knights might ride out to engage the PCs in a similar method to the one described above.

Part Three:

The Diamond Fortress

General Overview

The Diamond Fortress is a unique structure filled with many strange oddities and magical effects. It is also an extremely dangerous location and DMs should read about all areas within the fortress carefully. The PCs' actions (particularly the destruction of any *spirit shards*) will also have an influence on what happens in the Diamond Fortress and DMs will need to keep track of any changes that occur.

To cause the fortress to implode the PCs must destroy all of the *spirit shards*, thereby gaining access to the core of the fortress. PCs must then destroy the *planar turbine*, severing the fortress's ties to the Prime Material Plane. The demons and other inhabitants of the fortress will either help or hinder the party, depending on their personalities. Once they have destroyed the turbine PCs must get out of the fortress before they become trapped on the Demiplane of Crystal, or are destroyed by the planar energies running rampant throughout the structure.

Timeline

On the first day of the fortress's arrival, Valazon sends forth the succubus Usharial (as an elven adventurer named Terasil) to spy on the people of Ravenscar. The succubus stays in the Madcap Manticore Inn and returns the following day as the crystal curse begins its march towards Ravenscar to tell Valazon her findings (which might include the plans of the PCs if she can). If the PCs have not entered the fortress by day three Valazon sends forth a pair of scorpion demons and a facet of crystalline horrors to attack the town. He increases the power and number of the creatures he sends out until the town is destroyed or the PCs have achieved their goal. Valazon does not send out his forces once the PCs start exploring the fortress, preferring to secure his base of operations before attacking the town. Saying that, the DM could make Valazon attack the town, once he realizes what the PCs are trying to accomplish, either to throw them off guard or attack them when their guard is down. This can either complicate the adventure or make the PCs' job easier, depending on how they handle things.

The Crystal Curse

24 hours after its appearance the presence of the diamond fortress begins to warp the surrounding land-

scape, crystallizing everything in an ever-expanding radius around it. The crystal spreads at a rate of 10 feet per hour, transforming anything it touches to crystal. This crystallization process transforms rock, soil, plants, and most structures and objects into translucent white crystal. Plants, objects, and structures retain their basic form and function, but any plants transformed are instantly slain and moving or opening parts on objects are destroyed.

Living things other than plants, monstrous plant life, magic objects, and structures must make a DC 15 Fortitude saving throw if caught in the crystal field while it expands or be transformed into lifeless crystal. Magic objects and structures that fail their saving throws lose all magical ability, while creatures are effectively petrified (80%), or gain the crystalline template (20%).

Objects, plants, structures, and creatures transformed into crystal have a hardness of 10 and 30 hit points per square inch. Creatures transformed into crystal can be brought back with a *stone to flesh*, *polymorph any object*, *miracle* or *wish*. Most objects and structures cannot be changed back with anything short of a *polymorph any object*.

The spread of the crystal curse can only be stopped if the diamond fortress is sent back to the Demiplane of Crystal. A *shatter* spell halts the spread of the crystal for a single round, while an *antimagic field* stops it for the duration of the spell and a *miracle* or *wish* can halt it for one hour. Most other spells are ineffective, although spells such as *disintegrate*, *sympathetic vibration*, and *shout* can destroy large section of crystal, potentially saving anything in the path of the crystal (unless the thing is immovable, such as most buildings, of course).

In addition to the spreading field of crystal, turbulent green storm clouds form in the sky across a 10-mile radius of the diamond fortress. These storm clouds take 1d4 hours to build up and when they finally break, unleash a torrent of crystals down upon the landscape. The crystal rain lasts 10d4 minutes and inflicts 1d3 points of slashing damage per minute on anything caught in it. Anything caught in the crystal rain also has a 25% chance per minute of being spontaneously transformed into crystal. Creatures and magic objects must make a Fortitude save (DC 13) to avoid being transformed into crystal, and if creatures are transformed in this way, they have the normal chance of becoming crystalline creatures. A *control weather* spell can transform a crystal storm into a normal storm, as can a *miracle* or *wish*.

General Features

The Diamond Fortress no longer resembles an ordinary castle. Instead, it appears much like a brilliant cut diamond of colossal size embedded part way in the ground, so that the lower half of the diamond (or pavilion) is obscured from view. The upper part of the diamond (or crown) is topped by several slender towers, but otherwise resembles the top of a normal diamond magnified greatly in size. The only entrance into the fortress runs along the middle part (or girdle) of the diamond and is constructed from polished mithril. Unfortunately, this door is hidden by a powerful illusion (described below) that makes finding it difficult.

The fortress reflects every ounce of light that shines upon it, shining a dazzling white in the moonlight and being almost unbearable to look at during the day. The crystals that make up the fortress range from translucent blue in color to almost colorless, while those containing the soul energy of creatures (or *spirit shards*) flicker with crimson light. Many of the features of the fortress are summarized below for general reference:

- All areas in the fortress are well lit unless otherwise noted.
- The crystal walls of the fortress are 3 ft. thick and have AC -3, hardness 10 and 1,080 hit points.
- The Climb check for all walls is DC 25.
- The tunnels in the fortress are normally 20 feet high while most chambers are 30 feet high, but vary greatly due to the unique structure of the fortress.
- All areas radiate strong Abjuration, Conjunction, and Transmutation magic.
- An effect similar to a *dimensional lock* spell permeates the entire structure. The effect cannot be dispelled and spell resistance is useless against it. Additionally, the demons in the fortress are permanently affected as if by a *dimensional anchor* that cannot be dispelled, preventing them from returning to the Abyss even while outside the fortress.
- Creatures cannot be summoned within the confines of the fortress, although creatures can be summoned outside the fortress and then enter it without penalty. Creatures that enter the fortress cannot leave when the duration of the summoning expires.
- The walls of the fortress are impervious to the passage of incorporeal creatures or creatures on the ethereal plane.
- The walls are unaffected by any spell which effects stone, such as *stone shape* or *transmute rock to mud*. Other spells work normally against the walls.
- All of the doors inside the fortress are constructed from single sheets of thin blue crystal and slide open when touched. The doors are soundproof and all of them share the following statistics: **Crystal Doors:** 1 in. thick, hardness 10, hp 30, Break DC 25.

1. Entranceway (EL 10)

The portal leading into the Diamond Fortress is constructed of polished mithril and is barred from the inside.

Mithril Door: 3 in. thick, hardness 15, hp 90, Break DC 35.

Magical Veil: Covering the mithril door is a powerful glamer that duplicates the effects of a *mirage arcana* spell. This illusory veil takes on a physical aspect as well, acting as an *antipathy* spell, but repelling non-evil creatures only. The fortress generates both effects at the command of Valazon and he can dispel them at will. Both the *mirage arcana* effect and the *antipathy* effect can be suppressed with a *dispel magic* or *greater dispel magic* for 1d4 rounds (caster level 20th). The magical veil requires a saving throw to bypass (a DC 20 Will save to see through the glamer and a DC 23 Will against the antipathy effect).

A PC wearing the *circlet of demonic might* and all those within 10 feet of her can ignore the effects of the *mirage arcana* and the *antipathy*. Nithildoor's link with the circlet enables its wearer to bypass the magical protections surrounding the fortress (although PCs must still open the door themselves). PCs piercing the magical veil gain experience as if overcoming a CR 10 creature.

Development: Tampering with the door alerts the 2 scorpion demons stationed in area 2 unless the PCs take some type of measure to prevent themselves from being heard. As soon as the PCs enter the fortress Nithildoor can sense the presence of the *circlet of demonic might*, if it is in their possession.

2. Crystal Foyer (EL 13)

The walls and ceiling of this roughly rectangular chamber are unmarred, but the floor is covered with tiny scratch marks made by its occupants. Like most of the chambers in the fortress this area is brightly lit both day and night, a few of the crystal panels that make up the ceiling lit from within with yellow light. The crystal foyer is unadorned, although a broad flight of stairs exits it to the east.

Two crystalline scorpion demons occupy this chamber and guard against any interlopers. They are extremely bored and gleefully attack anyone who intrudes.

Crystalline Scorpion Demons (2): CR 11; 76, 72; See Appendix.

Tactics: The scorpion demons attack with their spell-like abilities first, switching to melee attacks when their spell-like abilities run out or the PCs close for combat. They attack until destroyed.

Development: Sounds of combat here might alert the rest of the scorpion demons in area 14, who then come to investigate (making the encounter very difficult for PCs). The crysolax in area 11 might also be alerted, but will not leave its chamber.

If the scorpion demons have already attacked Ravenscar and more than two of them were destroyed remove the extra scorpion demons destroyed from this location (since there are only 4 scorpion demons in the fortress).

3. Empty Chambers

These small crystalline chambers are empty to the point of almost being sterile. The demons have had little chance to foul up the newly renovated fortress and do not use these rooms for anything. They are lit like the crystal foyer.

4. Crystal Antechambers

These bare halls all lead to the center of the fortress. PCs passing through the halls have a 10% chance per hour of encountering a demon or monster from another part of the fortress. If an encounter is rolled and the creatures encountered are destroyed, remove the number of creatures destroyed from the corresponding location on the map.

Table 3-1: Diamond Fortress Encounters

d6	Encounter	Location	Average EL
1	1d4 + 1 dretches	10	5
2	5 crystalline horrors	7	10
3	2 scorpion demons	14	13
4	1d4 + 1 gargoyles	19	9
5	1d4 + 1 dretches	10	5
6	1 crysolax	11	14

5. Crystal Grove (EL 12)

The floor of this large octagonal chamber is thickly carpeted with a forest of translucent, razor sharp crystals. The crystals range in height from a few inches to over three feet, and are as hard as quartz. The DC of any Tumble and Move Silently check is increased by 5 for anyone passing through the crystal grove and all movement is effectively halved. Additionally, running or charging is only possible if the creature makes a successful Reflex save (DC 13); otherwise, the creature sustains 1d6 points of magical slashing damage from the crystals. Falling onto the crystals also requires a DC 13 Reflex save, but the damage is 2d6 points instead, and a successful save only halves the

damage. Aside from the crystal grove, the only other feature is a fragile looking crystal ramp that leads up to area 19.

In the center of this grove is a *spirit shard* that is difficult to find because of the sheer number of crystals (Search DC 18). Even if the shard is found, PCs must still contend with the shard's guardians.

The guardians of this shard are a trio of advanced will-o'-wisps that hide among the crystals. The will-o'-wisps were the guardians of Taosiir's old treasure vault until it was destroyed during the explosion. The wisps survived and chose to serve Valazon rather than be destroyed.

Advanced Will-o'-wisps (3): CR 9; hp 89, 83, 75; See MM and Appendix.

Tactics: The will-o'-wisps hide invisibly amid the crystals until the PCs enter the chamber, then try to lead them into area 19. If the PCs resist the will-o'-wisps attack, using the razor sharp crystal grove to their advantage against non-fliers. If more than one of the will-o'-wisps is slain the final one flies off to area 19.

6. Crystal Giant

The towering crystal statue of a storm giant dominates this large bare octagonal chamber, although in one corner a fragile looking crystal ramp leads up to the lair of Zhelmunth, the tarry demodand (area 20). Light plays off the giant's perfect features and finely crafted breastplate, partially obscuring the pulsing red light of a *spirit shard* lodged in the statue's forehead. While PCs can spot the flickering red light from the shard on a successful Spot check (DC 20), removing the shard is more complicated and PCs must either fly, levitate or climb (Climb check DC 22) to get up to it. Once in position PCs can smash a hole in the head of the statue to get it out, or employ magic such as disintegrate. The statue has AC 1, a hardness of 8 and 500 hit points, but PCs need only deal 50 points of damage to the statue to retrieve the shard.

The statue is actually the petrified remains of a storm giant named Auraunir who became trapped on the Demiplane of Crystal. The giant's soul is trapped in the *spirit shard* in area 16 of the fortress and Auraunir can only be brought back to life if its soul is freed. Even then, only a *miracle*, *wish* or *true resurrection* will restore him.

Development: The sound of the PCs smashing away at the petrified storm giant almost certainly alerts Zhelmunth, the demodand flying down to investigate, possibly surprising PCs in the act.

7. Crystalline Barracks (EL 10)

Each of these four triangular rooms contains a large clump of clear crystals that pulsate faintly with yellow light. Although the crystal clumps look harmless, each clump is actually a gang or facet of five crystalline horrors held in mental stasis by Valazon. While they are in this form, the crystalline horrors still register as being alive to spells such as *deathwatch*, but are unaware of the outside world.

The crystalline horrors activate when telepathically commanded to do so by Valazon, Usharial or Ghassan (which means they must be within 100 feet of a facet), or if they are disturbed by an outside force (such as the PCs). Being disturbed generally means having their clumps hacked at with weapons or targeted with spells, although any damage inflicted on the clumps has no impact on the hit points of the creatures.

Crystalline Horrors (5): CR 5; hp 52 each; See Appendix.

Tactics: The crystalline horrors attack with their shard sprays, then close for melee. They do not hesitate to use their bend light ability if the PCs appear resistant to their physical attacks.

Development: If Valazon has already sent out a facet of crystalline horrors with the scorpion demons, then one of the rooms might be empty or the crystalline horrors within it reduced in number (as determined by the DM). If this occurs, the EL must be reduced accordingly.

8. Crystal Galleries (EL 8)

Although no one lives in these sloping crystalline chambers, PCs passing through them have the same chance of encountering a creature as in the crystal antechambers. Each of the chambers lead to the center of the fortress and contain several petrified demons of lesser power (dretches, quasits and nerizo demons) as well as a few humanoids (mostly humans). All of these creatures were fossilized due to their exposure to the Demiplane of Crystal. Like the storm giant in area 6 only a *miracle*, *wish*, or *true resurrection* spell can restore any of these creatures.

Apart from encountering wandering monsters, the crystal galleries contain a subtler, but no less dangerous threat to PCs. Each gallery is infused with some of the energy of the Demiplane of Crystal, and each time a PCs passes through one he or she must make a Fortitude save (DC 19) or be transformed into lifeless crystal (as the spell *flesh to stone*).

9. Garbage Chambers

These narrow triangular chambers are empty. Unlike the other empty chambers in the fortress, these chambers are quite filthy as they are used as

dumping grounds by the demons and are filled with broken chunks of crystal, gnawed bones and bits of rotting flesh.

PCs searching these chambers (Search DC 15) have a 10% chance of coming across a potion or scroll worth no more than 1,000 gp (DM choice). If some sort of treasure is located no treasure can be found in that chamber again no matter how many times it is searched.

10. Dretch Storage (EL 8)

The walls and floors of the chambers marked at this location are coated with blood, excrement, and faint scratches. Unlike many of the areas in the fortress, Valazon has mentally locked the doors of these chambers (Break DC 30), so their contents do not go wandering around the fortress.

Ten dretches are located in each of these chambers and they wander aimlessly about until someone opens the door. Valazon created the dretches with his *cauldron of dretch brewing* and placed some of them in these chambers until needed. The more powerful demons and creatures of the fortress eat the rest that he brews (see area 22).

Dretches (10): CR 2; hp 13 each; See MM.

Tactics: The dretches attempt to overrun any creature other than a demon that opens the door, biting and clawing until the opponent stops moving. If several dretches are destroyed, the rest activate their stinking cloud ability in an attempt to incapacitate their foes. They do not flee, regardless of the circumstances.

11. Crysolax Lair (EL 14)

This spacious area is littered with chunks of crystal and statues of demons whose faces are twisted into states of anguish. The area is lit like most of the chambers inside the fortress, but the magical darkness in area 12 bleeds somewhat into this chamber causing bizarre shadowy reflections in the area and making the north wall appear as a dark smudge.

An adult crysolax (see **Appendix C**) inhabits this chamber and created the demonic statues littering it. The crysolax attacks any demons that get in its way, deferring only to Valazon, Zhelmunth and Ghassan out of all the creatures in the fortress. It has been placed here in case the shadow demons escape and guards the door to area 12 with lethal efficiency. PCs venturing through this chamber will almost certainly be attacked. The crysolax looks like a horrifying blend of centipede and praying mantis constructed of sparkling crystal. Its multifaceted eyes are glowing azure in color, and its mandibles and scythe-like claws are as sharp as swords.

Crysolax: CR 14; hp 175; See Appendices.

Tactics: The crysolax attacks relentlessly, trying to inject PCs with its crystallizing venom. It pursues PCs throughout the complex, only stopping if slain, somehow prevented from following the PCs or if successfully parlayed with. The crysolax dislikes the demons chaotic natures and would prefer to be free to return to the Demiplane of Crystal. It can tell the PCs the location of the *soul shards* and about the creatures in the fortress. The crysolax speaks terran and infernal, but no other languages, so PCs might have trouble communicating with it.

Treasure: One of the demons carries a longsword that was not transformed during its crystallization. The sword is +3 *demon bane longsword* and must be chipped from its holder's grasp to be retrieved (the hand that holds it has a hardness of 8 and must be dealt 15 hit points of damage before releasing the blade). PCs who search about the floor of this chamber (Search DC 25) will find that one of the chunks of crystal is actually a diamond worth 4,000 gp.

Development: No creatures come into this chamber even if noise of combat is heard from here. The crysolax's fearsome power keeps the other creatures of the fortress at bay.

12. Dark Room (EL 14)

Valazon has mentally locked the door to this chamber (Break DC 30) so that the creatures trapped within do not attack the other creatures in the fortress. Beyond the door is a chamber shaped like a parallelogram that is shrouded in magical darkness. This darkness is permanent, but can be dispelled (DC 27) or temporarily negated by the presence of a *daylight* spell. Aside from the darkness, the room contains nothing except the creatures.

This chamber contains two advanced shadow demons and four greater shadows that attack any creature (demon or not) that enters. The shadow demons and shadows are frustrated by their situation and hate all of the other inhabitants of the fortress with a blinding passion. Valazon keeps them in line with his crystalline horrors (the shadow monsters have seen a few of their number obliterated by the horrors bend light ability and fear them greatly).

Advanced Shadow Demons (2): CR 10; hp 118, 109; See Appendix.

Greater Shadows (4): CR 8; hp 58 each; See MM.

Tactics: The shadow demons use their malevolence abilities as soon as they can while the shadows attempt to swarm a single character and drain him or

her of Strength. Both types of creatures flee if exposed to natural daylight or the equivalent of a *daylight* spell.

Treasure: Cloaked in the permanent darkness is a fully charged *staff of healing* that the shadows and shadow demons are trying to corrupt (hoping to transform the staff into one that spreads contagion and heals undead).

13. Chamber of Prismatic Globes (EL 10)

This huge octagonal crystal chamber is empty except for a fragile looking crystal ramp in one corner and a *spirit shard* on a black crystal pedestal in the center. Any creature entering the chamber (except for Usharial and Valazon) triggers a potent magical effect, causing seven three-foot diameter globes of colored light to emerge from the walls and streak towards it. Every creature entering the chamber is targeted by one or more globes depending on how many targets there are. Each of the globes corresponds to a single color in a *prismatic wall* (red, orange, yellow, green, blue, indigo, and violet), and moves at a flying speed of 90 feet per round (with perfect maneuverability). Each one strikes as a creature with a +12 melee touch attack. As soon as a globe strikes, the creature suffers the effects of the appropriate color from a *prismatic wall* spell, unless he or she makes a successful saving throw to halve the damage or negate the effect (save DC 21 for each). Once a globe has hit it vanishes, its power spent. Attacks made on a globe pass straight through it, and the globes are immune to all magic except for the spells noted below. A summary of each globe's effects and the spell that destroys that globe is given below:

Table 3-2: Prismatic Globes Summary

Color	Effect of Globe	Destroyed By
Red	20 points fire damage (Reflex half)	<i>Cone of Cold</i>
Orange	40 points acid damage (Reflex half)	<i>Gust of Wind</i>
Yellow	80 points electricity damage (Reflex half)	<i>Disintegrate</i>
Green	Poison (death; Fort for 1d6 Con damage instead)	<i>Passwall</i>
Blue	Turned to stone (Fort negates)	<i>Magic Missile</i>
Indigo	Will Save or become insane (as insanity spell)	<i>Daylight</i>
Violet	Will Save or sent to area 15 of the fortress	<i>Dispel Magic</i>

The globes cannot discern invisible foes or foes magically disguised to appear as either Usharial or Valazon. Clever PCs may use either of these tactics in an attempt to retrieve the *spirit shard*. PCs who manage to destroy or avoid the globes and retrieve the *spirit shard* gain experience as if having overcome a CR 10 creature. The *spirit shard* itself is untrapped and can be removed from the pedestal easily.

Treasure: The pedestal is constructed from a single block of jet worth 120,000 gp. The pedestal weighs over 200 pounds though, so moving it might pose a problem.

Development: Usharial might become aware of the PCs through their actions in this chamber. If she does, she follows the PCs invisibly until she has the opportunity to join the party in the guise Terasil, an elven adventurer from the far off elven community of Valedis (details of her actions are given in the tactics section in area 21).

14. Scorpion Demon Guards (EL 13)

This chamber is identical to area 2 except for the reddish sheen that emanates from the crystal wall opposite the stairs to area 4. The floor is covered with scratches and scraps of dretch flesh but is otherwise bare.

Two scorpion demons inhabit this chamber and attack anyone who enters. Apart from their hit points the scorpion demons have the same statistics and use the same tactics as the scorpion demons in area 2.

Crystallized Scorpion Demons (2): CR 11; hp 84, 68. See Appendix

Development: Any noise in this area will probably attract the attention of Ghassan in area 15, who will prepare for a possible confrontation with the PCs (using the tactics given in his entry).

If the scorpion demons have been sent to attack Ravenscar and one or more were destroyed remove the scorpion demons from this chamber first. This reduces the EL of the area accordingly.

15. Demonic Bubble (EL 16)

This strange curved chamber is constructed of crystal that has been corrupted by the demonic forces within the fortress. The walls and ceiling of the chamber are bloody red in color and are covered with black veins and patches of pulsing crimson light. Indeed, from outside the fortress the chamber looks like a giant blister of red cancerous flesh. Apart from the red cancerous walls the chamber contains a creature that looks like a tree formed of pale pink quivering flesh, its branches devoid of leaves and its roots embedded in the bodies of two crystalline horrors. Statistics for the demon tree and its horrible abilities are presented below.

Valazon created this chamber by infusing the walls with pure evil energy (literally the souls of dozens of demons) providing the nutrients needed for the demon tree. The demons hope to transform the crystalline horrors of the fortress into demonic creatures using the demon tree, and so protect it against possible attacks.

Good-aligned PCs in this chamber suffer a -2 to all ability checks, attack rolls, saving throws and skill checks due to the evil energy infusing the walls. This effect cannot be dispelled and remains in effect as long as good-aligned PCs remain in the chamber. The creatures in the chamber are far worse than the evil influence of the chamber, however.



A Glabrezu named Ghassan lurks in this chamber and oversees the transformation of any creatures brought to this chamber. The demon is even more malicious than most of his kind and his crystalline flesh glows with a foul black radiance.

Ghassan, Male Crystalline Glabrezu: CR 15; hp 196; See Appendices A and C and MM.

Demon Tree: CR 8; hp 89; See Appendix C.

Tactics: Ghassan does not attempt to parley with the PCs unless he knows they are powerful opponents from their actions in the fortress. He prefers to start with *power word stun*, then follows up with *reverse gravity* or *prismatic spray*. He uses *mirror image* for defense and *dispel magic* against enemy spell-casters before resorting to physical combat.

Development: Destroying the Ghassan and the demon tree weakens the demonic forces within the fortress considerably. Without the tree, Valazon can no longer transform the crystalline horrors in the fortress into fiendish creatures.

17. Crystal Guardians (EL II)

This octagonal crystalline chamber contains a fragile crystal ramp in one corner and a *spirit shard* sticking out of the top of a block of jagged red crystal. The area is lit like the rest of the fortress and is remarkably clean.

The block of jagged red crystal is actually a facet of crystalline horrors that have been altered by the demon tree and have gained the fiendish template. The fiendish crystalline horrors are in stasis, but activate as soon as a living creature other than a demon comes within 30 feet of the *spirit shard*, or when Valazon (and Valazon alone) mentally commands them to. The crystalline horrors resemble normal horrors except for the red coloration of their crystalline hides.

Fiendish Crystalline Horrors (5): CR 6; hp 52 each; See Appendix.

Tactics: These crystalline horrors use the same tactics as the crystalline horrors in the four crystal barracks. They use their smite good ability against good-aligned PCs as soon as they can and do not retreat from battle.

Development: Confronting the fiendish horrors here almost certainly alerts Valazon in area 22, who then prepares for a possible confrontation with the PCs.

18. Mirror Chamber (EL 9)

The crystal walls of this chamber are opaque rather than translucent and have been polished to a mirror-like intensity by the magical energies running rampant throughout the fortress. The demons avoid this area as a few of them have already succumbed to the

magic contained here. Unfortunately, the PCs have no such knowledge to help them.

While the mirrored walls reflect their surroundings with perfect clarity, creatures passing through the chamber find that their reflections are horribly distorted. If a creature's reflection is shown on the walls of this chamber for more than 1d4+2 rounds its body is gripped by the energy contained within the walls and it must make a successful Fortitude save (DC 22) or become as warped as its reflection. Unless otherwise noted a successful saving throw negates the effect and a *dispel magic* ends it, as does magic that allows the creature to change its body structure, such as the *shapechange* spell or the wild shape ability of a druid. Otherwise, the effects are permanent. Creatures unaffected by the mirrored walls must make a new saving throw every round after the round in which the magic first takes effect or be transformed. Those already warped by the mirrored walls do not need to make further saves unless the magic warping their bodies is removed and they reenter the room. If this occurs it takes another 1d4+2 rounds for them to be affected. The DM can roll on the table below or pick an effect from the table to decide what type of warping has occurred:

Table 3-3: Warping Mirror Results

d10 Result of Failed Save

- 1 Creature becomes incredibly thin. It suffers a -4 penalty to Strength and Constitution.
- 2 Creature becomes incredibly obese. It suffers a -4 penalty to Dexterity and its movement is effectively halved.
- 3 Creature's head triples in size. It gains a +2 bonus to intelligence, but suffers a -2 penalty to Dexterity and Charisma.
- 4 Creature doubles in height, increasing one size category.
- 5 Creature shrinks by half, decreasing one size category.
- 6 Creature's body becomes blurry. Creature is treated as being under the affects of a blur spell, but takes 1d4 points of damage per round until dead (treat as being disintegrated).
- 7 Creature changes form (as if affected by a *baleful polymorph* spell).
- 8 Creature's body becomes horribly disfigured. Creature suffers a -4 penalty to Constitution and Dexterity, a -6 penalty to Charisma, and loses the ability to wear armor, gloves, boots or vests effectively.
- 9 Creature sustains 12d6 points of damage as part of its body vanishes (save for half. Magical healing cures damage).
- 10 Creature's reflection comes to life and attacks its owner (as if the creature viewed a *mirror of opposition*. This effect does not allow for a save).

Destroying the mirrored walls is as difficult as destroying the normal walls of the fortress, similarly few spells offer any protection against the walls except for an *antimagic field*, so PCs would be best served to avoid the chamber altogether once they realize its effects. PCs who successfully survive the perils of this chamber should gain experience as if having defeated a CR 9 creature.

19. Chamber of Light (EL 14)

A column of sparkling prismatic energy dominates this huge octagonal chamber, potentially blinding PCs who look upon it (see below). The column appears to be static but occasionally streamers of polychromatic light explode from the column to lash the crystal walls of the chamber. Apart from the column, four *soul shards* have been positioned on pedestals of blue crystal throughout the chamber, each one shimmering with red light.

Four flights of stairs head down to each of the crystal antechambers (area 4) and four doors lead to each of the crystal galleries (area 8).

The light from the column is so powerful that creatures of less than 8 HD that come within 20 feet of the column are immediately blinded for 2d4 rounds and must make a Fortitude save (DC 20) to avoid being permanently blinded. Even creatures who are more than 8 HD can be affected by the wall if within 20 feet of it, and must make a Fortitude save (DC 20) to avoid being blinded for 2d4 rounds. The light from the column also dispels all magical darkness of less than divine power.

The streamers of energy are more deadly and any creature within this chamber has a 20% chance each round of being struck by one. If this occurs they take 5d6 points of energy damage and must make an immediate Reflex save (DC 15) to avoid being sucked into the column. The effects of merging with the column are given in area 23.

More deadly than the streamers of energy or the blinding effects of the column are the demons of energy, also known as incanthenes (see **Appendix C**) that hover near the ceiling of this chamber. Appearing as strange finned serpent-like creatures of shimmering purple and orange light, the incanthenes are unharmed by the blinding effects of the column and their incorporeal forms are generally resistant to the energy it is composed of. They attack any creature that enters this area except for the named creatures of the fortress (such as Valazon), trying to consume the life force of any creature they encounter with sadistic pleasure.

Incanthenes (4): CR 9; hp 57, 54, 49, 46; See Appendices.

Tactics: The incanthenes cannot be reasoned with and voraciously attack any PCs they see until they are

destroyed. The incanthenes begin combat by unleashing *sunbeam* on the PCs then becoming displaced. They alternate their physical attacks with *searing light* and their energy burst ability, activating their energy immunity if the PCs seem to be using specific energy attacks on them (except for electricity, to which they are already immune).

Development: If more than half of the *spirit shards* are destroyed, the energy column protecting the inner core of the fortress weakens reducing the effects of the column by half (this halves the damage and doubles the amount of time it takes for a creature to dissipate). Once all of the *spirit shards* in the fortress are destroyed, the energy column dissipates, granting PCs access to the inner core.

Valazon will sense if the *spirit shards* here are being destroyed, alerting his guards in area 16 and the scorpion guards in area 14 to take care of the problem. Of course this may not be possible if the PCs have already destroyed most of these creatures.

19. Crystal Rookery (EL 12)

The ceiling of this octagonal crystal chamber is 30-foot high where it meets the walls and rises to a point 50-foot above the floor. A large nest composed of broken chunks of crystal, bloodstained rags and bits of metal, lies in the center of the chamber, and the walls are covered with numerous scratches. Like the rest of the fortress this area is brightly lit, sunlight streaming through the crystal panes of the ceiling and the walls glowing with light in certain places.

Six fiendish crystalline gargoyles inhabit this chamber and guard its contents. Taosiir used the gargoyles as vicious mobile ornaments and guardians, and most of them were killed when the original castle was destroyed. The survivors bred with the demons of the fortress and their brood gained the crystallized template from constant exposure to the Demiplane of Crystal.

The gargoyles despise the other demonic inhabitants of the fortress, as they are abused by almost everything else that lives there (particularly the incanthenes, who occasionally hunt them for sport). The gargoyles can be parleyed with and contribute any information they have about the fortress to PCs if they promise to let them go. They will tell the PCs about the demon tree, and the dangers posed by areas 13, 17, and 18.

Fiendish Crystalline Gargoyles (6): CR 7; hp 54, 51, 48, 42, 39, 36; See Appendix and MM.

Tactics: The gargoyles hang back from initiating combat and attempt to communicate with the PCs in halting common. If attacked the gargoyles respond by ganging up on one or two PCs and using their smite good ability. They flee if more than half of their number is killed. If the will-o'-wisp flees here and is being

pursued by the PCs, the gargoyles attack it in an effort to prove to the PCs that they are genuine about their desire to help the PCs in their mission. Whether this convinces the PCs is another thing altogether.

Treasure: Amid the trash and debris in the middle of this chamber is a *spirit shard*, 6 sapphires worth 500 gp each, and a coronet of twisted platinum threads worth 1,950 gp. Finding the treasure requires a successful Search check (DC 18).

Development: If the PCs let the gargoyles go after encountering them, the gargoyles leave the fortress. Unfortunately for the PCs, the gargoyles then go on a rampage through town, slaying as many people as they can. If the townsfolk find out that the PCs are at fault, they might have some explaining to do.

20. Zhelmunth's Lair (EL 15)

A jagged spire of transparent crystal tops this octagonal chamber, rising to a height of 50 feet above the floor and allowing creatures within to see the world outside. In contrast the walls are constructed of deep blue crystal and bathe the entire area in blue light. Unlike many of the areas in the fortress this chamber is luxuriously furnished, the furnishings including a giant oval mirror with a darkwood frame, a birdbath sized for a large creature and filled with fresh water, and a pedestal of pale green crystal topped with a plush red velvet cushion. The inhabitant of the chamber rests on the pedestal when not moving about the chamber and bathes in the oversized birdbath.

Zhelmunth, a tarry demodand lives in this chamber when not doing Valazon's bidding. An arrogant, conceited, murderous fiend, Zhelmunth is used to giving orders and having his commands instantly obeyed by the other monsters living in the fortress. He is of equal 'rank' to Ghassan and only defers to Valazon, working as the demon's trusted advisor. Zhelmunth looks like a normal demodand covered with azure colored crystalline scales. Three *ioun stones* float about him at all times.

Zhelmunth, Crystalline Tarry Demodand: CR 15; hp 153; See Appendix.

Tactics: Zhelmunth begins combat by asking for the PCs surrender, promising to transform them into fiendish creatures to serve in his and Valazon's army. If he has enough time, he prepares by using *see invisibility* and *unholy aura*. He throws *dispel magic* and *unholy blight* at the PCs during the first few rounds of combat, before joining the fray, and enjoys tearing weapons free from their owner's grasp. If reduced to less than one-quarter of his hit points Zhelmunth tries to flee, shouting curses at the PCs while launching a *prismatic spray* to cover his escape and becoming gaseous. If he escapes, he seeks out Valazon immediately.

Treasure: The mirror in Zhelmunth's chamber is made from highly polished silver and has a darkwood frame. While not magical it is of masterwork quality and could be enchanted (the mirror is worth 900 gp).

Development: If Zhelmunth hears the PCs in area 6, he comes down the stairs and attacks them with his spell-like abilities. If this circumstance occurs he does not attempt to take prisoners, instead attacking until the PCs are destroyed or he is forced to flee.

21. Usharial's Chamber (EL 15)

This entire chamber is constructed of opaque pink crystal, bathing the area in pleasant rose-colored light. Like the other towers in the fortress the ceiling of this chamber rises to a spire some 50 feet above the floor.

Crystalline tapestries cover the walls of Usharial's chamber, while a large four poster bed covered with sheets of soft wafer-thin colored crystal lies in the center, directly below the apex of the spire. A few exotic rugs, a wooden chest, and a Medium-size rectangular mirror in a gold frame complete the contents.

Usharial, a succubus sorcerer is the sole inhabitant of this chamber and retires here when she wants to get away from the more violent and barbarous demons of the fortress. Unlike most of the demons in the fortress, Usharial prefers to use guile and seduction to destroy the PCs, resorting to physical combat only when given no other option. Usharial appears as a tall, extremely beautiful woman with crystalline wings and pearly white skin.

Usharial, Crystalline Succubus Sor6: CR 15; hp 75; See Appendix and MM.

Tactics: If Usharial is forewarned of the PCs approach she becomes *invisible* and follows them in an attempt to catch them off guard, assuming the form of a beautiful female elven adventurer named Terasil. If Ravenscar has already been attacked, Terasil claims to be helping the town free itself of the demonic influence. Otherwise, she claims to be looking for adventure and a chance to join the PCs. As Terasil, the PCs may have already met Usharial in Ravenscar. If this is the case, she uses a combination of both stories. Should her ruse work Usharial tries to get a handsome male PC alone, charm him and drain his energy. If this does not work, she leads them into a trap such as the mirror chamber (area 17) or a similar dangerous area.

If discovered for what she is Usharial launches a *prismatic spray* or a *web* spell from her wand (whichever is more appropriate under the circumstances) and casts *mage armor* (giving her an AC of 27). She follows up with a combination of spell-like abilities and spellcasting such as *scorching ray* and *vampiric touch*. She flees if severely outmatched and seeks out one of the other named monsters in the fortress.

Treasure: The mirror is gold framed and worth 750 gp. The tapestries and rugs are all woven from fine crystal and are worth 500 gp each (there are a total of 7 tapestries and 4 rugs). The chest is locked but not trapped (Break DC 22, Open Locks DC 25). It contains an assortment of gems (27 10-gp gems, 15 50-gp gems, 9 100-gp gems and 3 500-gp gems) and a *spirit shard*.

22. Valazon's Lair (EL 17)

The walls of this octagonal chamber are covered with opaque egg-shaped protrusions of dark crystal, ranging from Tiny to Medium in size. The rest of the chamber is constructed of almost transparent colorless crystal, the ceiling rising to a 50-foot tall spire, and the floor resembling a vast mirror of polished diamond. Apart from a huge bed of bloodied green crystal spikes and a cauldron of black iron stained with yellowish ichor the chamber is empty. Its occupant has little need for much else.

The egg-shaped protrusions are gestating crystalline horrors. None are ready to hatch and most can be destroyed with a single blow (the eggs have hardness 1 and 5 hit points per size category). Because there are over 100 Tiny eggs, 50 Small eggs, and 25 Medium-size eggs the PCs might need a few area effect spells to destroy them all.

Valazon controls all the creatures in the fortress and came up with the idea for using the *spirit shards* to anchor the fortress during its journey to the Abyss (or, as it happened to be the Prime Material Plane). Valazon is a cunning, savage demon who loves torturing mortals and demons alike, and consuming their souls. He is also incredibly intelligent and difficult to trick or manipulate. Valazon appears as a 20-foot tall ape with a monstrous boar-like head and feathered wings. His thick hide is encrusted with different colored crystals (mostly blood red, pale blue or deep purple in color) and his eyes burn with stark fury.

Valazon, Advanced Male Crystalline Nalfeshnee Demon: CR 17; hp 228; See Appendix and MM.

Tactics: Should the PCs be too injured to cause Valazon trouble, they are hostile to him or he has allies to back him up, he attacks the PCs without a moment's hesi-



tation. He begins combat by activating his special smite ability, following up with a *prismatic spray* and the rest of his spell-like abilities (particularly *feeblemind* and *greater dispel magic*), and his magic ring. Once he enters melee combat, he tries to sunder a PC's armor and uses his smite ability again. He activates his *unholy aura* ability if given warning of the PCs approach and saves his *rod of cancellation* for a magic item that looks capable of seriously harming him (such as the *horn of blasting* from the **Bandit Caves** or the *demon bane longsword* from area 11).

Treasure: The only treasure in this chamber aside from Valazon's possessions is the *cauldron of dretch brewing* that the demon uses to create his dretch army.

Development: The PCs must destroy Valazon to get to his *spirit shard* (it is stuck to his hide). Destroying the cauldron and the crystalline horror eggs is also vitally important, as even with Valazon's death the crystalline horrors would still eventually hatch and emerge from the fortress to overrun Ravenscar (with or without demonic leadership).

As soon as Valazon is destroyed, Nithildoor appears in a flash of green flames over Valazon's body. Should the PCs talk with Nithildoor, he tells them everything about the history of Taosiir's castle, and reveals to the PCs his involvement in the destruction of it so many years ago with some sorrow (note that he does not share this information earlier). He tells them that the appearance of the fortress is somehow tied to his continued existence and that he can only be freed, and the fortress sent back to wherever it came from, if the *circlet of demonic might* is returned to his possession. If the PCs do not already have the circlet, he reiterates the information he shared at the beginning of the adventure.

Nithildoor is lying about his involvement in the fortress's appearance (he is evil after all), but believes it is the only way that the PCs will help him. Whether the PCs believe him or not he is quite knowledgeable about the fortress and knows about the *spirit shards*. He also tells the PCs that destroying the *planar turbine* is the only way of sending the fortress back to where it came from and ending the crystal curse.

If the PCs attack Nithildoor and he is destroyed, his reaction to them from then on is hostile and he refuses to talk with them unless they show him the circlet.

If the *circlet of demonic might* is given to Nithildoor, he gives the PCs his *lesser amulet of the planes* and tells them about the *spirit shards* scattered throughout the fortress (including the one in the **Crystal Node**) and their purpose, he then departs. PCs should only gain full experience for Nithildoor if they give him the *circlet of demonic might*. They should only earn half this amount for defeating him in combat.

23. Fortress Core (EL 13)

This circular chamber is hidden within a column of prismatic light energy that prevents most creatures from entering (the crysolax and creatures with the crystalline template are immune to its effects because they are light-based and can pass through the column freely). Other Creatures entering the column suffer 10d6 of damage (Reflex save DC 20 for half), and must make another Reflex save (DC 25) to avoid being caught up in the swirling magical energy. A creature that succeeds on this check is jettisoned back into area 18.

If a creature is caught in the chaotic column of energy it takes 10d6 damage per round and can make new Reflex saves every round to halve the damage and escape the column. After 5 rounds a creature who still has not escaped the column must make a Fortitude save (DC 25) to avoid being disincorporated by the energy (effect identical to a *disintegrate* spell). If a creature is disincorporated, only a *wish*, *miracle*, or *true resurrection* spell can bring it back.

Within the column is a brightly-lit chamber containing a strange-looking cylinder of steel surrounded by several wheels made of brightly colored crystal spokes, spinning at varying speeds and humming with energy. This machine is the *planar turbine* created by Taosiir, corrupted by Nithildoor and later modified by Valazon (hence, the spinning crystal wheels).

Protecting the *planar turbine* is a 12-foot tall monstrous humanoid with four long muscular arms that is covered with glittering red scales. The creature sports wicked looking mandibles and looks in the PCs direction with a hateful gleam in its eyes. The creature is tethered to the crystalline floor of the chamber by a length of crystal chain affixed to its ankle, the chain only allowing it to reach to the edge of the chamber.

This creature is an advanced xill with the crystalline template that was once used by Taosiir as a guardian and laboratory subject. Valazon freed the xill, but confined him to this chamber to protect the *planar turbine*. The xill despises the situation and ferociously attacks any creature it sees other than Valazon (whom the xill fears).

Advanced Crystalline Xill: CR 13; hp 121; See Appendix and MM.

Tactics: Because of the crystal chain attached to its foot (Escape Artist DC 40, break DC 35, hardness 20, 50 hit points), the xill cannot move beyond the core and suffers a -4 penalty to Balance, Move Silently, and Tumble checks. It does not attempt to attack foes unless they penetrate the core, ferociously attacking any PCs that enter after warning them to withdraw. It tries to grapple and paralyze as many foes as possible, focusing its attacks on fighters and other combat specialists, while trusting that its spell resistance and immunities protects it from spell-casters.

The xill is receptive to communication, particularly if the party intimates that they intend to release it before it attacks. The xill just wants to escape its confinement and travels back to the ethereal plane if released. It refuses to attack any of the named inhabitants of the fortress, but shares its knowledge of the area, including the location of the towers, the danger posed by prismatic globes in area 13, and the danger posed by the mirrors in area 19.

Treasure: Apart from the possessions of the xill, the *planar turbine* is the only treasure in this room. It is described in **Appendix B** of the module.

Development: Destroying the planar turbine is the only way to send the fortress back to the Demiplane of Crystal. Destroying the planar turbine is covered in the Conclusion section of the adventure.

24. The Crystal Node (EL 14)

Unbeknownst to most of the inhabitants of the fortress (except for Valazon, Ghassan and Nithildoor) there are 13 *spirit shards* protecting the inner core of the fortress, although only 12 of these can be found in the fortress itself. The last is located in a tiny demiplane attached to the fortress and constructed from the same crystalline material as the fortress. The pocket plane lies adjacent to the fortress (actually it hovers above it) and is considered coexistent with the Material Plane and part of the Ethereal Plane, although at the same time cut off from it. When viewed from the Ethereal Plane or by creatures on the Material Plane who can view ethereal objects, the node appears to be a shallow cut diamond roughly one-third the size of the Diamond Fortress itself. From the Ethereal Plane, the node is virtually impenetrable, and no amount of magic short of a wish or miracle is powerful enough to bring down the walls or circumvent them.

PCs can enter the node by casting spells such as *gate* or *plane shift*, by calling on the aid of Lothirix or by using Nithildoor's *amulet of the planes* at the spot where the node is coexistent with the Material Plane. If the PCs call on the aid of Lothirix while outside the fortress the dragon horse will arrive within a few rounds and aid the PCs as best she can. She can carry two Medium-size passengers at a time with her plane shifting ability.

When the PCs first arrive in the crystal node they are almost overwhelmed by the enormous size of the crystalline cavern that soars above them, but more so by the brilliant play of multicolored light that bounces off the cavern's many sharp angles and facets. After this, the features of the cavern can be seen in clearer detail, including the field of crystal stalagmites that covers the floor. The crystal stalactites hang precariously from the ceiling, and a pedestal rises from

the center of the cavern, atop which lies the thirteenth *spirit shard* (but see below).

Conditions within the cavern are identical to the conditions found in the fortress except for the fact that dimensional travel is permitted from within the node. Unfortunately, this does not help the demons from the fortress, as they can not get to the node to begin with.

Guarding the last *spirit shard* are two fiendish crystalline hunting spiders of gargantuan size. These spiders are pets of Ghassan's and follow the demon's orders if he is somehow around to give them. They lurk near the ceiling of the crystal cavern that makes up the node, and attack anyone who enters. Fortunately for PCs, their spinnerets have atrophied, so they can no longer cast webs.

Fiendish Crystalline Gargantuan Hunting Spiders (2): CR 12; hp 157, 136; See Appendix and MM.

Tactics: The spiders scuttle down from the top of the ceiling until they get close enough to leap on the PCs. They use their smite ability, coupled with their poison to good effect and enjoy using Awesome Blow and Cleave in combat. They do not retreat and do not surrender.

Trap: The *spirit shard* atop the pedestal is actually a deadly trap, as it is empty of a soul and attempts to *trap the soul* (as the spell) of the first creature that touches it. Once it has successfully trapped a soul the shard functions as a *spirit shard*, and replaces one of the *spirit shards* the PCs have already destroyed.

Spirit shard Trap: CR 10; magic device; touch trigger; no reset; spell effect (Heightened *trap the soul* [9th], 18th-level wizard, no saving throw [empty *spirit shard* treated as trigger object]); single target; Search DC 34; Disable device DC 34.

Treasure: Beneath the pedestal lies the real *spirit shard*, which can be found with a successful Search check (DC 20). Once the PCs obtain the spirit shard, they probably destroy it as soon as it is safe to do so.

Conclusion

When the *planar turbine* is destroyed, the fortress begins to return to the Demiplane of Crystal. The PCs have 10 rounds to exit the fortress. During the first 7 rounds, the walls of the fortress begin to warp and crack, beams of brilliant yellow light breaking through the cracks and chunks of crystal breaking away from the ceiling and crashing to the floor, to shatter into hundreds of fragments. Every round that PCs are caught in the fortress at this time the DM should roll on **Table 3-4: Destruction of the Diamond Fortress** to determine what happens:

During rounds 8 and 9, the fortress begins to collapse in on itself and the entire structure is lit up with brilliant incandescent light. A high-pitched hum-

Table 3-4:
Destruction of the Diamond Fortress

d6 Event

- 1 Chunks of crystal break away from ceiling and strike 1d4 random PCs. Every PC targeted must make a successful Reflex save (DC 13) or take 1d6 points of damage from the debris.
- 2 Floor buckles. PCs must make a successful Reflex save (DC 15) or fall prone (spend part of next round standing up).
- 3 Beam of light strikes random PC (+15 ranged touch attack). PC suffers 5d6 points of damage.
- 4 Part of wall explodes, spraying 1d6 PCs with chunks of crystal. 3d6 damage, Reflex save DC 17 for half.
- 5 Combination of effects 3 and 4.
- 6 Temporal shift. Random PC must make a Will save (DC 15) or become frozen in time for 1d4 rounds (although time still keeps on moving around her).

ming sound accompanies this light show, rapidly growing in volume until it becomes almost unbearable.

PCs still in the fortress at this stage suffer 4d6 points of piercing damage from the collapsing crystals and 8d6 points of energy damage. Two successful Reflex save (DC 19) are needed to halve the damage for both, one successful save only halving the piercing damage or the energy damage (DM's choice). During this time, PCs must make a DC 21 Will save or be catapulted to a random plane of existence.

On the 10th and final round, the entire fortress disappears in a deluge of prismatic light and shrieking

sound, imploding in on itself and vanishing from sight, leaving behind a massive crater where it once stood. PCs still in the fortress during this momentous event take 8d6 points of piercing damage and 12d6 points of energy damage (no save) and are shunted along with the fortress to the Demiplane of Crystal or a random plane of existence (50% chance of either). If they survive, they must contend with the inhabitants of the plane and its unique nature (this module does not cover what happens to PCs who wind up in this predicament).

When the fortress vanishes, the PCs are treated like heroes and the townsfolk hold a public celebration in their honor lasting several days. Harlyth pays the PCs their reward and Dalenna pays them for dispatching Nithildoor, whether or not she finds out that the ghost is innocent of any wrongdoing, (he is an undead creature after all). If the PCs' actions have caused the town harm Harlyth drops part of the reward, explaining his decision as diplomatically as possible, while Dalenna withdraws her reward. PCs who threaten Harlyth or Dalenna might still get the reward, but their reputation will be sullied in the region and their actions could possibly make them criminals.

If the PCs fail in their mission and either die in the fortress or flee the area, Valazon creates an army of fiendish crystalline horrors and dretches and sends them out to ravage the countryside. Eventually several powerful NPCs combine their might to destroy the fortress, but not before a lot of damage is caused. After this, any PCs who fled the fortress might have something to answer for.



Appendix A:

Monsters and NPCs

Advanced Crystalline Xill: CR 13; Large Outsider (Extraplanar); HD 12d8 + 60; hp 121; Init +4; Spd 30 ft.; AC 24, touch 10, flat-footed 24 (-1 size, +1 deflection [*ring of protection* +1], +14 natural); Base Atk +12; Grp +24; Atk +22 melee (2d6 + 10/19 - 20, +2 greatsword) or +20 melee (1d6 + 8, claw); Full Atk +22 melee (2d6 + 10/19 - 20, 2 +2 greatswords) and +20 melee (1d6 + 8, 2 claws); Space/Reach 10 ft./10 ft.; SA implant, improved grab, paralysis (DC 21), spell-like abilities; SQ darkvision 60 ft., planewalk (cannot be used inside fortress), spell resistance 28, sonic vulnerability, immunities; AL LE; Fort +13, Ref +8, Will +9; Str 27, Dex 10, Con 21, Int 12, Wis 12, Cha 11.

Skills: Balance +17, Climb +22, Diplomacy +12, Escape Artist +12, Intimidate +14, Knowledge (Architecture) +11, Knowledge (the Planes) +5, Listen +11, Move Silently +10, Sense Motive +14, Spot +13, Tumble +15, Use Rope +8 (+10 with bindings). **Feats:** Alertness, Cleave, Improved Initiative, Multiattack (B), Multiweapon Fighting, Power Attack.

Spell-Like Abilities: The xill has the following spell-like abilities because of the crystalline template, each ability usable once per day as long as there is an available light source: *Color spray* (DC 11), *rainbow pattern* (DC 14), and *prismatic spray* (DC 17).

Sonic Vulnerability: A creature with the crystalline template takes an extra 50% damage from all sonic based attack forms, regardless of whether there is a saving throw or whether the save is successful or not (spell resistance still applies). The damage from a *shatter*, *shout*, or *great shout* spell is not increased but otherwise affects the crystalline creature normally.

Immunities: Creatures with the crystalline template are immune to all light-based and polymorph-based attacks, and have cold and electricity resistance 10 (unless they have better resistance or immunity to these attack forms already).

Possessions: 2 +2 greatswords, *ring of protection* +1, *gauntlets of ogre power*

Advanced Shadow Demons (2): CR 10; Medium size Outsider; HD 14d8 + 42; hp 118, 109; Init +8; Spd 30 ft., fly 40 ft. (perfect); AC 18, touch 18, flat-footed 14 (+4 Dex, +4 deflection); Base Atk +7; Grp -; Atk +19 melee touch (1d6, incorporeal strike); Full Atk +19 melee touch (1d6, incorporeal

strike) and +16 melee touch (1d4, incorporeal bite); SA spell-like abilities, malevolence; SQ shadow blend, incorporeal subtype, darkvision 60 ft., immune to poison and electricity, cold, acid and fire resistance 10, sunlight powerlessness; AL CE; Fort +12, Ref +13, Will +10; Str -, Dex 18, Con 17, Int 14, Wis 13, Cha 18.

Skills: Bluff +18, Concentration +16, Diplomacy +16, Hide +20*, Intimidate +18, Listen +17, Search +12, Sense Motive +15, Spellcraft +15, Spot +16, Survival +10 (+12 when following tracks), Tumble +13. **Feats:** Blind-Fight, Combat Expertise, Dodge, Improved Initiative, Multiattack.

Spell-Like Abilities: 1/day - *darkness* and *fear* (DC18). Caster level 12th. The save DCs are Charisma based.

Malevolence (Su): Once per day, a shadow demon can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the shadow demon's body vanished into the opponent's body. The target can resist the attack with a successful Will save (DC 21). A creature that successfully saves is immune to that shadow demon's malevolence for one day. This ability is based on Charisma.

Shadow Blend (Su): During any conditions other than full daylight, a shadow demon can disappear into the shadows, giving it 9/10 concealment (40% miss chance for attacks). Artificial illumination, does not negate this ability; a daylight spell, however, will.

Sunlight Powerlessness (Su): A shadow demon can only take a move action in any round when it is exposed to natural sunlight (not merely a *daylight* spell). Shadow demons will attempt to flee from natural sunlight if it can.

* Shadow demons gain a +8 racial bonus to Hide checks in areas of shadowy illumination, but take a -4 penalty on Hide checks in brightly lit areas. This is in addition to their shadow blend ability.

Advanced Will-o'-wisps (3): CR 9; Small Aberration; HD 18d8; hp 89, 83, 75; Init +13; Spd fly 50 ft. (perfect); AC 29, touch 29, flat-footed 20 (+1 size, +9 Dex, +9 deflection); Base Atk +13; Grp -3; Atk/Full Atk +23 melee touch (2d8, electricity); SQ darkvision 60 ft., immunity to magic, natural invisi-

bility; AL CE; SV Fort +6, Ref +15, Will +14; Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12.

Skills: Bluff +19, Diplomacy +6, Disguise +5 (+7 when acting), Intimidate +6, Listen +22, Search +19, Spot +22, Survival +8 (+10 following tracks). **Feats:** Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (B).

Aerandil Selethal, male elf Wiz8: CR 8; Medium humanoid (elf); HD 8d4 -5 (includes bonus from Toughness Feat); hp 20; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex); Base Atk +4; Grp +4; Atk/Full Atk +5 melee (1d6, masterwork quarterstaff), or +7 ranged touch (spells); SA spells; SQ low-light vision, +2 bonus vs. enchantment spells and effects, Immune to *sleep* spells; AL NE; SV Fort +3, Ref +7, Will +8; Str 10, Dex 17, Con 8, Int 19, Wis 12, Cha 11.

Skills: Concentration +9, Craft (alchemy) +14, Decipher Script +13, Knowledge (arcana) +14, Knowledge (geography) +9, Knowledge (the planes) +9, Listen +3, Search +6, Spellcraft +17, Spot +3. **Feats:** Combat Casting, Craft Wand, Dodge, Scribe Scroll, Toughness.

Wizard Spells Prepared (4/5/4/4/3; save DC = 14 + spell level). 0 – *acid splash*, *daze*, *mage hand*, *read magic*; 1st – *alarm*, *identify*, *mage armor*, *ray of enfeeblement* (2) 2nd – *bear's endurance*, *mirror image*, *scorching ray*, *see invisibility*; 3rd – *dispel magic*, *blink*, *ray of exhaustion*, *slow*; 4th – *charm monster*, *dimension door*, *greater invisibility*.

Possessions: masterwork quarterstaff, *ring of counter-spells* (holds *dispel magic*), scrolls of *animate dead*, *greater invisibility*, *identify* and *dispel magic*, *wand of detect magic* (35 charges), 1,200 gp in material components, spellbook (contains all of the above spells plus *animate dead*, *detect magic* and 1d4 spells of each level of the DM's choice).

Crysolax: CR 14; Huge Aberration (Extraplanar); HD 15d8 + 90; hp 175; Init +7; Spd 50 ft.; AC 27, touch 11, flat-footed 24 (-2 size, +3 Dex, +16 natural); Base Atk +11; Grp +27; Atk +18 melee (2d6 + 8/19-20, claw); Full Atk +18 melee (2d6 + 8/19-20, 2 claws) and +15 melee (1d8 + 4 plus poison, bite); Space/Reach 15 ft./10 ft.; SA improved grab (+4 on bite attacks from a successful hold), poison, scintillating aura; SQ darkvision 60 ft., damage reduction 10/magic bludgeoning, immune to blinding and light-based attacks, cold, electricity and fire resistance 10, sonic vulnerability, spell resistance 23; AL LE; SV Fort +11, Ref +10, Will +11; Str 27, Dex 16, Con 22, Int 12, Wis 14, Cha 16.

Skills: Climb +20, Jump +18, Listen +12, Search +9, Spot +12, Survival +8 (+10 following tracks).

Feats: Ability Focus (poison), Alertness, Improved Critical (claw), Improved Initiative, Multiattack, Weapon Focus (claw).

Poison (Ex): The crysolax petrifies victims with its poison, transforming them into crystal statues. A successful Fortitude save (DC 25) negates the poison, which is delivered through the creature's bite attack. The saving throw is Constitution based with the primary damage 1d6 points of Dexterity and the secondary damage petrification in 1d3 rounds.

Scintillating Aura (Ex): As long as there is a light source present within 30 feet of it, the crysolax constantly radiates an aura of scintillating light in a 20-foot radius. The aura duplicates the effects of a *rainbow pattern* spell (DC 20) that cannot be dispelled. The saving throw is Charisma based and the caster level is 18th.

Sonic Vulnerability: A crysolax takes an extra 50% damage from all sonic based attack forms, regardless of whether there is a saving throw or whether the save is successful or not (spell resistance still applies). The damage from a *shatter*, *shout*, or *great shout* spell is not increased but otherwise affects the crysolax normally.

Crystalline Horrors (G): CR 5; Medium size Aberration; HD 7d8 + 21; hp 52 each; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural); Base Atk +5; Grp +9; Atk +9 melee (1d6 + 4, claw); Full Atk +9 melee (1d6 + 4, 2 claws); SA shard spray, wounding; SQ damage reduction 10/magic, cold resistance 20, bend light, blindsight 60 ft.; AL NE; SV Fort +5, Ref +4, Will +6; Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills: Hide +6, Listen +7, Move Silently +6, Search +4, Spot +9. **Feats:** Alertness, Dodge, Skill Focus (Spot).

Shard Spray (Ex): As a standard action, a crystalline horror can unleash a spray of razor sharp shards of crystal in a 40-foot cone from its body. The shard spray inflicts 4d6 damage and creatures can make a Reflex save (DC 16) to take half. The crystalline horror can fire one such spray once per round and no more than 5 times per day.

Wounding (Ex): Each time a crystalline horror hits with its claw attack, a small bit of crystal breaks off, resulting in a wound that bleeds for 1 point of damage per round thereafter. Multiple wounds result in cumulative bleeding. The bleeding can only be stopped with a successful Heal check (DC15) or the application of any curative spell that heals damage (such as *cure minor wounds* or *heal*).

Bend Light (Ex): By shifting the make-up of its body, a crystalline horror can refract natural light (or the light inside the fortress) in a 10-foot spread as a

standard action. Creatures in the area of effect must succeed at a Reflex save (DC 16) or be blinded for 3 rounds (look up the effects of blindness in the DMG). Creatures to whom sunlight is unnatural take 2d6 points of damage, while undead take 4d6 points of damage. Undead that are particularly vulnerable to sunlight take 4d8 points of damage. Creatures that cannot see or perceive objects using vision are unaffected by the blindness but still suffer damage if they are vulnerable to sunlight.

Crystalline Scorpion Demons (2): CR 11; Large Outsider; HD 9d8 + 32; hp 84, 68, 76, 72; Init -1; Spd 20 ft.; AC 29, touch 8, flat-footed 29 (-1 size, -1 Dex, +21 natural); Base Atk +9 melee; Grp +18; Atk +13 melee (2d6 + 5/x3, Large battleaxe); Full Atk +13 melee (2d6 + 5/x3, Large battleaxe) and +11 melee (1d6 + 2 plus poison, 2 tail stings); Space/Reach 10 ft./ 5 ft.; SA spell-like abilities, poison, summon demons; SQ darkvision 60 ft., damage reduction/10 cold iron or good, spell resistance 22, sonic vulnerability, immunities, demon traits; AL CE; SV Fort +10, Ref +5, Will +8; Str 21, Dex 8, Con 18, Int 12, Wis 14, Cha 14.

Skills: Bluff +12, Climb +17, Concentration +14, Jump +17, Listen +21*, Move Silently +12, Search +11, Sense Motive +11, Spellcraft +11, Spot +21*. **Feats:** Cleave, Improved Overrun, Multiattack, Power Attack.

Spell-Like Abilities: At will – *darkness*, *desecrate*, *detect good*, *detect magic*, *mirror image*, *telekinesis* (DC 17), and *greater teleport* (self plus 50 pounds of objects only; does not function). The scorpion demons also have the following spell-like abilities because of the crystalline template, each ability usable once per day as long as there is an available light source: *Color spray* (DC 13), *rainbow pattern* (DC 16), *prismatic spray* (DC 19). Caster level 12th. The save DCs are Charisma based.

Poison (Ex): Tail sting, Fortitude save (DC18), 1d6 Con/ 1d6 Con.

Summon Demons (Sp): Once per day, a scorpion demon can summon 2d6 dretches or another scorpion demon with a 35% chance of success. This ability is the equivalent of a 4th-level spell (not usable inside fortress).

Sonic Vulnerability: A creature with the crystalline template takes an extra 50% damage from all sonic based attack forms, regardless of whether there is a saving throw or whether the save is successful or not (spell resistance still applies). The damage from a *shatter*, *shout*, or *great shout* spell is not increased but otherwise affects the crystalline creature normally.

Immunities: Creatures with the crystalline template are immune to all light-based and polymorph-

based attacks, and have cold and electricity resistance 10 (unless they have better resistance or immunity to these attack forms already).

* Scorpion demons have a +8 racial bonus on Listen and Spot checks.

Dalenna, female human Clr7: CR 7; Medium humanoid (human); HD 7d8 +14; hp 49; Init +4; Spd 30 ft. (20 ft. In chainmail); AC 11, touch 11, flat-footed 11 (+1 deflection [*ring of protection* +1]), or 16, touch 11, flat-footed 16 (+5 masterwork chainmail, +1 deflection [*ring of protection* +1]); Base Atk +5; Grp +5; Atk/Full Atk +6 melee (1d8 +1, +1 *flail*), or +6 ranged (1d4, masterwork sling); SA spells, turn undead 9/day; SQ spontaneous casting, domain powers; AL LG; SV Fort +7, Ref +2, Will +9; Str 10, Dex 10, Con 14, Int 13, Wis 18, Cha 15.

Skills: Concentration +8, Diplomacy +10, Heal +8, Knowledge (arcana) +4, Knowledge (religion) +6, Perform (singing) +4, Profession (herbalist) +7, Ride +3, Spellcraft +6. **Feats:** Brew Potion, Extra Turning, Improved Initiative, Scribe scroll.

Cleric Spells Prepared (6/6/5/4/3; save DC = 14 + spell level): 0 – *cure minor wounds* (2), *detect poison*, *light*, *purify food and drink*, *virtue*; 1st – *bless*, *command*, *divine favor*, *hide from undead*, *protection from evil*, *santuario*; 2nd – *augury*, *consecrate*, *gentle repose*, *shield other*, *zone of truth*; 3rd – *daylight*, *magic vestment*, *protection from energy*, *remove disease*; 4th – *divination*, *restoration*, *spell immunity*.

Domains: Healing (all healing spells cast at +1 caster level), Protection (*protective ward* +7 bonus to next save, 1 hour/ 1 day).

Possessions: +1 *flail*, masterwork sling, 20 silver bullets, masterwork chainmail (normally not worn), *ring of protection* +1, 4 *potions of cure moderate wounds*, 2 *potions of cure serious wounds*, 6 flasks of holy water.

Demon Tree: CR 8; Huge Plant (Extraplanar); HD 10d8 + 40; hp 89; Init -; Spd immobile; AC 13, touch 3, flat-footed 15 (-2 size, -5 Dex, +10 natural); Base Atk -; Grp -; Atk/Full Atk -; SA attraction, roots; SQ damage reduction 10/good, spell resistance 21; AL CE; SV Fort +11, Ref +2, Will +8; Str -, Dex -, Con 20, Int -, Wis 12, Cha 1.

Attraction (Su): Any creature (other than a fiend) approaching within 30 feet of the demon tree must make a Will save (DC 20) or lie down by the tree (the creature is considered prone). The creature responds to any attack made against it normally, but allows the demon tree's roots to strike it without resistance. This effect is a mind-affecting compulsion and creatures protected against such effects are immune to this power.

Roots (Ex): If a creature lies down by the demon tree one of the tree's roots embeds itself in the creature (no attack roll needed). The creature takes 3d6 points of damage and must make a Fortitude save (DC 25) or slip into a coma-like condition for 1d4 + 1 days. At the end of this time the creature gains the fiendish template and becomes Chaotic Evil (80%), or gains the half-fiend template and becomes Chaotic Evil (20%). This process can only be reversed with a *miracle* or *wish*, or by the intervention of a higher power. The root can be severed with a sharp weapon (AC 15, hp 30) or ripped out with a successful Strength check (DC 19), although this inflicts 1d8 points of damage on the creature that is trapped by the root. The creature can then be awakened, but only by a successful heal spell or more powerful healing magic.

Dunthrim Deephammer, male dwarven Ftr2/Brd3: CR 5; Medium humanoid (dwarf); HD 2d10 + 4 plus 3d6 + 6; hp 40; Init +2; Spd 20 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor [+1 leather armor]); Base Atk +4; Grp +4; Atk/Full Atk +5 melee (1d6 +1/19-20, +1 short sword), or +7 ranged (1d6/x3, masterwork shortbow); SA +1 to attack rolls against orcs and goblinoids, spells; SQ bardic music – countersong 2/day, *fascinate* 2/day, inspire courage +1 2/day, inspire competence 2/day, bardic knowledge +5, darkvision 60 ft., +2 bonus to saves vs. poison, spells and spell-like effects, stability, stonecunning, +4 dodge bonus to AC vs. giants; AL NG; SV Fort +5, Ref +5, Will +2; Str 10, Dex 14, Con 14, Int 17, Wis 9, Cha 15.

Skills: Appraise +7 (+9 for metal and stone objects), Bluff +4, Climb +5, Concentration +6, Decipher Script +8, Diplomacy +6, Gather Information +7, Hide +6, Jump +5, Knowledge (local) +8, Move Silently +5, Perform (keyboard instruments) +8, Perform (oratory) +8, Sleight of Hand +4, Spellcraft +5, Tumble +6. **Feats:** Combat Expertise, Improved Feint.

Bard Spells Known (3/2; save DC = 12 + spell level): 0 – *dancing lights*, *daze*, *detect magic*, *ghost sound*, *lullaby*, *summon instrument*; 1s – *comprehend languages*, *silent image*, *ventriloquism*.

Possessions: +1 short sword, +1 leather armor, masterwork shortbow, 20 arrows, 900 gp in personal funds (not carried), gold and onyx earrings (150 gp each), gold necklace (90 gp).

Endril Bortass, male human Ftr7: CR 7; Medium humanoid (human); HD 7d10 + 14; hp 57; Init +2; Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +5 chainmail, +3 shield [+1 large steel shield]); Base Atk +7; Grp +10; Atk +12 melee (1d8 + 6/19-20, +1 longsword), or +11 ranged (1d8 +3/x3,

masterwork mighty [+3] composite longbow), or +9 ranged (tanglefoot bag); Full Atk +12/+7 melee (1d8 + 6/19-20, +1 longsword), or +11/+6 ranged (1d8 +3/x3, masterwork mighty [+3] composite longbow), or +9/+4 ranged (tanglefoot bag); AL LG; Fort +8, Ref +5, Will +5; Str 17, Dex 14, Con 15, Int 11, Wis 10, Cha 13.

Skills: Craft (carpentry) +2, Handle Animal +6, Intimidate +4, Ride +9, Survival +2, Swim –4*, Use Rope +4. **Feats:** Blind-fight, Combat Reflexes, Dodge, Iron Will, Point Blank Shot, Power Attack, Weapon Focus (composite longbow), Weapon Focus (longsword), Weapon Specialization (longsword).

* Armor check penalty applies.

Possessions: +1 longsword, masterwork mighty (+3) composite longbow, 40 masterwork arrows, masterwork chainmail, +1 heavy steel shield, *cloak of resistance* +1, *potion of shield of faith* +5, 2 *potions of bull's strength*, 5 tanglefoot bags.

Ershak, male ogre mage Ftr7: CR 15; Large Giant; HD 5d8 + 30 plus 7d10 + 42; hp 134; Init +4; Spd 30 ft. fly 30 ft. (good); AC 28, touch 9, flat-footed 28 (-1 size, +5 natural, +12 armor [+4 full plate], +1 shield bonus from Feat); Base Atk +10; Grp +24; Atk +21 melee (2d6 + 12/19-20, large masterwork two-bladed sword); Full Atk +21/+16 melee (2d6 + 12/19-20, large masterwork two-bladed sword), or +19/+19/+14 melee (2d6 + 12/19-20, large masterwork two-bladed sword); Space/Reach 10 ft./10 ft.; SA spell-like abilities; SQ darkvision 60 ft., low-light vision, regeneration 5, spell resistance 19; AL NE; SV Fort +15, Ref +3, Will +5; Str 30, Dex 10, Con 22, Int 14, Wis 14, Cha 19.

Skills: Concentration +17, Handle Animal +8, Intimidate +12, Listen +9, Ride +10, Spellcraft +10, Spot +9. **Feats:** Combat Casting, Combat Expertise, Exotic Weapon Proficiency (two-bladed sword), Improved Initiative, Mounted Combat, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (two-bladed sword), Weapon Specialization (two-bladed sword).

Spell-Like Abilities: At will – *darkness*, *invisibility*; 1/day – *charm person* (DC 15), *cone of cold* (DC 19), *gaseous form*, *polymorph*, *sleep* (DC 15). Caster level 9th. The save DCs are Charisma based.

Possessions: Large masterwork two-bladed sword, +4 full plate, *minor cloak of displacement*, *potion of resist energy* (fire, 30 points), *oil of greater magic weapon* +4, key to area 10.

Fiendish Crystalline Gargoyles (6): CR 7; Medium-size Monstrous Humanoid (Extraplanar); HD 4d8 + 23; hp 54, 51, 48, 42, 39, 36; Init +0; Spd 30 ft., fly 50 ft. (poor); AC 18, touch 10, flat-footed

18 (+8 natural); Base Atk +4; Grp +7; Atk +7 melee (1d4 + 3, claw); Full Atk +7 melee (1d4 + 3, 2 claws) and +5 melee (1d6 + 1, bite) and +5 melee (1d6 + 1, gore); SA smite good (+4 damage, 1/day); SQ damage reduction 10/magic, freeze, sonic vulnerability, immunities, fire resistance 5, spell resistance 9; AL CE; SV Fort +6, Ref +4, Will +4; Str 17, Dex 10, Con 20, Int 6, Wis 11, Cha 7.

Skills: Hide +5*, Listen +4*, Spot +4*. **Feats:** Multiattack, Toughness.

Sonic Vulnerability: A creature with the crystalline template takes an extra 50% damage from all sonic based attack forms, regardless of whether there is a saving throw or whether the save is successful or not (spell resistance still applies). The damage from a *shatter*, *shout*, or *great shout* spell is not increased but otherwise affects the crystalline creature normally.

Immunities: Creatures with the crystalline template are immune to all light-based and polymorph-based attacks, and have cold and electricity resistance 10 (unless they have better resistance or immunity to these attack forms already).

* Crystalline gargoyles gain a +2 bonus on Hide, Listen, and Spot checks. They also gain an additional +8 racial bonus to Hide checks when hiding against a background of crystal or glass.

Fiendish Crystalline Horrors (G): CR 6; Medium size Aberration (Extraplanar); HD 7d8 + 21; hp 52 each; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural); Base Atk +5; Grp +9; Atk +9 melee (1d6 + 4, claw); Full Atk +9 melee (1d6 + 4, 2 claws); SA shard spray, wounding, smite good (+7 damage, 1/day); SQ damage reduction 10/magic, cold resistance 20, bend light, blindsight 60 ft., fire resistance 5, spell resistance 12; AL CE; SV Fort +5, Ref +4, Will +6; Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills: Hide +6, Listen +7, Move Silently +6, Search +4, Spot +9. **Feats:** Alertness, Dodge, Skill Focus (Spot).

Fiendish Crystalline Gargantuan Hunting Spiders (2): CR 12; Gargantuan Magical Beast (Extraplanar); HD 16d8 + 48; hp 157, 136; Init +5; Spd 20 ft., climb 20 ft.; AC 21, touch 7, flat-footed 20 (-4 size, +1 Dex, +14 natural); Base Atk +12; Grp +32; Atk/Full Atk +16 melee (2d8+12, bite plus poison); Space/Reach 20 ft./15 ft.; SA poison (DC 23, 2d6 Str/ 2d6 Str), smite good (+16 damage, 1/day); SQ darkvision 60 ft., tremorsense 60 ft., cold and fire resistance 10, sonic vulnerability, immunities, damage reduction 10/magic, spell resistance 21; AL NE; SV Fort +13, Ref +6, Will +5; Str 27, Dex 13, Con 16, Int 3, Wis 10, Cha 2.

Skills: Climb +15, Hide -7, Jump +18, Spot +12. **Feats:** Ability Focus (poison), Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack.

Sonic Vulnerability: A creature with the crystalline template takes an extra 50% damage from all sonic based attack forms, regardless of whether there is a saving throw or whether the save is successful or not (spell resistance still applies). The damage from a *shatter*, *shout*, or *great shout* spell is not increased but otherwise affects the crystalline creature normally.

Immunities: Creatures with the crystalline template are immune to all light-based and polymorph-based attacks, and have cold and electricity resistance 10 (unless they have better resistance or immunity to these attack forms already).

Ghassan, Male Crystalline Glabrezu Demon: CR 15; Huge Outsider; HD 12d8 + 132; hp 196; Init -2; Spd 30 ft.; AC 33, touch 10, flat-footed 33 (-2 size, -2 Dex, +4 deflection [*ring of protection* +4], +23 natural); Base Atk +12; Grp +31; Atk +21 melee (2d8+11, pincer); Full Atk +21 melee (2d8+11, 2 pincers) and +19 melee (1d6+5, 2 claws) and +19 melee (1d8+5, bite); Space/Reach 15 ft./15 ft.; SA improved grab, spell-like abilities, summon demons; damage reduction 10/good, darkvision 60 ft., demon traits, spell resistance 21, sonic vulnerability, immunities; AL CE; SV Fort +19, Ref +6, Will +11; Str 33, Dex 6, Con 33, Int 16, Wis 16, Cha 20.

Skills: Bluff +22, Concentration +26, Diplomacy +9, Disguise +5 (+7 when acting), Intimidate +24, Knowledge (arcana) +18, Knowledge (history) +18, Listen +26, Move Silently +16, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3 (+5 following tracks). **Feats:** Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

Spell-Like Abilities: At will – *chaos hammer* (DC19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only; does not function), *unholy blight* (DC 19); 1/day – *power word stun*. Ghassan also has the following spell-like abilities because of the crystalline template, each ability usable once per day as long as there is an available light source: *Color spray* (DC 16), *rainbow pattern* (DC 19), *prismatic spray* (DC 22). Caster level 14th. The save DCs are Charisma based.

Summon Demons (Sp): See MM. This ability cannot be used inside the Fortress.

Sonic Vulnerability: A creature with the crystalline template takes an extra 50% damage from all sonic based attack forms, regardless of whether there is a saving throw or whether the save is successful or not (spell resistance still applies). The damage from a

shatter, shout, or great shout spell is not increased but otherwise affects the crystalline creature normally.

Immunities: Creatures with the crystalline template are immune to all light-based and polymorph-based attacks, and have cold and electricity resistance 10 (unless they have better resistance or immunity to these attack forms already).

* Ghassan has a +8 racial bonus on his Listen and Spot checks.

Possessions: *Ring of protection +4.*

Harlyth Olbraiun, male human Exp9: CR 8; Medium humanoid (human); HD 8d6 + 16; hp 48; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+5 armor [+1 *chain shirt*]); Base Atk +6; Grp +7; Atk +8 melee (1d8 +1/ 19-20, masterwork longsword); Full Atk +8/+3 melee (1d8 +1/ 19-20, masterwork longsword); AL NG; SV Fort +7, Ref +3, Will +7; Str 13, Dex 10, Con 14, Int 16, Wis 13, Cha 16.

Skills: Appraise +13 (+15 with locks), Bluff +11, Climb +2*, Craft (locksmithing) +11, Craft (painting) +7, Diplomacy +16, Intimidate +12, Knowledge (law) +10, Knowledge (local) +15, Open Lock +9, Profession (storekeeper) +15, Ride +5, Sense Motive +8, Swim +3*. *Feats:* Endurance, Great Fortitude, Martial Weapon Proficiency (longsword), Negotiator, Skill Focus (Swim).

* Armor check penalty applies.

Possessions: masterwork longsword, +1 *chain shirt* (worn underneath clothes), *ring of sustenance*, and 2,500 gp in personal funds (not carried).

Huge Violet Fungus: CR 10; Huge Plant; HD 20d8 + 140; hp 224; Init -3; Spd 20 ft.; AC 14, touch 5, flat-footed 14 (-2 size, -3 Dex, +9 natural); Base Atk +15; Grp +33; Atk +23 melee (2d6 + 10 plus poison, tentacle); Full Atk +23 melee (2d6 + 10 plus poison, 4 tentacles); SA poison (DC 27); SQ low-light vision, plant traits; Space/ Reach 15 ft./ 15 ft.; AL N; SV Fort +19, Ref +3, Will +6; Str 30, Dex 4, Con 24, Int -, Wis 11, Cha 9.

Incanthanes (4): CR 9; Medium Outsider; HD 6d8 + 24; hp 57, 54, 49, 46; Init +11; Spd fly 60 ft. (perfect); AC 20, touch 20, flat-footed 17 (+7 Dex, +3 deflection); Base Atk +6; Grp -; Atk/Full Atk +13 melee touch (1d4 Con, incorporeal bite); SA Constitution drain, spell-like abilities, energy burst; SQ blindsight 90 ft, damage reduction 5/good, incorporeal, specific energy immunity, demon traits; AL CE; SV Fort +9, Ref +14, Will +6; Str -, Dex 25, Con 19, Int 13, Wis 13, Cha 16.

Skills: Bluff +12, Concentration +11, Hide +16, Intimidate +9, Listen +10, Search +8, Sense Motive +5, Spellcraft +6, Spot +10, Survival +10 (+12 fol-

lowing tracks), Tumble +14. *Feats:* Combat Reflexes, Improved Initiative, Lightning Reflexes.

Constitution Drain (Su): The attack of an incanthane deals 1d4 points of temporary Constitution damage. As a creature loses Constitution, its color begins to fade, until it becomes a colorless gray husk at 0 Constitution and dies. Every time the incanthane deals Constitution damage, it regains 5 hp (or 10 hp on a critical hit).

Spell-Like Abilities: At will - *detect magic, light, mirror image, searing light*; 3/day - *displacement, greater teleport* (self-only; does not function); 1/day - *sunbeam* (DC 20). Caster level 10th. Save DCs are Charisma based.

Energy Burst (Sp): Once every 3 rounds an incanthane can release a 10-foot radius burst of energy (acid, cold, electricity, fire or sonic). The burst inflicts 2d6 points of damage plus an additional point of damage per point of Constitution that it has absorbed in the previous round (Ref save DC 17, for half). An incanthane who has not absorbed any Constitution in the previous round only deals 2d6 points of damage with this attack.

Specific Energy Immunity (Ex): An incanthane can make itself immune to one type of energy (usually cold, fire or sonic) for 1d4 rounds. During this time, it is immune to the chosen type of energy. When the duration of the immunity is over the incanthane must wait one round before it can use this ability again.

Juvenile male and female dragon horses (3): CR 4; Medium Magical Beast; HD 3d10 + 6; hp 23 each; Init +7; Spd 50 ft., fly 100 ft. (average); AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural); Base Atk +3; Grp +6; Atk +6 melee (1d6 + 3, hoof); Full Atk +6 melee (1d6 + 3, 2 hooves); SA flying charge; SQ darkvision 120 ft., low-light vision, know alignment, telepathy, spell resistance 11; AL NG; SV Fort +5, Ref +6, Will +6; Str 16, Dex 17, Con 14, Int 14, Wis 16, Cha 18.

Skills: Concentration +8, Knowledge (arcana) +6, Listen +13*, Spot +13*, Survival +9. *Feats:* Alertness (B), Improved Initiative, Iron Will.

* Dragon horses gain a +8 racial bonus to Listen and Spot checks.

The other abilities of the dragon horse foals are the same as their mother. They have yet to develop their breath weapons and plane shift ability.

Lothirix, advanced female dragon horse: CR 11; Large Magical Beast; HD 15d10 + 60; hp 154; Init +7; Spd 60 ft., fly 120 ft. (good); AC 23, touch 15, flat-footed 20 (-1 size, +3 Dex, +3 deflection [from *torc of protection* +3], +8 natural); Base Atk +15; Grp +26; Atk +21 melee (2d6 +7, hoof); Full Atk

+21/+21 melee (2d6 +7, 2 hooves); Space/Reach 10 ft./5 ft.; SA breath weapon, flying charge; SQ darkvision 120 ft., low-light vision, know alignment, telepathy, *plane shift*, spell resistance 23; AL NG; SV Fort +15, Ref +15, Will +12; Str 25, Dex 16, Con 19, Int 16, Wis 20, Cha 20.

Skills: Balance +12, Concentration +14, Knowledge (arcana) +15, Knowledge (the planes) +12, Listen +24*, Sense Motive +16, Search +17, Spot +24*, Survival +14. **Feats:** Alertness (B), Flyby Attack (B), Great Fortitude, Improved Initiative, Improved Natural Attack, Iron Will, Lightning Reflexes, Wingover.

Breath Weapon (Su): Once per minute, dragon horses can breath one of the following as a 30-foot cone: *cone of cold*, *fog cloud*, or *gust of wind*. Each is as the spell cast by an 8th-level sorcerer (save DC 16 + spell level).

Flying Charge (Ex): A dragon horse that is flying gains a +2 bonus to its damage rolls on a charge.

Know Alignment (Su): Dragon horses always know the alignment of any creature they look upon.

Telepathy (Su): A dragon horse can communicate telepathically with any creature within 100 feet that has a language.

Plane Shift (Su): A dragon horse can enter the Ethereal Plane, Astral Plane, Elemental Plane of Air, or the Material Plane. This ability transports the dragon horse and up to two other creatures, provided they are on its back. It is otherwise similar to the spell of the same name.

* Dragon horses get +8 racial bonuses on listen and Spot checks.

Possessions: *torc of protection* +3 (as ring)

Movanesh, human male Rgr8/Shd5: CR 13; Medium humanoid (human); Init +5; Spd 30 ft.; HD 8d8 + 24 plus 5d6 + 15; hp 96; AC 22, touch 17, flat-footed 18 (+5 Dex, +5 armor [+3 *leather armor*], +2 deflection [*ring of protection* +2]); Base Atk +11; Grp +13; Atk +14 melee (1d6 + 3/18-20, +1 *rapier*), or +19 ranged (1d6 + 2/x3, +2 *shortbow*); Full Atk +14/+9 melee (1d6 + 3/18-20, +1 *rapier*), or +19/+13 ranged (1d6 + 2/x3, +2 *shortbow*), or +17/+17/+12 ranged with Rapid Shot (1d6 + 2/x3, +2 *shortbow*); SA favored enemy (+4 elves), favored enemy (+2 dwarves), spells; SQ wild empathy +10, woodland stride, swift tracker, hide in plain sight, evasion, darkvision 60 ft., defensive roll, uncanny dodge, improved uncanny dodge, *shadow illusion*, summon shadow (shadow companion), shadow jump 20 ft.; AL NE; SV Fort +10, Ref +15, Will +5; Str 14, Dex 20, Con 16, Int 10, Wis 14, Cha 10.

Skills: Balance +15, Escape Artist +12 (+14 when escaping from ropes), Handle Animal +10, Hide +20, Listen +12, Move Silently +18, Perform (dance) +5, Ride +15, Spot +10, Survival +6, Swim +8, Use Rope +14 (+16 with bindings). **Feats:** Animal Affinity, Combat Reflexes, Dodge, Endurance, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (shortbow).

Ranger Spells Prepared (2/1; save DC = 12 + spell level): 1st – *alarm*, *resist energy*; 2nd – *spike growth*.

Possessions: +3 *leather armor*, +2 *shortbow*, 20 poisoned masterwork arrows (shadow essence poison, Fortitude save DC 17 negates, 1Str*/2d6 Str), +1 *rapier*, *ring of protection* +2, *elixir of hiding*, *elixir of sneaking*, *oil of darkness*, key to area 2.

* Permanent Strength damage.

Nithildoor, Male Elven Ghost Wizi6: CR 18; Medium-size Undead (Humanoid); HD 16d12 +3; hp 105; Init +7; Spd fly 30 ft. (perfect); AC 16, touch 16, flat-footed 13 (+3 Dex, +3 deflection); Base Atk +8; Grp +8; Atk +8 melee touch (spell) or +8 melee touch (1d3, subdual plus 1d6, flame) or +11 ranged touch (spell); Full Atk +8 melee touch (spell) or +8/+3 melee touch (1d3, subdual plus 1d6, flame) or +11 ranged touch (spell) SA corrupting gaze (DC 21),



ectoplasmic flames, manifestation, spells; SQ darkvision 60 ft., low-light vision, +2 bonus vs. enchantment spells and effects, rejuvenation, turn resistance +4, undead traits; AL NE; SV Fort +5, Ref +8, Will +16; Str 11, Dex 17, Con – Int 20, Wis 18, Cha 16.

Skills: Concentration +15, Craft (alchemy) +20, Craft (calligraphy) +11, Hide +11, Knowledge (arcana) +22, Knowledge (dungeoneering) +17, Knowledge (the planes) +18, Profession (bookkeeper) +11, Search +13, Spellcraft +24, Spot +12, Swim +2. **Feats:** Brew Potion, Craft Wondrous Item, Eschew Materials, Improved Initiative, Iron Will, Scribe Scroll, Silent Spell, Spell Penetration, Toughness, Widen Spell.

Wizard Spells Prepared* (4/6/5/5/5/3/3/2; Base save DC = 15 + spell level) 0 – *acid splash*, *detect magic*, *identify*, *resistance*; 1st – *chill touch*, *endure elements*, *erase*, *grease*, *magic missile*, *shield*; 2nd – *arcane lock*, *continual flame*, *flaming sphere*, *fog cloud*, *mirror image*; 3rd – *arcane sight*, *dispel magic*, *lightning bolt*, *magic circle against evil*, *stinking cloud*; 4th – *dimensional anchor*, *confusion*, *polymorph*, *shout*, *summon monster IV*; 5th – *baleful polymorph*, *break enchantment*, *hold monster*, *stinking cloud* (Widened), *waves of fatigue*; 6th – *eye-bite*, *fireball* (Widened), *mass suggestion*; 7th – *banishment*, *delayed blast fireball*, *spell turning*; 8th – *moment of prescience*, *polar ray*.

Ectoplasmic Flames (Su): Nithildoor is surrounded by a nimbus of green flames which cause 1d6 points of damage to any creature he touches or who strikes him in combat with natural or short hand-held weapons (those with a 5 foot reach). Since the flames are ectoplasmic in nature, they can effect incorporeal targets and normal fire resistance or fire immunity does not reduce the damage. Nithildoor can suppress or resume this ability as a free action.

Rejuvenation (Su): If Nithildoor is destroyed, he rejuvenates in the same spot in 24 hours. No effect can prevent this from happening and the only means of permanently dispersing him is to return the circlet of demonic might to his possession.

Possessions: *lesser amulet of the planes* (cannot be used in the fortress).

* These spells were the ones prepared by Nithildoor at the time of his death. He cannot change his selection and his spells return 24 hours after they are cast.

Ogre bandits, male ogre Wary (8): CR 7; Large Giant; HD 9d8 + 27; hp 59 each; Init –1; Spd 40 ft.; AC 19, touch 8, flat-footed 19 (–1 size, –1 Dex, +5 natural, +6 armor [+1 chainmail]); Base Atk +8; Grp +18; Atk +15 melee (2d8 + 10, +1 large greatclub), or +7 ranged (1d8 + 6, large masterwork shortspear); Full Atk 15/+10 melee (2d8 + 10, +1 large greatclub), or +7/+2 ranged (1d8 + 6, large master-

work shortspear); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft., low-light vision; AL NE; SV Fort +11, Ref +1, Will +2; Str 23, Dex 8, Con 17, Int 7, Wis 10, Cha 7.

Skills: Climb +6*, Jump +4*, Listen +4, Spot +4. **Feats:** Alertness, Improved Bull Rush Power Attack, Weapon Focus (greatclub).

* Armor check penalty applies.

Possessions: +1 chainmail, +1 large greatclub, large masterwork shortspear.

Ogre Knights, male ogres Bbn7 (3): CR 10; Large Giant; HD 4d8 + 16 plus 7d12 + 28; hp 112 each; Init +1; Spd 30 ft.; AC 22, touch 10, flat-footed 22 (–1 size, +1 Dex, +7 armor [+2 breastplate], +5 natural); Base Atk +10; Grp +21; Atk +18 melee (3d6 + 11/x3, +1 large greataxe) or +12 ranged (2d6 + 5/x3, large masterwork mighty [+5] composite longbow); Full Atk +18/+13 melee (3d6 + 11/x3, +1 large greataxe), or +12/+7 ranged (2d6 + 5/x3, large masterwork mighty [+5] composite longbow); Space/Reach 10 ft./10 ft.; SA rage 2/day; SQ darkvision 60 ft., uncanny dodge, improved uncanny dodge, trap sense +2, damage reduction 1/–; AL CE; SV Fort +13, Ref +4, Will +4; Str 25, Dex 12, Con 19, Int 8, Wis 13, Cha 7.

Skills: Climb +7*, Handle Animal +2, Jump +10*, Listen +3, Ride +5, Spot +3, Survival +4. **Feats:** Mounted Archery, Mounted Combat, Power Attack, Weapon Focus (greataxe).

* Armor check penalty applies.

Possessions: +1 large greataxe, +2 breastplate, large masterwork mighty (+5) composite longbow, and 20 arrows, *dust of disappearance*, *potion of cat's grace*, *potion of fly*.

While the ogres are enraged they have the following statistics: hp 132; AC 19, touch 8, flat-footed 18; Atk +20 melee (3d6 + 13/x3, +1 large greataxe); Full Atk +20/+15 melee (3d6 + 13/x3, +1 large greataxe); SV Fort +15, Will +6; Str 29, Con 22.

Orc bandits, male and female orc Rogs (12): CR 5; Medium humanoid (orc); HD 5d6 + 12; hp 31 each; Init +8; Spd 30 ft.; AC 17, touch 14, flat-footed 13 (+4 Dex, +3 studded leather armor); Base Atk +3; Grp +6; Atk/Full Atk +7 melee (1d8 + 3/19-20, masterwork longsword), or +8 ranged (1d8/x3, masterwork longbow); SA sneak attack +3d6; SQ darkvision 60 ft., evasion, uncanny dodge, trapfinding, trap sense +1; AL NE; SV Fort +3, Ref +8, Will +0; Str 16, Dex 18, Con 15, Int 11, Wis 9, Cha 8.

Skills: Balance +12, Climb +11, Hide +12 (+14 in forested areas), Jump +10, Listen +6, Move Silently +10, Search +4, Spot +5, Survival +3, Tumble +12. **Feats:** Dodge, Improved Initiative.

Possessions: masterwork studded leather armor, masterwork longsword, masterwork longbow, 20 arrows, hunting horn, camouflaged cloak (adds a +2 bonus to Hide checks in forested areas), 5 flasks of alchemists fire.

Owlephants (3): CR 8; Huge Magical Beast; HD 10d10 + 53; hp 133, 119, 110; Init +1; Spd 30 ft.; AC 16, touch 9, flat-footed 15 (-2 size, +1 Dex, +7 natural); Base Atk +10; Grp +26; Atk +16 melee (2d8 + 12, gore); Full Atk +16 melee (2d6 + 12, slam) and +11 melee (1d8 + 6, 2 claws); Space/Reach 15 ft./10 ft.; SA trample (2d8 + 12; Reflex save DC 23 to halve damage); SQ scent, darkvision 60 ft., low-light vision; AL N; SV Fort +12, Ref +8, Will +4; Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10.

Skills: Listen +10, Spot +13. *Feats:* Alertness, Skill Focus (Listen), Skill Focus (Spot), Toughness.

Poker, male stirge: CR –; Tiny magical beast; HD 3d10; hp 17; Init +5; Spd 10 ft., fly 40 ft. (average); AC 19, touch 17, flat-footed 14 (+2 size, +2 natural, +5 Dex); Base Atk +3; Grp –8 (+4 when attached); Atk/Full Atk +10 melee touch (attach); SA attach, blood drain; SQ darkvision 60 ft., low-light vision, link, share spells, evasion; AL N; SV Fort +3, Ref +8, Will +2; Str 4, Dex 20, Con 10, Int 1, Wis 12, Cha 6.

Skills: Hide +15, Listen +5, Spot +5. *Feats:* Alertness, Hover, Weapon Finesse (B).

Skeleton Warrior, Ftr6: CR 8; Medium undead; HD 6d12; hp 42; Init +4; Spd 20 ft.; AC 21, touch 10, flat-footed 21 (+4 natural armor, +7 half-plate); Base Atk +6; Grp +11; Atk +13 melee (1d12 +9/x3, masterwork greataxe); Full Atk +13/+8 melee (1d12 +9/x3, masterwork greataxe); SA fear aura; SQ damage reduction 10/bludgeoning, darkvision 60 ft., turning immunity, spell resistance 20, undead traits; AL LE; SV Fort +5, Ref +2, Will +3; Str 20, Dex 10, Con –, Int 10, Wis 13, Cha 12.

Skills: Climb +5*, Hide –2*, Intimidate +13, Jump +6*, Listen +6, Ride +4, Sense Motive +7, Spot +9. *Feats:* Alertness, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

*Armor check penalty applies.

Fear Aura (Su): A skeleton warrior is shrouded in an aura of fear. Creatures with less than 5 HD and in a 30-foot radius must succeed at a Will save (DC 14 for this skeleton warrior) or be affected as though by *fear* cast by a sorcerer of the skeleton warrior's level.

Turning Immunity (Ex): Skeleton warrior's cannot be turned or rebuked by clerics of any level or alignment.

Tasha Starhorn, female human Exp4: CR 3; Medium humanoid (human); HD 4d6; hp 13; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +3; Grp +3; Atk/Full Atk +3 melee (1d3, subdual); AL N; SV Fort +1, Ref +3, Will +4; Str 10, Dex 14, Con 10, Int 11, Wis 10, Cha 10.

Skills: Appraise +4 (+6 with clothing), Bluff +9, Craft (seamstress) +10, Gather Information +6, Knowledge (local) +9, Listen +5, Profession (cook) +5, Sense Motive +6, Spot +2, Swim +2. *Feats:* Skill Focus (Craft – seamstress), Skill Focus (Knowledge – local), Skill Focus (Sense Motive).

Thessalgorgon: CR 12; Huge Aberration; HD 16d10 + 55; hp 145; Init +4; Spd 30 ft.; AC 20, touch 8, flat-footed 20 (-2 size, +12 natural); Base Atk +8; Grp +25; Atk +15 melee (2d6 + 13 and 1d6 acid, gore); Full Atk +15 melee (2d6 + 13 and 1d6 acid, gore) and +10 melee (1d10 + 7 and 1d6 acid, 8 bites); Space/Reach 15 ft./10 ft. SA acid, spit acid, breath weapon, trample (1d8 + 13 and 1d6 acid; Reflex save DC 24 to halve damage); SQ darkvision 60 ft., low-light vision, scent, immunity to acid; AL N; SV Fort +11, Ref +8, Will +5; Str 29, Dex 10, Con 21, Int 2, Wis 12, Cha 9.

Skills: Listen +11, Spot +10. *Feats:* Alertness, Combat Reflexes, Improved Initiative, Iron Will.

Spit Acid (Ex): Once per hour from its snake heads, stream of acid 5 feet high, 5 feet wide, 40 feet long; damage 4d6 acid; Reflex save (DC 21) for half.

Breath Weapon (Su): Turn to stone permanently, cone, 60 feet, every 1d4 rounds from its bull head (but no more than four times per day); Fortitude save (DC 21) negates.

Torbald Ironthews, male half-orc War3/Exp1: CR 3; Medium humanoid (half-orc); HD 3d8 + 9 plus 1d6 + 3; hp 37; Init –1; Spd 30 ft. (20 ft. in half-plate); AC 18, touch 9, flat-footed 18 (-1 Dex, +7 half-plate, +2 heavy wooden shield); Base Atk +3; Grp +8; Atk/Full Atk +9 melee (1d8 +5/x3, masterwork battleaxe); SQ darkvision 60 ft.; AL CG; SV Fort +6, Ref +0, Will +5; Str 21, Dex 8, Con 16, Int 9, Wis 11, Cha 9.

Skills: Appraise +2, Climb +8*, Craft (armor-smithing) +4, Craft (blacksmithing) +6, Craft (weaponsmithing) +4, Jump +8*, Swim +8*. *Feats:* Endurance, Skill Focus (Craft – blacksmithing).

*Armor check penalty applies while in half-plate and carrying shield (Climb +1, Jump +1, Swim –7).

Possessions: masterwork battleaxe, dagger, masterwork half-plate, masterwork heavy wooden shield, and 350 gp in personal funds (not carried).

Ungreth, male half-orc Rgrro: CR 10; Medium humanoid (half-orc); HD 10d8 + 10; hp 64; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor [+2 studded leather armor]); Base Atk +10; Grp +14; Atk +15 melee (1d6 + 5/18-20, +1 scimitar), or +14 ranged (1d8/x3, masterwork longbow); Full Atk +15/+10 melee (1d6 + 5/18-20, +1 scimitar), or +13/+8 melee (1d6 + 5/18-20, +1 scimitar) and +13/+8 melee (1d4 + 2/x3, masterwork punching dagger), or +14/+9 ranged (1d8/x3, masterwork longbow); SA favored enemy (giants +6), favored enemy (orcs +2), favored enemy (vermin +2), spells; SQ darkvision 60 ft., animal companion, wild empathy +11, woodland stride, swift tracker, evasion; AL CG; SV Fort +8, Ref +10, Will +4; Str 18, Dex 16, Con 13, Int 8, Wis 12, Cha 7.

Skills: Climb +11, Concentration +4, Handle Animal +5, Heal +5, Hide +13, Jump +7, Knowledge (geography) +2, Knowledge (nature) +5, Listen +6, Move Silently +9, Search +5, Spot +8, Survival +12 (+14 following tracks). **Feats:** Diehard, Dodge, Endurance, Improved Two-Weapon Fighting, Run, Self-Sufficient, Track, Two-Weapon Fighting.

Ranger Spells Prepared (2/1; save DC = 11 + spell level): 1st – *longstrider*, *magic fang*; 2nd – *owl's wisdom*.

Possessions: +2 studded leather armor, +1 scimitar, masterwork punching dagger, masterwork longbow, 25 arrows, *gloves of dexterity* +2, *dust of illusion*, *cloak of elvenkind*, 2 doses of antitoxin, 10 smokesticks, 3 aquamarines (300 gp each), 25 gp.

Usharial, Crystalline Succubus Sor6: CR 15; Medium Outsider; HD 6d8 + 18 plus 6d4 + 18; hp 75; Init +4; Spd 20 ft., fly 50 ft. (poor); AC 23, touch 10, flat-footed 23 (+13 natural); Base Atk +9; Grp +11; Atk +12 melee (1d6 + 2, claw) or +9 ranged touch (spells); Full Atk +12 melee (1d6 + 2, 2 claws) or +9 ranged touch (spells); SA energy drain (DC 23), spell-like abilities, spells, summon demons; SQ damage reduction 10/cold iron or good, darkvision 60 ft., spell resistance 18, demon traits, sonic vulnerability, immunities; AL CE; SV Fort +10, Ref +8, Will +12; Str 14, Dex 11, Con 17, Int 16, Wis 14, Cha 30.

Skills: Bluff +21, Concentration +18, Diplomacy +16, Disguise +19 (+21 acting), Escape Artist +10, Hide +8, Intimidate +21, Knowledge (arcana) +18, Listen +19*, Move Silently +10, Search +12, Spellcraft +11, Spot +19*, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings). **Feats:** Dodge, Improved Initiative, Mobility, Persuasive, Skill Focus (Spellcraft).

Sorcerer Spells Known (6/9/8/5; Base save DC = 20 + spell level): 0 – *arcane mark*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*; 1st – *burning*

hands, *expeditious retreat*, *mage armor*, *true strike*; 2nd – *invisibility*, *scorching ray*; 3rd – *vampiric touch*.

Spell-Like Abilities: At will – *charm monster* (DC 24), *detect good*, *detect thoughts* (DC 22), *ethereal jaunt* (self plus 50 pounds. of objects only; does not function), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 23), *greater teleport* (self plus 50 pounds. of objects only; does not function). Usharial also has the following spell-like abilities because of the crystalline template, each ability usable once per day as long as there is an available light source: *Color spray* (DC 21), *rainbow pattern* (DC 24), *prismatic spray* (DC 27). Caster level 12th. The save DCs are Charisma based.

Summon Demons (Sp): See MM. This ability cannot be used inside the Fortress.

Sonic Vulnerability: A creature with the crystalline template takes an extra 50% damage from all sonic based attack forms, regardless of whether there is a saving throw or whether the save is successful or not (spell resistance still applies). The damage from a *shatter*, *shout*, or *great shout* spell is not increased but otherwise affects the crystalline creature normally.

Immunities: Creatures with the crystalline template are immune to all light-based and polymorph-based attacks, and have cold and electricity resistance 10 (unless they have better resistance or immunity to these attack forms already).

* Usharial has a +8 racial bonus on her Listen and Spot checks.

Possessions: *Cloak of Charisma* +4, *wand of web* (36 charges), *potion of cat's grace*, *potion of cure serious wounds*, key to chest.

Valazon, Advanced Male Crystalline Nalfeshnee Demon: CR 17; Huge Outsider; HD 16d8 + 144; hp 228; Init –1; Spd 20 ft., fly 30 ft. (poor); AC 35, touch 7, flat-footed 35 (-2 size, -1 Dex, +6 armor [bracers of armor +6], +22 natural); Base Atk +16; Grp +33; Atk +24 melee (2d8+9, bite); Full Atk +24 melee (2d8+9, bite) and +21 melee (1d8+4, 2 claws); Space/Reach 15 ft./15 ft.; SA smite, spell-like abilities, summon demons; SQ darkvision 60 ft., damage reduction 10/good, demon traits, sonic vulnerability, immunities; AL CE; SV Fort +19, Ref +9, Will +16; Str 27, Dex 9, Con 29, Int 22, Wis 22, Cha 20.

Skills: Bluff +22, Concentration +26, Craft (alchemy) +14, Diplomacy +26, Disguise +5 (+7 acting), Hide +8, Intimidate +24, Knowledge (arcana) +25, Knowledge (the planes) +18, Listen +31*, Move Silently +20, Search +23, Sense Motive +23, Spellcraft +25 (+27 scrolls), Spot +31*, Survival +6 (+8 following tracks), Use Magic Device +22 (+24

scrolls). *Feats*: Cleave, Improved Bull Rush, Improved Sunder, Multiattack, Power Attack, Weapon Focus (bite).

Spell-Like Abilities: At will – *call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 pounds of objects only; does not function), *unholy aura* (DC 23). Valazon also has the following spell-like abilities because of the crystalline template, each ability usable once per day as long as there is an available light source: *Color spray* (DC 16), *rainbow pattern* (DC 19), *prismatic spray* (DC 22), *scintillating aura* (DC 23). Caster level 14th. The save DCs are Charisma based.

Summon Demons (Sp): See MM. This ability cannot be used in the fortress.

Sonic Vulnerability: A creature with the crystalline template takes an extra 50% damage from all sonic based attack forms, regardless of whether there is a saving throw or whether the save is successful or not (spell resistance still applies). The damage from a *shatter*, *shout*, or *great shout* spell is not increased but otherwise affects the crystalline creature normally.

Immunities: Creatures with the crystalline template are immune to all light-based and polymorph-based attacks, and have cold and electricity resistance 10 (unless they have better resistance or immunity to these attack forms already).

* Valazon has a +8 racial bonus on Listen and Spot checks.

Possessions: *bracers of armor* +6, *rod of cancellation*, *ring of the ram* (24 charges) and a *spirit shard* (stuck to his crystal hide).

Zhelfmunth, Crystalline Tarry Demodand: CR 15; Medium Outsider; HD 11d8 + 77; hp 153; Init -1; Spd 40 ft., fly 60 ft. (average); AC 26, touch 9, flat-footed 26 (-1 Dex, +16 natural); Base Atk +11; Grp +19; Atk +21 melee (1d6 + 8, claw); Full Atk +21 melee (1d6 + 8, 2 claws) and +17 melee (1d8 + 4, bite); SA spell-like abilities, adhesion, rage, summon demodands; SQ damage reduction 10/good, darkvision 60 ft., spell resistance 24, demodand traits, sonic vulnerability, immunities; AL CE; SV Fort +14, Ref +6, Will +8; Str 26, Dex 9, Con 24, Int 12, Wis 14, Cha 16.

Skills: Bluff +15, Climb +18, Concentration +20, Hide +9, Listen +14, Move Silently +9, Search +11, Sense Motive +12, Spot +14. *Feats*: Cleave, Multiattack, Power Attack, Weapon Focus (claws).

Spell-Like Abilities: At will – *detect good*, *detect magic*, *detect thoughts*, *fear*, *gaseous form*, *invisibility* (self only), *magic circle against good*, *see invisibility*, and *tongues*; 3/day – *fog cloud*, *unholy aura*, and *unholy blight* (DC 17); 2/day – *dispel magic*. Zhelfmunth has the following spell-like abilities because of the crystalline template, each ability usable once per day as long as there is an available light source: *Color spray* (DC 14), *rainbow pattern* (DC 17), *prismatic spray* (DC 20). Caster level 13th. The save DCs are Charisma based.

Adhesion (Ex): Zhelfmunth's tar-like secretions (tinged crystalline blue by his template) make him extremely sticky. Anyone who makes a successful melee attack against him must succeed on a Reflex save (DC 20) or have their weapon stick to his body and yanked out of their grip. Creatures using natural attacks are automatically grappled if they are stuck. Stuck creatures or weapons can be dislodged from his body by succeeding on a Strength check (DC 24). Creatures attempting to dislodge a weapon are considered flat-footed.

Rage (Ex): If Zhelfmunth takes damage in combat he has a 50% chance of flying into a berserk rage in the following round. He gains +4 Strength and -4 AC. He cannot end his rage voluntarily.

Sonic Vulnerability: A creature with the crystalline template takes an extra 50% damage from all sonic based attack forms, regardless of whether there is a saving throw or whether the save is successful or not (spell resistance still applies). The damage from a *shatter*, *shout*, or *great shout* spell is not increased but otherwise affects the crystalline creature normally.

Summon Demodands (Sp): Once per day, Zhelfmunth can attempt to summon 1d2 demodands with a 35% chance of success. This ability is equivalent to a 4th-level spell. (cannot be used inside fortress).

Demodand Qualities (Ex): Immune to acid and poison; immune to mind-influencing effects and fear effects; cold and fire resistance 10. Tongues at will.

Immunities: Creatures with the crystalline template are immune to all light-based and polymorph-based attacks, and have cold and electricity resistance 10 (unless they have better resistance or immunity to these attack forms already).

Possessions: *incandescent blue ioun stone*, *pink and green ioun stone*, *clear ioun stone*.

Appendix B:

New Magic Items

Cauldron of Dretch Brewing (Major Wondrous Item)

Powerful demonic wizards normally create these large black iron cauldrons to replace dretches lost in battle or for even more horrible purposes. For the cauldron to work 1,000 gp of gems must be crushed and mixed with 5 pints of demon blood and bombarded with unholy energy (such as from a nalfeshnee demon's smite ability). The resulting mixture is then poured into the cauldron and left to set for 24 hours. After this time 2d4 dretches emerge from the cauldron and obey the commands of the first evil creature they see, attacking all others. The dretches are permanent until destroyed and have all the abilities of normal creatures of their type.

Moderate conjuration; CL 9th; Craft Wondrous Item, summon monster V; Price 75,000 gp.

Circlet of Demonic Might (Minor Artifact)

Forged by the demon lord Sriasha in her demonic realm, the *circlet of demonic might* was created to allow the demon lord access to the Material Plane through a mortal vassal. The circlet grants a creature a +6 enhancement bonus to Intelligence, a spell resistance of 25, and allows the wearer to control any demon within a 60-foot radius once per day. This effect is identical to a *dominate monster* spell (see the spells section the PHB) and the demon must make a Will save (DC 23) to resist. The effective caster level for this power is 20th.

The circlet slowly corrupts anyone who wears it, changing their alignment to chaotic evil over a period of 1d4 days if they fail a Will save against a DC of 23. When the wearer finally succumbs to the circlet he or she effectively becomes an NPC under Sriasha's control. The wearer must make another saving throw after 24 hours, should they succeed on the first and must continue to make saving throws while they wear the circlet.

Overwhelming abjuration, transmutation and enchantment; CL 20th.

Lesser Amulet of the Planes

This plain ivory amulet contains a swirl of random colors. Unlike a regular *amulet of the planes*, the lesser amulet can only access up to three different planes. Each plane must be chosen at the time the wearer first puts on the amulet, and the planes do not change unless the amulet is taken off and put back on again (removing the amulet clears its 'memory'). Imprinting the amulet with a plane requires a DC 25 Intelligence check (even if the wearer is re-imprinting a previously chosen plane).

Like a normal amulet of the planes, the wearer of the lesser amulet must make a DC 15 Intelligence check in order to get the amulet to take her (and any companions) to the chosen plane. If she fails, the amulet transports her to a random location on that plane (01-60 on d%) or to one of the other two planes (61-00 on d%).

Strong Conjuration; CL 15th; Craft Wondrous Item, plane shift; Price 90,000 gp.

Spirit Shard (Major Wondrous Item)

These long jagged crystals are clear or slightly yellow in color and contain a glowing spark of crimson light (the soul of a creature). Unlike the gems used in the spells *magic jar* or *soul bind*, spirit shards are naturally formed when a creature is petrified on the Demiplane of Crystal, and have two unique properties. The first property of a *spirit shard* is to power the protective energy column around the core of the fortress. Once seven of the spirit shards have been destroyed the energy column weakens (all of its effects are halved), while destroying all the shards brings down the energy column and gives the PCs access to the core and the *planar turbine*.

The second and less important property of a *spirit shard* is as a source of power for extraplanar creatures like demons. Any extraplanar creature within 10 feet of a *spirit shard* is able to drain some of the shard's power to give it a temporary +2 enhancement bonus on attack rolls, damage rolls and saving throws for 10 rounds. Draining a shard in this way is considered a free action and is considered a supernatural ability on the part of the creature.

Each *spirit shard* has a hardness of 8 and 25 hit points. If a *spirit shard* is destroyed the soul within it is released and can be brought back to life with a *true resurrection* or similar spell. *Spirit shards* are a naturally occurring phenomenon on the Demiplane of Crystal and cannot be created.

Planar Turbine (Minor Artifact)

Created by the arch-mage Taosiir the *planar turbine* was originally a strange cylindrical machine of mithril, copper, and wood. It was severely damaged by Nithildoor when he broke his *staff of the magi* and Valazon was forced to replace many of its components with gemstones taken from the Demiplane of Crystal.

Before it was damaged the *planar turbine's* function was too transport a structure (up too the size of a large castle or fortress) to whatever plane of existence the user wished, as per the spell *plane shift*. As pointed out in the adventure, destroying the *planar turbine* is catastrophic for the fortress, sending its remnants back to the Demiplane of Crystal.

The planar turbine has 150 hit points, a hardness of 12, and is immune to all spells of below 3rd level except for *shatter*.

Strong conjuration; CL 18th; weight 450 lb.

Appendix C:

New Monsters

Crysolax

(Huge Aberration, Extraplanar)

Hit Dice: 15d8 + 90 (157 hp)
Initiative: +7
Speed: 50 ft. (10 squares)
Armor Class: 27 (-2 size, +3 Dex, +16 natural), touch 11, flat-footed 24

Base Attack/Grapple: +11/+27
Attack: Claw +18 melee (2d6 + 8/19-20)
Full Attack: 2 claws +18 melee (2d6 + 8/19-20) and bite +15 melee (1d8 + 4 plus poison)

Space/Reach: 15 ft./10 ft.
Special Attacks: Improved Grab, poison, scintillating aura
Special Qualities: Darkvision 60 ft., damage reduction 10/magic bludgeoning, immune to blinding and light-based attacks, cold, electricity and fire resistance 10, sonic vulnerability, spell resistance 23

Saves: Fort +11, Ref +10, Will +11
Abilities: Str 27, Dex 16, Con 22, Int 12, Wis 14, Cha 16

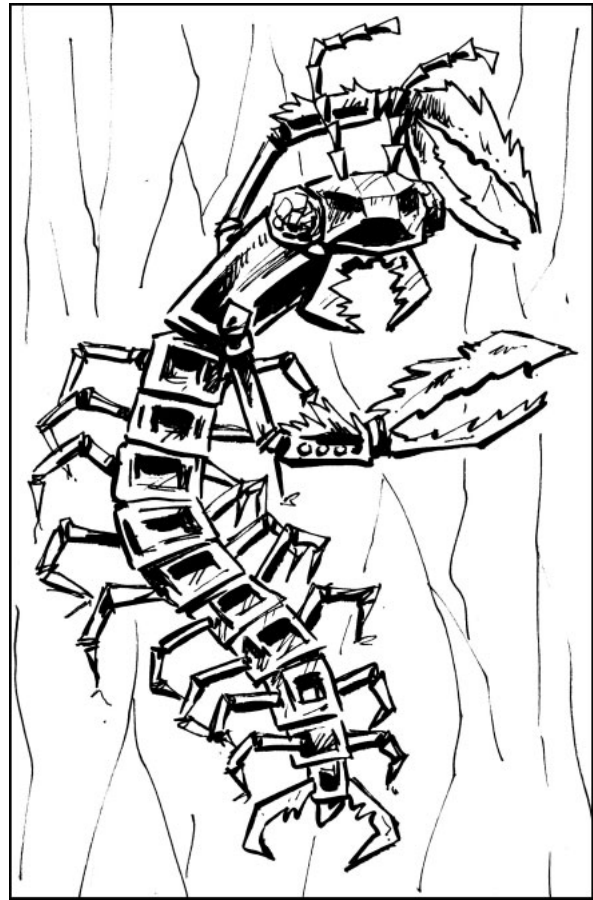
Skills: Climb +20, Jump +18, Listen +12, Search +9, Spot +12, Survival +8 (+10 following tracks)

Feats: Ability Focus (poison), Alertness, Improved Critical (claw), Improved Initiative, Multiattack, Weapon Focus (claw)

Environment: Demiplane of Crystal
Organization: Solitary or carat (2-4 crysolax's)
Challenge Rating: 14
Treasure: None (incidental)
Alignment: Always Lawful Evil
Advancement: 16-30 HD (Huge); 31-45 HD (Gargantuan)

A terrifying predator native to the Demiplane of Crystal, a crysolax look like a horrible amalgam of a centipede and a preying mantis made out of translucent white crystal with brilliant multifaceted blue eyes. While the crysolax usually hunts creatures native to the Demiplane of Crystal it takes every opportunity it can get to poison and petrify visitors to the plane, consuming the victims of its poison after they succumb.

Crysolaxs are surprisingly intelligent and have been known to strike up bargains with other evil creatures. Because of its orderly, unyielding nature, a crysolax never breaks any bargain it makes, and expects the other party to do likewise. Failure to do so certainly earns the creature's wrath.



Most crysolaxs speak a variety of terran, though some have learnt other languages.

Combat

A crysolax attempts to grapple opponents and use its poisonous bite as soon as it can.

Improved Grab (Ex): If a crysolax hits with a claw attack, it deals normal damage and attempts to start a grapple against a Medium creature or smaller as a free action without provoking an attack of opportunity. If the crysolax establishes a hold, it gets a +4 bonus on all subsequent bite attacks against the grappled opponent until the hold is broken.

Poison (Ex): The crysolax petrifies victims with its poison, transforming them into crystal statues. A successful Fortitude save (DC 25) negates the poison, which is delivered through the creature's bite attack. The saving throw is Constitution based with the primary damage 1d6 points of Dexterity and the secondary damage petrification in 1d3 rounds.

Scintillating Aura (Ex): As long as there is a light source present within 30 feet of it, the crysolax constantly radiates an aura of scintillating light in a 20-foot radius. The aura duplicates the effects of a *rainbow pattern* spell (DC 20) that cannot be dispelled. The saving throw for this effect is Charisma based and the caster level 18th.

Sonic Vulnerability: A crysolax takes an extra 50% damage from all sonic based attack forms, regardless of whether there is a saving throw or whether the save is successful or not (spell resistance still applies). The damage from a shatter, shout, or great shout spell is not increased but otherwise affects the crysolax normally.

Incantane

(Medium-size Outsider, Demon, Incorporeal)

Hit Dice: 6d8 + 24 (51 hp)

Initiative: +11

Speed: Fly 60 ft. (12 squares; perfect)

Armor Class: 20 (+7 Dex, +3 deflection), touch 20, flat-footed 13

Base Attack/Grapple: +6/-

Attack: Incorporeal bite +13 melee touch (1d4 Constitution)

Full Attack: Incorporeal bite +13 melee touch (1d4 Constitution)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constitution drain, spell-like abilities, energy burst
Special Qualities: blindsight 90 ft, damage reduction 5/good, incorporeal, specific energy immunity, demon traits

Saves: Fort +9, Ref +14, Will +6

Abilities: Str -, Dex 25, Con 19, Int 13, Wis 13, Cha 16

Skills: Bluff +12, Concentration +11, Hide +16, Intimidate +9, Listen +10, Search +8, Sense Motive +5, Spellcraft +6, Spot +10, Survival +10 (+12 following tracks), Tumble +14.

Feats: Combat Reflexes, Improved Initiative, Lightning Reflexes

Environment: Any land or energy-based layers of the Abyss

Organization: Solitary or pack (1-6 incantanes)

Challenge Rating: 9

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 7-12 HD (Medium); 13-18 HD (Large)

Incantanes are strange energy-based demons from Sriasha's demonic realm that absorb all forms of energy, but especially the life energy of living creatures. They resemble 6-foot long sightless eels with slightly transparent bodies that glow with purple and orange light. Their mouths are empty of teeth but this does nothing to prevent their dreadful bite.

Incantanes are hateful, willful creatures and normally can only be controlled by very powerful



demons. Despite the fact that these creatures absorb life energy, they loathe undead above all others, possibly because undead compete with the incantanes for the life energy of living creatures. They also despise nabassu demons for much the same reason.

Combat

Incantanes attack living opponents to drain their life force. During combat, they make frequent use of their spell-like abilities and energy burst power.

Constitution Drain (Su): The attack of an incantane deals 1d4 points of temporary Constitution damage. As a creature loses Constitution, its color begins to fade, until it becomes a colorless gray husk at 0 Constitution and dies. Every time the incantane deals Constitution damage, it regains 5 hp (or 10hp on a critical).

Spell-Like Abilities: At will – *detect magic*, *light*, *mirror image*, *searing light*; 3/day – *displacement*, *greater teleport* (self-only; does not function in the Diamond Fortress); 1/day – *sunbeam* (DC 20). Caster level 10th. Save DCs are Charisma based.

Energy Burst (Sp): Once every 3 rounds an incantane can release a 10-foot radius burst of energy (acid, cold, electricity, fire or sonic). The burst inflicts 2d6 points of damage plus an additional point of damage per point of Constitution that it has absorbed in the previous round (Ref save DC 17, for half). An

incanthane who has not absorbed any Constitution in the previous round only deals 2d6 points of damage with this attack.

Specific Energy Immunity (Ex): An incanthane can make itself immune to one type of energy (usually cold, fire or sonic) for 1d4 rounds. During this time, it is immune to the chosen type of energy. When the duration of the immunity is over the incanthane must wait one round before it can use this ability again.

Crystalline Template

Crystalline creatures are creatures exposed to the petrifying nature of the Demiplane of Crystal but somehow have survived the process. The crystalline template is an acquired template that can be added to any corporeal living creature (referred to hereafter as the base creature). The creature's type does not change except in the case of animals and vermin where the type changes to magical beast, although the creature gains the extraplanar subtype. The creature uses all the base creature's statistics and special abilities except as noted here.

Speed: A crystalline creature's base speed (in all forms of movement) drops by 10 ft. A Creature with a speed of 20 ft. or less does not reduce its speed further when it gains this template.

Armor Class: A crystalline creature gains a +4 natural armor bonus. This stacks with any existing natural armor.

Special Attacks: A crystalline creature with a Charisma score of 8 or higher gains certain spell-like abilities, using its Hit Dice as its caster level and its

Charisma modifier to determine DC for saves. The table below lists the abilities available. These abilities are cumulative:

Crystalline Creature Abilities

HD	Abilities
1-4	<i>color spray</i> 1/day
5-8	<i>rainbow pattern</i> 1/day
9-12	<i>prismatic spray</i> 1/day
13 +	<i>scintillating pattern</i> 1/day

Special Qualities

Crystalline creatures gain the following special qualities regardless of their Hit Dice:

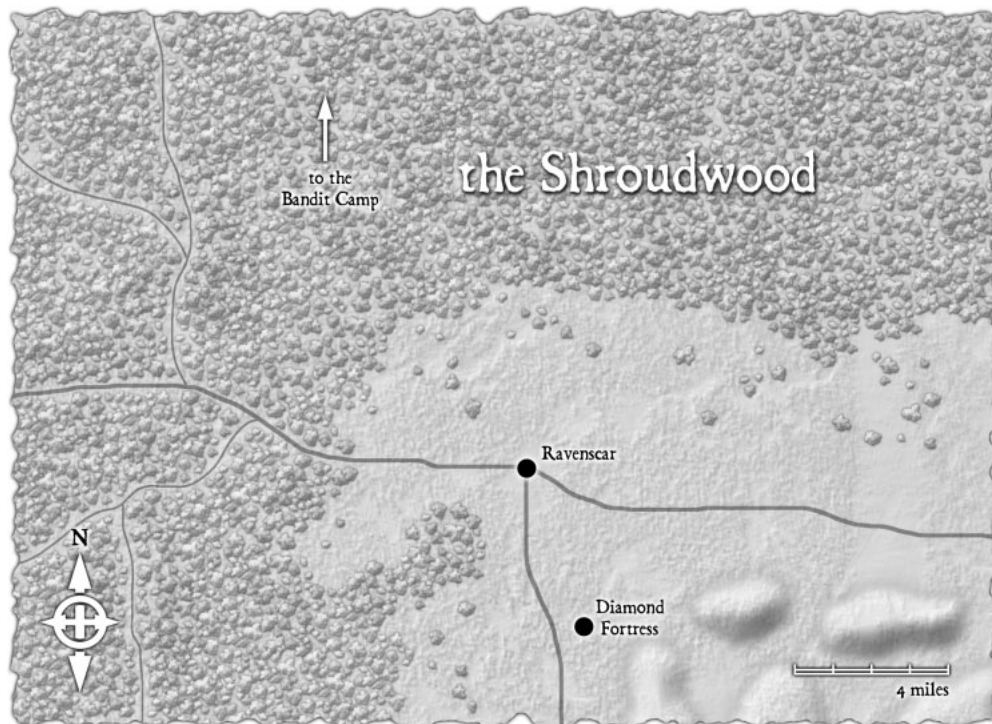
Sonic Vulnerability: A creature with the crystalline template takes an extra 50% damage from all sonic based attack forms, regardless of whether there is a saving throw or whether the save is successful or not (spell resistance still applies). The damage from a *shatter*, *shout*, or *great shout* spell is not increased but otherwise affects the crystalline creature normally.

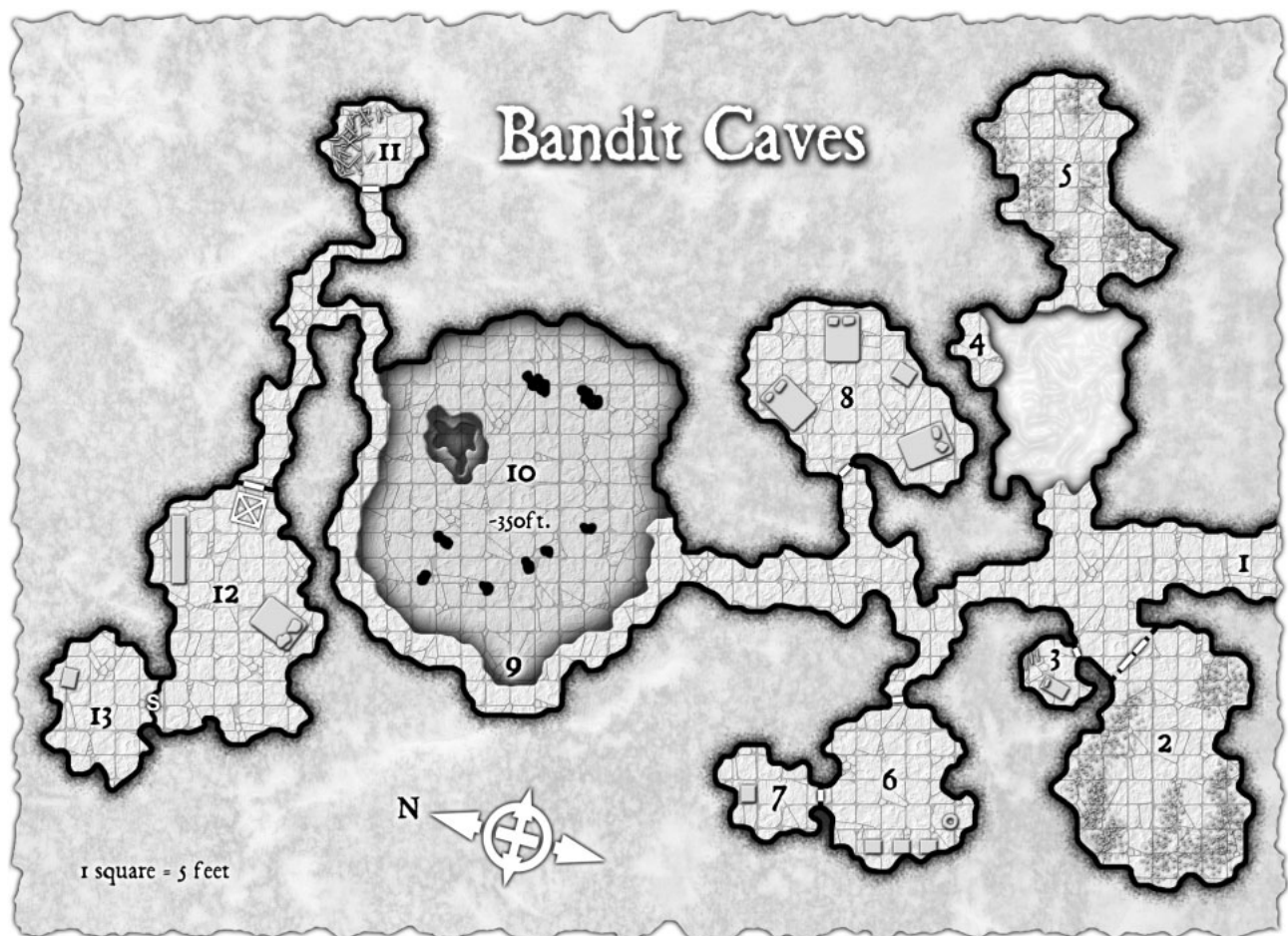
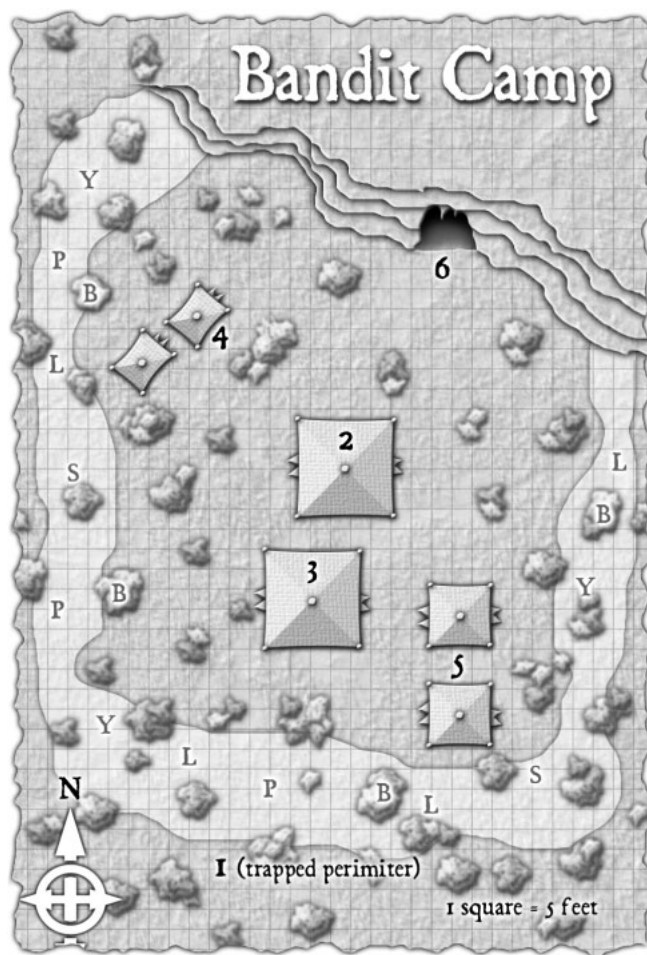
Immunities: Creatures with the crystalline template are immune to all light-based and polymorph-based attacks, and have cold and electricity resistance 10 (unless they have better resistance or immunity to these attack forms already).

Abilities: Str +2, Dex -4, Con +2

Challenge Rating: Same as base creature +2

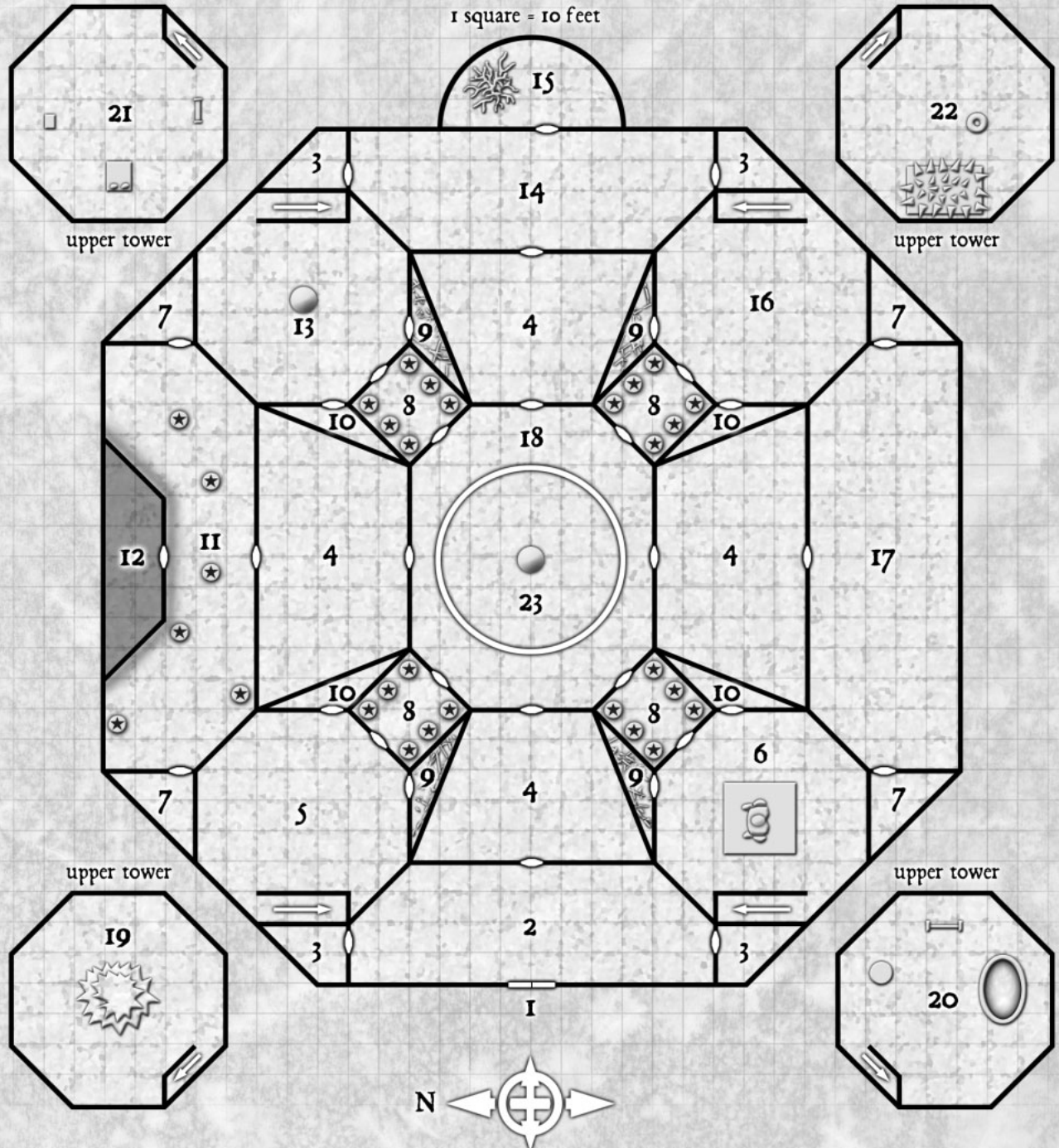
Examples of creatures with the crystalline template are given throughout the adventure.





The Diamond Fortress

1 square = 10 feet



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THE DIAMOND FORTRESS

The Diamond Fortress is a vast structure that resembles a titanic diamond, embedded in the earth, pulsating with evil power and inhabited by horrid crystalline demons intent on destroying the Material Plane and transforming the world into lifeless crystal. Only the PCs can stop the fortress' masters before they unleash their terrible crystalline army and bring doom to the land.

Designed for use with the Third Edition Revised rules.

Fantasy Adventure
(Wilderness, City, Dungeon)
Core d20 System



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