

COR3-08



A MAN WITH NOTHING

A ONE-ROUND D&D[®] LIVING GREYHAWK[™]

CORE ADVENTURE

Version 1.0

by David Christ

Deceit in the College of Bishops, buried temples, and priests of Iuz have turned what was once thought to be Rao's greatest triumph over the Old One into a sham. The Flight of Fiends, thought to have once banished thousands of devils and demons from the Flanaess, was just a ruse used by Iuz for some unknown purpose. Where is the third bishop? Where did the 303 devils go? Why would Iuz betray his own? These questions lead the adventurers into the darkest prison imaginable. Where the most horrid are held until the time of reckoning. There they meet a man with a small child who likes to play with string. A man the boy only calls 'Father'. A one-round Living Greyhawk adventure for APLs 6 thru 14. Part Three of the *To Serve the Greater Good* series.

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

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INTRODUCTION

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any

players without a character create on. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

Living Greyhawk Levels of Play

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma

check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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

Time Units and Upkeep

This is a standard One-round Core adventure, set in the Archclericy of Veluna. All characters pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

SERIES BACKGROUND

This adventure is the third part of a four part series. Some information has been left out on purpose as to not spoil future events for you the judge. So please take this into account when you are running the event and if it does not say why something happens then the PCs just do not find any information on it. Do not make up something as it may very well prove false later on in the series.

It is important to be familiar with COR2-07 *Ashes of Innocence* and COR3-03 *Fury of a Cold Man's Heart*. If you have time please review these adventure summaries of those modules to better prepare.

This series deals with the Flight of Fiends, the Crook of Rao, and what really happened. So before we get into the summary lets lay the groundwork for what is written about the Flight of Fiends. In Coldeven 586 CY, His Venerable Reverence, The Savior of Our Lands, Canon Hazen of Mitrik, used the Crook of Rao to invoke the Flight of Fiends. This ritual banished thousands of

demons, devils, yugoloths, and other outsiders from all parts of the Flanaess. In one single act the entire power structure of the Flanaess was changed forever. In all of recorded history nothing has had such a widespread effect on the world since the Twin Cataclysms. All that is known to the general public about the ritual is the following.

- Canon Hazen was the focal point of the ritual.
- It involved the College of Bishops (advisors to the Canon and made up of 21 of the most powerful priests in Veluna) and almost every single priest of Rao in Mitrik (over 200 of them)
- He had the aid of the Archmage Bigby
- Some of the participants become sick after the ritual and some resigned their posts.
- Rumors that the Canon actually disappeared during the ritual abound and his public appearances since the Flight have been few and far between.

What the players do not know (only giving you parts of the truth for now on purpose)

- The ritual was not nearly as successful as generally believed. Hundreds of devils left voluntarily and hundreds more were betrayed by their own kind.
- Three of the bishops from the College of Bishops betrayed the Canon. They feared he did not have the strength to do what he planned and so they made a deal with the devil. They each believed the greater good would be served by what they were doing but of course they were wrong.
- The Crook was rendered nearly powerless by the ritual. Nobody in the church knows what happened exactly but the crook's power seems to have left it.

So exactly what was this betrayal? Thought you would never ask. Canon Hazen had a dream one night and in that dream he said Rao himself visited him and that he laid out his plan for the ritual. Of course everybody cheered the next morning when the Canon told them of his dream and went about preparing it as if Rao himself said it to them. There were doubters though—three of them in fact. The forces of evil seized upon this fact and started whispering dark promises into their ears if they would only help them. All they had to do was take an item into the ritual with them. This item, a medallion, held the true names of 101 devils. There was more to that bargain but that is all you need to know for now. Each of the three priests was unaware of the others and took their medallions into the ritual. the Canon started to invoke

the powers of the *Crook* and the Flight of Fiends began. As the ritual progressed each of the medallions slowly dissolved into mist. The devils whose names were in the three items (303 of them total) were pulled from wherever they were and banished back to their home planes. Hundreds more left voluntarily making the ritual seem much more successful then it was (why is a secret for now). The mist that once was the medallions wrapped itself around the left arm of each bishop. As they watched in horror it seeped into the skin and formed tattoos on their arms and upper chest. The tattoos were letters in infernal that continually crawled around on their skin forming the true names of the 101 devils that were bound in the original medallion. They pulled their robes tighter around them to hide their shame and continued with the ritual until it ended. None knew of this betrayal until recently when their web of deceit started to unravel around them.

Another important part of this series is the small boy named Aaront. In part a beast named Theron that lives within him plagues Aaront. The PCs managed to bottle the beast back up inside the boy in Part One of the series and they succeeded in removing the creature in Part Two. The boy is still an enigma at this point though what he is will become much clearer in this adventure.

Part One of this series dealt with the first of the three betrayers. Vadid fled Veluna ashamed of what he had done. Aaront followed him and tortured by the creature he contained inside of him. The PCs managed to stop the creature from killing any more innocents but Vadid cracked from the pressure and guilt and was slain by the PCs thus passing the first curse to the players.

Part Two of this series dealt with the son of the second betrayer. Now a Knight of Veluna he was deep in the occupied lands of Iuz trying to free himself and his family of the curse. The players help his attempt but it fails. In trying he release Theron from inside of Aaront and he fades away. The players most likely now have the second of the three curses and some hints that Iuz was involved in the betrayal and that something bigger then they though it going on.

And now we continue to Part Three of the series.

ADVENTURE BACKGROUND

In 586 CY, the Canon of Veluna invoked the Flight of Fiends and banished thousands of outsiders in a move that would forever shift the balance of power back to center in the Flanaess. What was unknown until recently was the betrayal that happened before and during the ritual.

A few months before the ritual the Boneheart of Iuz learned of the impending ritual and starting working on a way to either stop it or use it to their best interest. Using divinations and auguries to their dark lord, they

managed to come up with a plan to kill two birds with one stone. They wanted to plant a seed of corruption in the Crook of Rao and at the same time they needed to find a way to protect some of their agents hidden in other lands so they could continue their work. To this end they created the Medallions of Dis. These medallions contained the true names of the 303 half-fiends who were scattered over the face of Oerth and carried a taint that was sure to make the Crook merely a twisted walking stick when it was done.

When the Flight of Fiends was invoked the medallions worked but not exactly as the Boneheart had hoped. The first part of their function might have worked but they are not sure, as the Canon and the Crook have made few public appearances since the Flight of Fiends. The second part did not work as planned. The medallions were supposed to hide the half-fiends in a demi-plane for a brief instant while the Flight of Fiends was happening and then return them to Oerth unharmed. What the Boneheart did not realize was that even though their agents were half-fiends it also meant they were half-human as well. The power of the Crook of Rao tore the two parts of the half-fiends into separate entities and dumped them into the demi-plane of Perdition.

When a half-fiend is born the spirit of evil possesses him. What nobody realized though is that a mortal soul also inhabits the body. It is the soul that would have been born into the world if the fiend was not there. It is forever trapped in its own body. A prisoner to the horrors it must witness till its dying day. The Flight of Fiends 'ripped' the spirit of evil from the mortal body and tossed it to the winds. So now the two halves exist as separate entities. Neither one is whole without the other.

As the years have passed the mortal men have settled into a replica of the city of Mitrik and aptly named in Perdition. They remember nothing of their past and live as well as they can, given the circumstances. Their fiendish halves on the other hand are without form. They are trapped within the confines of the Perdition version of the Grand Temple of Rao. They flow throughout the rooms. Shadows filled with malice and hatred. On occasion a villager will wander into this room wondering what it contains. When this happens the spirit manages to reclaim the body that was once its home. When this happens the other villagers quickly set upon it and destroyed it. The next morning the dead villager awakens with no memory and starts a new life in town while the fiendish half is once again tossed to the winds. If the half-fiend manages to escape the villagers he tries to trick other into entering the temple to give him more allies. Thus the pattern of good and evil has waxed back and fourth since the Flight of Fiends.

Theron is one of those half-fiends that was caught by the Flight of Fiends. Instead of being banished with the rest, his fiendish side had enough willpower to hide itself in the heart of a child who was just born in Mitrik the same night as the ritual. The child's name was Aaront and he grew up never knowing the darkness that dwelled

inside him. With the PCs freeing him in the last part of this series, Theron has set about trying to recover his mortal shell and freeing his brethren. He has found the portal to Perdition and sets guards to it when he knows the PCs are heading that direction. He has not found a way to set his brothers free but he is not going to let the party members get in there and mess things up.

Unbeknownst to Theron, there is an extra person living in Perdition: ex-Bishop Ra'ned Fillisp. Father of Aaront, third betrayer of the Flight of Fiends, and bearer of the Curse of Nessus. He has been searching everyday since he realized what he had done for a way to redeem himself. He learned of what happened and found a way to reach Perdition and it doing so unknowingly left the door open and let Theron in with him. Through various divination spells he has realized that as long as he stays in Perdition the fiends whose names are in the tattoo on his arm cannot leave. So he has devised a plan to lure the PCs (and Zelt if necessary) to the demi-plane of Perdition. Once there he hopes to collect all the curses and remain there forever as his penance for his crime against his faith. What he does not realize until he sees the curses on the PCs arms is that one fiend is not in Perdition and until he is the cycle of Perdition will continue until the end of time and the door cannot be shut.

In this adventure it is important to keep track of who has the Curses from the previous two installments in this series. If two or more players at the table have the same curse then one of them needs to be primary and the others are secondary. A player with both curses takes precedent over a character with only one curse. There is a way to remove the curses from the PCs later in this adventure and if they choose that path it will remove it from all PCs in the group. If none of the PCs has any of the curses, they meet up with Zelt Damascus from Part Two of this series. He has both curses.

ADVENTURE SUMMARY

Introduction: The adventure starts with the PCs in the town of Mitrik, Veluna. The PCs are either on their way to or from home. They are disturbed while eating their lunch by a commotion outside. It seems a young man has been paint graffiti on the wall outside. The guards inform the PCs that a gang of local boys have been painting symbols all over town for the past three days. The symbols match the ones on the PCs with the curses arm. If no PC has the curse then they may be a bit confused until Zelt Damascus shows up to clear things up. If no PC in the party has a curse then Zelt has both. If the PCs only have one of the curses then he has the other and if they have both then he has none. It is important for both curses to be represented in the group in some fashion.

Encounter One: Brother Zelt Returns: Zelt explains to the group that he came to Mitrik straight away when he heard of the symbols being written on the walls. He has

been searching for the third bishop nonstop since the PCs last met him. He informs the PCs that the symbols are the name of a devil as well as the name of a large cliff northwest of Whitehale in the Yatils. He was just getting ready to head up to investigate when he heard the PCs were in town. If the PCs have both curses in the party then he will stay in Mitrik. If they are missing one then he will accompany them. The main point is to make sure both curses are present. The party can do some quick investigation and learn that the boys are members of a wannabe gang of rich kids who were paid to paint those symbols on the walls by an old priest with weird tattoo's on his arms.

Encounter Two: Road to Perdition: The party leaves Mitrik and heads over the Fals River into the Yatils. It is hard 2-day trip by foot to reach the cliff face. The portal is at the base of the cliff in a spot where the sunlight never reaches. Theron is aware that they are on the way and has set a welcoming party for the group. After the fight the party finds the portal and enters the demi-plane of Perdition. The portal can be opened either with a curse bearer putting his arm through it or a Medallion of Dis being brought with 10 feet of it.

Encounter Three: Demi-Plane of Perdition: Once the PCs pass into the demi-plane of Perdition they will notice that the curses glow a soft blue light. Observant PCs will also notice that one single tattoo does not glow. The entrance portal to Perdition is in a very odd place. A 200-foot tall statue of Aaront dominates the center of Perdition. The portal rests on the palm of his outstretched hand. So first the party gets to climb down to the base of the statue. Then the party can explore the demi-plane of Perdition. The plane is roughly circular and averages about one mile in diameter. An exact stone replica of the city of Mitrik dominates the entire floor. The edges of the plane are cliffs that rise into infinity. The players gain some hints about what caused this place to be and some knowledge of who and what the people of Perdition exactly are. There are special rules for the demi-plane of Perdition. Make sure to read them in Appendix 2 before running this event.

Encounter Four: Town of the Once Damned: As the players explore the town of Perdition they meet its inhabitants. Through some information gathering they learn who they are and what they once were. They learn of how long they have been there and get to meet Theron (now known as Sarid) or at least the body he used to inhabit. He is innocent and without memory and that party should have a hard time deciding on what to do with him. Theron himself is currently outside the portal on Oerth furious that the PCs have passed through the portal but he will not pass through it as he refuses to be trapped again.

Encounter Five: The Damned Walk Once More: During the discussion they are interrupted by some townsfolk. They tell Sarid that they saw some villagers enter the forbidden temple. This upsets Sarid as he knows what

will happen to them. He quickly tells the PCs what is going to happen as they race to the temple.

Encounter Six: Father of Eternity: The PCs finally meet Ex-Bishop Ra'ned Fillisp and Aaront. He explains to the party members who and what Aaront is and his plan to end the problem at hand. He will take the two curses from the PCs and remain with them here until the end of time. If he dies he will merely be reborn like the rest and the curses will pass to another member of Perdition. No matter what the devils do the curses will always remain with somebody in town and thus they are forever trapped. The PCs can refuse to give up their curses but in doing so will risk unleashing the devils whose names they carry back out into the world. It is possible for them to take the third curse upon themselves but it will require a PC to trick Ra'ned and take it from him. Either way at the end of this scenario either Ra'ned or a single PC will have all three of the curses.

As the PCs discuss the curses and what is going on with Ra'ned they discover that one of the runes on the curse is not lit up like the rest. Ra'ned tells the PCs if they are not already aware of it that channeling positive energy into a tattoo can draw that devil directly to you as long as you in Perdition or near the portal. So the PCs are off to hop back through the portal to draw Theron to them so they can lock him away for all eternity.

Encounter Seven: Theron Strikes: So the PCs head back out and prepare to summon Theron. If the party does not have anybody who can channel positive energy then Zelt either helps if he is there or is waiting outside when the PCs return. They do the ritual and nothing happens. Well it appears nothing happens. Theron inhabits the body of the giant that the PCs killed in Encounter 2 up near the portal. He starts preparing spells and raising the other dead so he can deal with the PCs once and for all. The PCs either hear him preparing or head back to Perdition to find out what they did wrong and have a bit of a surprise waiting for them. As long as they do not kill the body Theron inhabits, he is trapped and they can drive him back through the portal where he falls from Aaront's hands and dies releasing his spirit to be trapped with the others.

Encounter Eight: The Final Decision: The PCs now have to choose what to do. Do they leave Aaront with his father or take him back through the portal? What do they do with the 303 innocents from Perdition? Since it takes the curses to open the portal out what do they do with Ra'ned? If they leave him inside they can never get back in. If a PC has the curses do they tell somebody? The choices made here will drive the final part of this series.

INTRODUCTION

Why the PCs are in Mitrik is up to them to decide. They could be traveling to or from home, on a mission from a

meta-org or perhaps delivering something of importance for a friend.

The sun shines down on the marbled streets of Mitrik. Near you, a kaleidoscope of colors spiral across the buildings. The source of the display is the giant stained-glass windows of the College of the Divine towering atop the hilltop near you. You are enjoying a casual lunch on this warm spring day as you take a break from your travels.

Suddenly from outside you are disturbed by a loud commotion. <let the PCs check if they wish> Outside you see two Mitrik Temple Guardsmen dragging a young man out of an alley across from the tavern. The boy is yelling 'The Tattooed man cannot be denied' over and over again. On the wall near the alley you see three large symbols.

These symbols match the ones on any PC who has the curse. If anybody knows how to read Infernal they know that the symbols spell out 'Downfall'. A Knowledge (Local) or Knowledge (Geography) check (DC 18) recognizes this as a lesser-known landmark in the Yatils across the Veluna border to the west.

If they act quickly the PCs can find out from the guardsmen that ruffians such as this have been scrawling that infernal crap all over the walls of the city all week. They do not hang around long and quickly drag the boy off to jail.

If the PCs have played in *Fury of a Cold Man's Heart*:

Interesting symbols are they not? As you turn you see a face that you have not seen in months. Brother Zelt Damascus smiles back at you. Good days brothers. It has been a long time and many miles since we last met. It does not surprise me to see you here. It seems that both of our fates are wrapped up in this tangled mess. Perhaps we can go somewhere quieter and discuss notes?

If the PCs have not played in *Fury of a Cold Man's Heart*:

Interesting symbols are they not? I have not seen you around these parts before. These symbols mean something to do you? Well if they do not then they should. Perhaps we can go somewhere quieter and discuss the strange things that are afoot.

The PCs can spend some time investigating the incident if they want to. There is only a little bit of information they can find if they do some digging and while you do not want to brush over it real quick do not spend too much time on it. Zelt and the Portal are the goal of these first few encounters.

If the PCs dig they can find that the boy belonged to a wannabe gang of local rich kids. They were given some coin and told to scribe these symbols on a wall by an old priest. He had these funky tattoos on his arm and they thought it would be great to upset their parents and through one in the face of the church. That is all they know as they really did not care about the priest or his money and just wanted to cause trouble. Though it is not much it should be enough to set the party off on the adventure.

ENCOUNTER 1: BROTHER ZELT RETURNS

Zelt takes the PCs into his private room he has at the tavern they were having lunch at. Once he is sure they are alone he will let them know what he has found.

Since we last met (or first met if this is their first meeting) I have been searching for the third Bishop and the curse he carries. With all the trouble the first two caused I knew it was best to search him out before something happened. I told my superiors in the church as well but they did not seem as concerned as myself. They seemed rather preoccupied with some internal problems. Well that is neither here nor there. When I heard of the symbols being scrawled on the walls here I quickly hurried down from Whitehale to see what was going on. Well if you were not aware the symbols on the wall represent the name of a devil. That name in Common is 'Downfall' which also happens to be a lesser-known landmark in the Yatils to the west of Mitrik. I am sure it is a hint and I am hoping it leads us in the right direction of this missing bishop.

Development: If the PCs gathered the information about the man with the tattoo's paying the boys to leave the symbols then Zelt is not surprised. It is obvious that whomever has the third curse wants the PCs to follow him into the Yatils for some unknown purpose.

☞ **Zelt Damascus:** male human Pal 8; see Appendix 1

From here the PCs can ask Zelt some more questions and then hopefully decide on when to head out to this 'downfall' landmark. His answers are based on a couple of facts. First you need to determine what curses Zelt has and let the party know. If the PCs ask about the curses at the start of questioning then he shows them. If not he will go into his little speech below at the appropriate time. Do not force it. The PCs will ask eventually.

If Zelt has both the curses:

Well I guess I should be showing you both of these. He pulls up his sleeves and you see that both his arms are covered in the same symbols that you saw on the wall earlier today. One of these was passed on from my father (PCs may or may not know that) and an adventurer I found on the road in Furryondy gave the other to me. He had been attacked by Brigands and left for dead in the road. I did what I could but he died in my arms. It was then that I found he carried a curse similar to mine and of course I am now 'blessed' with both of them. I guess my lot is thrown in with you guys again.

If Zelt has only one of the curses:

Well I guess I should show you this. He pulls up his right sleeve and you see his arm is covered in the same symbols that you saw on the wall earlier today. I am guessing one of you is carrying its companion <he looks around at each PC> Well I guess my lot is thrown in with you guys again.

If Zelt does not have either of the curses, then he answers questions but not accompany the PCs. He wants to follow a few leads here in Mitrik first and then if they have not returned he heads out to Downfall and see what he can find himself.

Commonly asked questions and answers:

What do you know of this Bishop and the third curse? Well not much really. We know there were three betrayers during the Flight of Fiends. One was Bishop Vadid who is now dead. The second was my father, rest his soul, and the third is a mystery. Several bishops from the College of Bishops and the church retired after the Flight of Fiends. So it could be any of a dozen or more men. I have been slowly eliminating them one by one but it takes a long time to track some of them down.

Will you accompany us? See answers up above. If the PCs do not have both curses in the group then he invites himself along or if they utterly refuse to have him he follows them a safe distance behind and enter Perdition on his own. It is important for all three curses to be present later in this event.

If the PCs look into the legends of the place known as 'Downfall' they can find the following with a successful Knowledge (local) check (DC 19) or Gather Information check (DC 16).

Downfall is a large cliff that sits deep in the Yatil Mountains. It rises almost 500 feet straight into the air like a giant wall to the heavens above. Legend has it that long ago the greatest of the Knights of Mitrik stood upon this very spot and faced an evil that had no name. When the Knight was about to be struck down tales say that the hand of Rao himself reached down from the heavens and pulled the ground itself into the sky to separate the Knight from his foe. The Knights foe screamed in fury and threw himself from the top of the cliff down upon the Knight who stood below as if to rain unholy fire down upon him. Nobody knows the outcome of that conflict but the name 'DownFall' has stuck ever since. At the base of the cliff a river flows from the solid rock and is said to be the tears of Rao weeping over the outcome.

ENCOUNTER 2: ROAD TO PERDITION

The trip from Mitrik to the cliff-side known as 'DownFall' takes one day on foot. There are no trails that lead straight there and the party has to traverse some pretty rough terrain on the way there.

The trip from Mitrik has been a rough one. Two days of hard travel on foot finally gets you to your destination. Ahead you can see what surely must be known as 'Downfall'. A cliff face stretches up to what must be the heavens above in front of you. It angles out over the valley you stand in as it rises casting its long shadow across the land. As you approach from the bottom

you can see what appears to be a dry riverbed winding its way away from the base of the cliff.

If the PCs have not heard the legend of Downfall then Zelt tells it to them as they grow near to it. If Zelt is not with the party then they are just out of luck.

Downfall is a large cliff that sits deep in the Yatil Mountains. It rises almost 500 feet straight into the air like a giant wall to the heavens above. Legend has it that long ago the greatest of the Knights of Mitrik stood upon this very spot and faced an evil that had no name. When the Knight was about to be struck down tales say that the hand of Rao himself reached down from the heavens and pulled the ground itself into the sky to separate the Knight from his foe. The Knights foe screamed in fury and threw himself from the top of the cliff down upon the Knight who stood below as if to rain unholy fire down upon him. Nobody knows the outcome of that conflict but the name 'DownFall' has stuck ever since. At the base of the cliff a river flows from the solid rock and is said to be the tears of Rao weeping over the outcome.

Development: The journey to Downfall is uneventful and rather dull. The PCs may try some Divination type spells on their journey to the landmark. Currently the situation in Veluna is making these types of spells unreliable at best but the PCs can gain some inkling of information if the right questions are asked (DM discretion on the answers). If they ask what they will find at Downfall the answer comes back as this "Search in the darkest crevice for the secret of what is beyond and within Downfall." This of course speaks of the water-hewn tunnel and the portal to Perdition that is within.

The PCs can search around the cliffside for a bit and will eventually stumble upon the opening that leads to the portal.

At the base of the cliff in a place that is unlikely to ever see the light of day you find a 30-foot tall and 40 foot wide water-hewn tunnel leading back into the cliff face.

A Wilderness Lore or Knowledge: Nature check (DC 16) can determine that water flowed out from this opening less than a month ago but there is not a drop to be found right now.

The tunnel leads back 50 feet and then angles up at about a 10-degree angle for 200 feet. Due to the angle of the cliff outside there is no light at all in the tunnel so even low-light vision will not work until the players get towards the end with the red glow. At the end it levels out again into a roughly circular room 100 feet in diameter with a domed ceiling that peaks at 50 feet in the center. In the center of this room are two pillars wrapped in Infernal runes. These runes match the tattoos on any present with them. Between the pillars is a glowing red portal 20 feet in diameter. Normally a portal to the Elemental Plane of Water is open at the end of this tunnel, gushing out water constantly. Since ex-Bishop Ra'ned found this place and the way to change the portal to lead to the demi-plane of Perdition instead it has been dry. If anybody who bears one of the curses or a Medallion of Dix then the portal

flashes and opens for 10 minutes. Any PC touching it during this time is instantly transported to the Demi-Plane of Perdition. Also as anybody who has one of the curses nears the portal the tattoos glow. Once the player is within 5 feet of the portal they give off light equal to a torch and do so for the duration of the PC's stay in Perdition. Any player who bears the Mark of Avernus who mentions look at his tattoos notices that one of them is not glowing. If Zelt has this curse he points it out to the PCs.

Theron has played an *alarm* spell at the top of the tunnel with an audible alarm. Remember that even if the PCs have a *silence* spell up, the radius of the alarm is greater than the radius of the *silence* and the giants hear it.

🔦 **Alarm:** Audible; 20 feet from the top of the top of the ramp.

Creatures: Theron has paid some local giants to guard the portal. He knows the PCs are on the way there and wants to make sure they do not enter Perdition. As the PCs move up the tunnel they can attempt a Listen check (DC 24) to hear the giants at the bottom of the ramp. The check goes down as they move up the tunnel until they reach 40 feet away at which point they automatically hear them.

Theron has paid them a decent sack of coins for the job but they are growing bored. It is possible for the PCs to pay them off and totally bypass this fight. If a PC who can hear the giants speaking listens, he hears them talking about how they were not paid enough to sit around here for days and get the impression that they want to leave. Their commander keeps telling them to shut-up and they will get paid more when he returns (does not mention who 'he' is, but the leader is definitely not talking about himself). So if a PC approaches them and offers coin (100 gp per APL) and succeeds at a Diplomacy check (DC 14 + APL) the giants are happy to pack up and leave. This still awards full XP for the encounter, but make the PCs earn it. If the PCs pay the giants off, after they pass through the portal Theron shows up and kill the giants for their betrayal. Their bodies will still be lying around when it comes time for Theron to possess one of them in Encounter 7.

APL 6 (EL 8)

🔦 **Stone Giant:** Large Giant; hp 119; see *Monster Manual*.

🔦 **Ogre:** Large Giant; hp 26; see *Monster Manual*.

APL 8 (EL 10)

🔦 **Stone Giant:** Large Giant; hp 119; see *Monster Manual*.

🔦 **Ogre(6):** Large Giant; hp 26, 25, 27; see *Monster Manual*.

APL 10 (EL 12)

🔦 **Fire Giant:** Large Giant; hp 142; see *Monster Manual*.

🔦 **Hill Giants (3):** Large Giant; hp 102, 104, 103; see *Monster Manual*.

APL 12 (EL 14)

🔦 **Fire Giants (2):** Large Giant; hp 142, 140; see *Monster Manual*.

🔦 **Stone Giants(4):** Large Giant; hp 119, 122, 117, 124; see *Monster Manual*.

APL 14 (EL 16)

🔦 **Fire Giant Commander:** Large Giant Ftr4; hp 216; see Appendix 1.

🔦 **Fire Giants (4):** Large Giant; hp 142, 144, 140, 138; see *Monster Manual*.

Tactics: The giant's tactics are simple. They want to stop the PCs from getting through the portal. They are paid to do this job though so they are not above running away when things get really bad. If at all possible the commander (stone giant at lower levels and fire giant at higher) should. It is better to use his body later on as a vessel for Theron's possession. At APL 14 the fire giant commander will toss his *necklace of fireball* beads around without worry, as all his minions are immune to them. Remember that if the commander fails his save the necklace needs to make a save (at +7 per the *DUNGEON MASTER'S Guide*) or the entire thing explodes.

If Zelt is with the party during this encounter, he hangs towards the back. He still has the curse that passes to his son if he dies, so he is really careful. If things are going rough he steps in and use his paladin *lay on hands* ability or his spells to help a PC.

At APL 6 and 8 the giant has a pouch with a potion of *haste* and 3 *potions of cure light wounds*. At APL 10 and 12 the lead giant has a pouch with a potion of *haste*, a potion of *protection from elements (cold)*, and 3 *potions of cure moderate wounds*.

Treasure:

APL 6: L: 5 gp; C: 0 gp; M: *potion of haste* (63 gp per character), *Potions of cure light wounds* [3] (2 gp per character / per potion)

APL 8: L: 7 gp; C: 0 gp; M: *potion of haste* (63 gp per character), *potions of cure light wounds* [3] (2 gp per character / per potion)

APL 10: L: 5 gp; C: 0 gp; M: *potion of haste* (63 gp per character), *potions of cure moderate wounds* [3] (25 gp per character / per potion), *potion of protection from elements [cold]* (63 gp per character)

APL 12: L: 8 gp; C: 0 gp; M: *potion of haste* (63 gp per character), *potions of cure moderate wounds* [3] (25 gp per character / per potion), *potion of protection from elements [cold]* (63 gp per character)

APL 14: L: 8 gp; C: 0 gp; M: +3 *chain mail* (775 gp per character), +1 *flaming Huge greatsword* (695 gp per character), *potions of haste* [2] (63 gp per character / per potion), *necklace of fireballs type VII* (763 gp per character), *potions of cure serious wound* [2] (63 gp per character / per potion)

ENCOUNTER 3: DEMI-PLANE OF PERDITION

With a swirling of red light your journey ends almost as soon as it begins. With a crack like thunder, the world pops back into existence around you but it looks nothing like the one you just left. You are standing on an odd-shaped, stone platform that suspended around 150 feet in the air. As you look around, you realize you are actually standing in the palm the outstretched hand of a large statue. As you gaze up you and manage to take the whole thing in you realize that the statue is of a small boy. A boy named Aaront. It must be 200 feet tall.

From your new vantage point you are able to gaze out over your new local. You are in a bowl like depression about one mile across. The edges of the area end in sheer cliffs that stretch up beyond your sight into the sky. What catches your attention is what is below you. It looks like the entire city of Mitrik. You can see the tavern you had lunch at and the Grand College of the Arcane on the hill overlooking the town. Below the statue—between its legs—you can see Mitrik's main temple of Rao. As you look closer you notice that there is no color or noise. Everything is made of the same reddish stone. It is so quiet that you can hear your own heart beating.

The players have arrived in the demi-plane of Perdition. The plane created to secret away the forces of Iuz for protection from the Flight of Fiends. Now it is the prison for 303 innocent men and woman and the fiends that used to rule them. Please read Appendix 2 for more information on the demi-plane and its special rules.

Getting down from the statue's hand is very easy. There are handholds carved into the statue. So a successful Climb check (DC 10) is all that is needed. If a PC fails and falls then they find there is a permanent feather fall spell in place for the entire demi-plane and that it is impossible to fall and take damage.

Once the players reach the bottom they notice that the Temple of Rao stands out as different than the rest of the plane. It looks more worn and has a more natural color to its stone. This is because the temple is the prison for the fiendish spirits. It is an alluring difference made to and to draw visitors into it. It is the most obvious place for the PCs to check out. If they wish to look elsewhere then move to Encounter 4 and meet the townsfolk and then have them point them to the temple and return to this encounter.

For those who played in COR2-06 *Ashes of Innocence* add this part to the beginning.

You cannot shake the feeling that you have been here before. As you descend the steps towards the temple you enter a very familiar room. You see a large circular floor area. Above this in a circle around the top are rows and rows of seats. This is the

room from your dream: the room where the Flight of Fiends took place.

Start here if nobody has played COR2-06 *Ashes of Innocence*.

As you look around the room you notice above your head a swirling mass of red mist. You can almost feel the anger coming from it rolling over your body. The walls of this room have carvings that appear to depict the history of this place.

Any PC who possesses an amulet of Dis from COR3-03 notice it crumble to dust when they enter the temple proper. It has served its purpose.

The PCs can spend some time checking out each panel and hopefully learning some of what happened here. If nothing else, it should give them some clues on questions to ask Ra'ned later in this adventure. Each of the panels is from the fiends' side of the story. So this gives them an odd twist that may confuse the PC for a bit. Once the players are almost done with the panels read the read-aloud text at the end, which transitions this encounter into the next.

Remember the players do not know what order the panels are in. So unless they state they are trying to find the first one, roll randomly to see where they start.

Panel #1: This panel depicts the making of the medallions of Dis. It shows an altar (from the temple in *Fury of a Cold Man's Heart*) and a high priestess making three medallions. Below the panel text written in Infernal reads "The making of our prison started with good intentions and without bars"

Panel #2: This panel depicts the ritual itself. It shows an old priest holding a large staff over his head. To his right stands a wizard and to his left another priest. The appear somewhat disfigured in the carving. Around the men stands a host of other priests. Only three of the priests of are detailed. If the players look closely, they make out Bishop Vadid (from *Ashes of Innocence*), Bishop Damascus (Zelt's fathers from *Fury of a Cold Man's Heart*), and an unknown third (Bishop Ra'ned Fillisp). This gives the PCs the clue of who the third betrayer was. Below the panel text in Infernal reads "The weak willed were easily bent to our use but the Crook had other plans"

Panel #3: This panel depicts the ritual going wrong. In the center it shows a normal looking man with a very evil grin on his face and a tail snaking behind his back. It has a line drawn down the middle of him diving him in two. It shows a demonic image being stretched to the right. To the left it shows a more normal human image being stretched. This should give the players a hint of who the people of Perdition are. In Infernal below the panel reads, "The being of what we are and always have been is no more. Our vessels shall be returned"

Panel #4: This panel shows what the red mist is and the fact that one of them is missing. This panel has the stretched fiendish image from panel 3 again. It shows it swirling into a vast vortex with many other such images.

If the PC looks up they can see just that vortex. Infernal text below the panel reads "Our prison compete we wait for the sheep to wander in to be reclaimed"

Panel #5: This panel shows that one is missing from the 303 (Theron). This panel is huge. It spans the entire 10-foot-by-10-foot section of wall. It shows 303 human figures. Next to each one is a line connecting it to a fiendish figure. Below each one is a symbol. These symbols match those on the PC's arms. A Spot check (DC 22) notices that one of the pairs is missing a demonic image next to it. The symbol below it matches the one that is not glowing on whomever carries it. The PCs also notice this if they take time to Search (DC 15) the wall or specifically mention they are looking for a missing image. In Infernal below the panel reads "Our Lord and Master is outside the bounds of all that is. His freedom ensures our existence"

Panel #6: This panel is mostly blank, as what happens has not come to pass. It shows the image of Theron on one side and the images of the PCs on other side.

As you are studying the panels you hear a small 'tink tink' sound from your left. Looking over you see a small pebble on the floor. A few seconds another one comes bouncing down the staircase into the room from somewhere above.

The PCs may be a little paranoid but there is nothing to fear here. A few of the inhabitants of Perdition are trying to get the PCs attention without entering the temple (see Encounter 5 for more information). Once the PCs head back outside continue to Encounter 4 unless the PCs returns to the temple to study the walls some more.

ENCOUNTER 4: TOWN OF THE ONCE DAMNED

Arriving at the top of the stairs you find what has been tossing the rocks down. Two middle-aged men stare at you with wonder in their eyes. Each is dressed in a simple loincloth around their waist. Their skin is very pale and one is totally without hair, while the other has a bit of stubble on his head and face. In the middle of each of their foreheads is a symbol in Infernal. The one with stubble speaks "See I told ya. The thunder means the great statue has sent another to teach us. They even came out of the temple that is forbidden to us." He then turns to the PCs. "Do you also worship the peaceful one and his teachings?"

The 'peaceful' one is of course Rao and a Knowledge (religion) (DC 18) divulges this. The symbols on the forehead of each of the men are also exactly what most players are going to guess they are. They match exactly some of the tattoos on the PCs (or Zelt's) arms. If at any time the PCs take these two men into the temple immediately go to Encounter 5.

Before we go more into what these men know and the PC questions that surely follow, lets go over some of the basics on the men of Perdition.

When the Flight of Fiends dumped them here they were as they are now but they had no memories of their previous lives. They awoke with a loincloth on, no hair, and the mark on their foreheads. They knew how to speak common and that was it. There of course was mass confusion to start with and many attacked and killed each other. Two hours later those who were killed were back in the center of town exactly as before with their memories wiped clean. So it has been every since. Many have survived a long time and teach those who are without memories about the town and what to do and not do. The PCs will eventually figure out that the longer their hair the longer it has been since they last died and thus the more they know.

Nobody in this town has a name except one. He who has been here the longest is known as Sarid and acts as leader of the people of Perdition. If he passes away the next longest takes his place and is then known as Sarid. It is an odd existence but it has kept them together for 8 years so far.

So with that background let the questions from the PCs begin. The townsfolk are brutally honest about answering all questions and a Sense Motive check turns up nothing. There is no duplicity in their lives now.

Who are you? I am I and he is he. We have no names, as we are not Sarid.

Who is Sarid? He is the longest lived of us all and thus bears the name Sarid. He teaches us with wisdom and is host to the one from outside.

One from outside? Yes. He came with the thunder like you. He is old and has white wrinkly hair. No one here has seen anything like it. Then again nobody here has ever seen anything like you either.

Why are you not allowed in the Temple? I do not know. When I awoke I was told to never venture into it no matter what. I have been curious as to what is in there but I dare not enter.

You awoke? Yes I awoke in the center square of town. I do not know how I got there but the others in town took care of me until I could fend for myself.

How many of you are there? There are 303 of us. I know that. It is one of the first things taught to us. There are 303 of us so that we outnumber the darkness by 1.

Anything more then this just leads the PCs in circular questions. These men died three days ago and 14 days ago so they really do not know much more then what has been told to them by others. They are happy to lead the PCs to Sarid and the outsider though.

Following the two men you head towards the edge of the city. There you find many more like the men you are following. All appear to be between the ages of 15 and 35. Each one bears a symbol on their forehead and they all have various amounts of hair on their heads. You begin to guess that their hair is a sign of status in the village as they are very protective of it.

Finally, you reach your destination. Surprise of surprises it is the tavern you were eating lunch at just a few days ago in Mitrik. One of the men yells into the building that the riders of thunder are here. A voice asks you to enter.

Inside you find a common room that is rather extravagant by local standards. There are several chairs made of stone and a crude bed in the corner entirely made of loincloths. Sitting in the back are two men at a table. The one facing you is totally bald and appears to be listening to something the man with his back to you is saying.

As the PCs move into the room the longhaired man speaks as he stands and turns around.

Welcome riders of the thunder to Perdition. I am Sarid. Have you come to tell us more of who we are and to lead us to the real world?

Sarid is the physical body that Theron used to inhabit. He looks and talks just like him. Any PC who has played in *Ashes of Innocence* or *Fury of a Cold Man's Heart* recognizes him instantly. What they do about it is another matter. Sarid is the oldest person in Perdition. Through luck and skill he has managed to survive since the first day in Perdition. He knows it is just a matter of time before his luck runs out though and he awakes in the center square with no memory like all the rest. Though he may look like Theron (or more likely Theron looks like him) he is nothing like him. He is a good and simple man who just wants his people to survive and escape this hellish place.

The PCs can question Sarid about Perdition and other things and he divulges all he knows as long as they ask the right questions.

♣ **Sarid:** male human Com5; hp 22

Why are you Sarid? I am Sarid because I have been with memory for the longest. I have been here since the first day and know our entire history. I am the last to be able to claim that honor.

History? We awoke here years and years ago. I do not know how we came to be here or why. None of us had any memory of our previous lives or even if we had a life before this. We learned and tried to survive as best we could. We learned to avoid the temple as it took us and made us not ourselves.

Temple? Any of us who enter the temple do not return. Instead horrible beasts emerge to wreck death and destruction. They try to drag others back into the temple to bolster their ranks. We must remain eternally vigilant so they do not gain the upper hand. Once a few years ago they almost had us outnumbered but we managed to just beat them back. Once we kill the beast the person who entered the temple's body reappears in the center of town. That is why the first thing we tell them is to never enter the temple.

Who is the Outsider? His name is Ra'ned. I find it strange that you all have names. We have these symbols and thus do not need names. He came to us one month

ago. In fact asked many of the same questions you are right now.

Where is Ra'ned? Not sure. He goes out when he is awake to search around the town. It is all he has done for months. He returns now and then to speak to me and ask some new questions. I am sure with your arrival he'll return soon. The thunder has only clapped 3 times after all.

After the PCs get the basic information they need, a person who needs to talk to Sarid immediately interrupts the conversation.

Sarid...I saw some townsfolk entering the temple. We must gather and stop it quickly.

Sarid asks for the PCs help and then runs out the door in the direction of the temple. He tells the PCs that if they can get into the temple and stop them from going far enough then the beasts may not emerge. He cannot enter himself or he will just join the ranks of the beast.

Encounter 5 goes into more detail on what happens anytime a resident of Perdition enters the temple of Rao.

ENCOUNTER 5: THE DAMNED WALK ONCE MORE

Racing towards the temple you arrive in short time. A crowd has gathered about 100 feet from the entrance. They are bearing rocks, clubs, and other crude weapons as if waiting for something to emerge. Sarid stops at the edge of the crowd and says he cannot continue. 'Please stop them and return them. If you fail many more will die.'

This encounter is a knock-down-drag-out fight but at the same time it gives the PCs more information on what is happening inside the temple and a big clue about the purpose of this place if they have not already figured it out.

Anytime a resident enters the temple he is rejoined with the fiend that once shared his body. There is no save for the victim. It just happens. The PCs arrive just in time to see it happen and to deal with the results. The only villager that this does not happen to is Sarid as his other half, Theron, is on Oerth and thus cannot rejoin with him. When the fiend dies he is sent back to the temple to wait and his human side is dumped in the center of town with no memory to start all over again. It is a very vicious cycle but it is all these people have known their whole lives.

As you move down the stairs you hear a roaring noise ahead. At the bottom of the stairs you see the central chamber of the temple and its panels of images. Looking up you see three <adjust to how many devils appear by APL> villagers suspending in the air about twenty feet off the ground. The red mists surround them and as if they support them.

There is not much the PCs can do at this point except watch. Any damage they do to the villagers is healed when they transform into the devils they once were. The PCs can prepare however they want as this is going to be a rough fight.

As you watch the villagers begin to change. They grow fangs and their skin takes on a scaly look. Wings sprout from some and wicked looking barbed tails from others. With a screech that rattles the teeth in your head the suddenly explode in a flash of light. When your eyes adjust you see three (less or more) large fiendish looking creatures standing in the center of the chamber and they do not look happy.

The devils do not negotiate, and they do not show mercy. They have been locked in this room since the Flight of Fiends and they are not about to be put back in the bottle per se. They yell in Infernal as they fight. Yelling that they will not go back, and once they kill crush the bones of those that stand in their way, they will free more of their brethren.

APL 6 (EL 8)

☛ **Osyluth** (2): Large Outsider; hp 32; see *Monster Manual*.

APL 8 (EL 10)

☛ **Hamatla**: Medium Outsider; hp 49; see *Monster Manual*.

☛ **Kyton** (2): Medium Outsider; hp 44, 45; see *Monster Manual*.

APL 10 (EL 12)

☛ **Cornugon**: Large Outsider; hp 82; see *Monster Manual*.

☛ **Hamatula** (2): Large Outsider; hp 49, 51; see *Monster Manual*.

APL 12 (EL 14)

☛ **Cornugon** (2) Large Outsider; hp 82, 83; see *Monster Manual*.

☛ **Farint**: Large Outsider Wizard; hp 61; see Appendix 1.

APL 14 (EL 16)

☛ **Gelugon**: Large Outsider; hp 114; see *Monster Manual*.

☛ **Cornugon** (4): Large Outsider; hp 82, 83, 85, 79; see *Monster Manual*.

☛ **Farint**: Large Outsider Wizard; hp 61; see Appendix 1

As each devil is destroyed a giant howl is heard as a red mist is pulled back up into the ceiling (or back into the temple if outside). The body disappears and a few hours later the villager whose body was taken over is found in the town square. In the place where the body fell, the players can find a black diamond. These fetch a nice price back in Mitrik if sold.

Sarid is happy to provide the PCs with whatever knowledge he can about what happened but he has pretty much told them everything he knows.

Treasure:

APL 6: L: 0 gp; C: 200 gp; M: 0 gp

APL 8: L: 0 gp; C: 300 gp; M: 0 gp

APL 10: L: 0 gp; C: 300 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

APL 14: L: 0 gp; C: 600 gp; M: 0 gp

ENCOUNTER 6: FATHER OF ETERNITY

During the battle, Ex-bishop Ra'ned Fillisp wanders up to watch. He has been wandering around Perdition trying to find more information, as he is wont to do. All the commotion drew him to this area and once he saw the PCs (and perhaps the curses) he knew the people he has hoped would come had arrived.

As the screeches of the damned fade and you access the scars from the battle you notice the townsfolk turn as if nothing that exciting happened and start to head back to their work. One by one they file away until only an old man with long white hair is left standing near the temple with a small boy at his side. <tell the PCs he looks just like the image of the third betrayer from the panels in the temple and we all know who the boy is> *'Good day good sirs. I was hoping you would eventually find your way here.'*

The players probably have a billion questions for old Ra'ned and he does his best to answer all of them that he can. Play him as a tired old man who has lost his way and just wants to find his way home, which in this case the way home is his god and his son's forgiveness. He regrets what he has done with all his heart and has reported it to his superiors who wrote it off as mad ramblings of an old man as everybody knows the Flight of Fiends was a grand success. They started to look into his strange curse but other pressing matters came up that took them away.

Who are you? I am Ra'ned Fillisp, ex-Bishop of Veluna, retired member of the College of Bishops, disgraced of Rao, and bearer of his judgment.

How did you come to be here? My search for atonement brought me here. Here to the place I can do the most good and fix what my arrogance caused all those years ago. It took me a while to figure out how to change the portal to this place but once that was done getting here was easy.

What do you know about the boy? He is my son. He was born the night of the Flight of Fiends—the night of my shame. I believe something took refuge in him that night. He does not talk much anymore and he is hard to find on occasion. There is definitely something different about him. I did not bring him here but he is here and I wish you to take him home with you, as he cannot remain here.

Why did you betray your faith? That is a hard question to answer in a short amount of time. There are many sins

and pride was mine. I thought I knew better than our reverend canon and by association our glorious god Rao at the same time. I thought what I was doing was for the greater good but I should have known better.

Do you bear the third curse? Yes. It has been part of my punishment these past eight years <rolls up sleeve and shows the players the Curse of Nessus>

What do you know of Plane of Perdition? I know it is a mistake. I know that it is not supposed to exist nor are any of these people or fiends supposed to be here. Lucky for us it is a mistake that has kept all those fiends locked away all this time and Rao willing with your help we can make it permanent.

What do you know of the people here? They are truly innocent. They are the souls that would have been born into the bodies their fiendish masters stole. Most people forget is that a half-fiend is still half of something else.

Our help to do what? There are 303 people here to match the 303 names in the curses. I have determined there are only 302 fiendish spirits locked in the temple though. I have been unable to determine which one is missing and why. It is also not one listed on my markings so I was hoping it was on one of you <it is – Mark of Avernus>.

We know who is missing or they show him the non-glowing marking on their arm.

That is odd. The symbol matches the one on Sarid's forehead. Perhaps that is why he has lived the longest of the townsfolk. Anyways, if positive energy is channeled into a symbol it will draw the devil associated with it to you as long as he is not in Perdition. So if you step back through the portal you should be able to draw this other creature <Theron if the PCs told him its name> to you. Once you do that you must not kill him. He must be forced through the portal so that when he dies he joins the others in the temple. (If the PCs do not have somebody who can channel positive energy and Zelt is not with them then Ra'ned agrees to do it)

How do you plan on keeping them here? I will take all three curses upon myself and remain here. Without the curses the door cannot be opened and thus they will stay locked in here with me until the end of time or Rao forgives my transgression.

This is the moment of truth. Ra'ned gladly takes any curse from an afflicted PC upon himself. It is a short ritual that Ra'ned learned during his time here in Perdition. If he performs the ritual for one PC it takes the curses from all players in the party whether they want to give them up or not. In the end Ra'ned has all three curses.

It is possible for a PC to leave with all three curses but they have to do some fast-talking for it to happen. First they need to convince Ra'ned to let the PC stay in his place. This is very hard and requires a Diplomacy or Bluff check (DC 25). Once done the PC has to either

break his promise and leave at the end of the scenario or stay and be removed from play.

Once Ra'ned or a PC has all three curses he mentions that it is getting towards the night and that everybody should rest before the attempt tomorrow. The fight is a tough one and the PCs should be at full strength for it. If they wish to be stubborn and press on then head to Encounter Seven and they get what is coming to them.

The above encounter is very fluid. A lot of parties handle it very differently. Please be familiar with the material in the first two modules of this series so you are better prepared to handle their questions.

ENCOUNTER 7: THERON STRIKES

The morning comes early or at least so you think. The sky above Perdition looks the same as always. Ra'ned finishes his morning prayers and then joins you at the base of the giant statue. Remember if you kill him he will be released and this will be all for naught. You must subdue him and drive him back through this portal within 10 minutes of you going through. Once through the portal you can destroy him and capture him here forever.

Ra'ned's plan is a good one and should work. What he does not know is Theron plans to throw the PCs a curve ball. When the PCs channel positive energy into the tattoo it will draw Theron to the area the PCs are in. What they do not know is it can inhabit any body it wants once it gets there. The PCs channel the energy and Theron goes right into the body of the giant commander the PCs killed from Encounter 2 (and actually animates the other bodies into zombies – free action happens at the same time Theron possess his body). If the PCs are near the portal area then he stands up and immediately and does his best to destroy them and stay away from the portal. If the PCs are at the bottom of the shaft or outside then he has some time to cast spells and prepare. Once ready (if the PCs have not heard or seen him) then he bellows out a challenge to them to make them come to him.

If by some odd chance the PCs destroyed the giants bodies in Encounter 2 then he inhabits the body of a nearby giant (same stats) and shows up in 10 rounds.

APL 6 (EL 8)

👉 **Theron** (Ogre): Large Half-fiend Giant Wiz5; hp 65; see Appendix 1.

👉 **Zombie, Large** (Stone Giant): Large Undead; hp 29; see *Monster Manual*.

APL 8 (EL 10)

👉 **Theron** (Ogre): Large Half-fiend Giant Wiz7; hp 77; see Appendix 1.

☛ **Fiendish Zombies, Large** (Stone Giant/Ogre) [6]: Large Undead; hp 29, 28, 30, 29, 28, 31; see *Monster Manual*.

APL 10 (EL 13)

☛ **Theron** (Fire Giant): Large Half-fiend Giant Wiz5; hp 202; see Appendix 1.

☛ **Fiendish Zombies, Large** (Hill Giant) [3]: Large Undead; hp 29, 28, 30; see *Monster Manual*.

APL 12 (EL 15)

☛ **Theron** (Fire Giant): Large Half-fiend Giant Wiz7; hp 220; see Appendix 1.

☛ **Fiendish Zombies, Large** (Hill Giant) [5]: Large Undead; hp 29, 28, 30, 32, 34; see *Monster Manual*.

APL 14 (EL 17)

☛ **Theron** (Fire Giant): Large Half-fiend Giant Wiz11; hp 256; see Appendix 1.

☛ **Fiendish Zombie, Large** (Fire Giant) [4]: Large Undead; hp 29, 28, 30, 32; see Appendix 1.

Tactics: Which creature Theron possessed is very easy for the PC to determine. The creature is wreathed in flames from head to toe. The flames do not harm the body or the PCs but it does make him look very impressive and hopefully intimidate a few PCs. The idea is for him to look like something right out of a nightmare. At higher APLs his sword is flaming and you can describe it as having flame just dripping off it on to the ground.

Theron has learned a few tricks in his travels the past eight years. He has learned how to carry items with him while in his incorporeal form. So when he possesses the corpse of the giant he has items at hand and ready to use. As he takes control of the giant his items fade into being. This is the only hint that something is going on and a PC who has stated he is watching for something odd might notice it and get to act if Theron surprises the group.

Remember that the possessed creatures and zombies only have the equipment left behind by the PCs (usually this is clubs and hide armor).

Development: The most obvious way to handle this encounter is to take out the zombies, as they are fodder. Beat down Theron until he is unconscious through damage or subdual damage and then toss him through the portal. When he is close to being defeated he tries to get away and it is possible for this to happen. Theron tries to get to the top of the cliff so he can throw himself off and die thus releasing his fiendish self to disappear. The PCs are able to summon him back using the same trick they did the first time, as he is aware of it now and takes precautions.

If the PCs do manage to force him through the portal in some fashion he appears on the outstretched hand of the Aaront statue in Perdition. Any PC who

follows can either finish him off there or if he is still up they can continue the fight. The hand is 15 feet by 10 feet. Remember that any one who falls off will gently fall to the ground per the *feather fall* spell. Though unless they have a quick way of getting back up they are effectively out of the fight.

When Theron dies his body dissolves just like the rest and his spirit, in the form of a red mist, is sucked into the temple with the rest.

With a final blow the beast Theron falls to the ground. The body dissolves as a familiar red mists forms above it. For a second it looks like it is moving toward the portal on the other hand. Then, with an almost audible 'snap,' it is pulled toward the temple below to spend eternity with its brethren.

Smart PCs will realize that the body that dissolved is going to appear in the center of town in a few hours without its memories and then it will need to be dealt with. Do not mention this to them. It is important for the final part of this series to know if the PCs remember to remove the ogre/giant from Perdition. If they do think of it then it is a rather easy exercise to talk to the creature that is very confused and gets it to leave with the party and return to Oerth.

The battles are over and now the party just has to decide what to do with Ra'ned, Aaront, and the 303 innocent souls of Perdition.

Treasure:

APL 6: L: 0 gp; C: 0 gp; M: +1 *greatclub* (193 gp per character), +1 *hide armor* (97 gp per character), *potion of cure light wounds* [2] (2 gp per character / per potion), *potion of resist elements [sonic]* (63 gp per character), *cloak of resistance +2* (333 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: +1 *greatclub* (193 gp per character), +1 *hide armor* (97 gp per character), *potion of cure light wounds* [2] (2 gp per character / per potion), *potion of resist elements [sonic]* (63 gp per character), *cloak of resistance +2* (333 gp per character), *bead of force* (167 gp per character), *bracers of the magi* (833 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: +1 *mithral chain shirt* (175 gp per character), +1 *Huge flaming greatsword* (696 gp per character), *Potion of cure light wounds* [2] (2 gp per character / per potion), *potion of resist elements [sonic]* (63 gp per character), *cloak of resistance +2* (333 gp per character), *bead of force* (167 gp per character), *bracers of the magi* (833 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: +3 *mithral chain shirt* (842 gp per character), +1 *Huge flaming unholy greatsword* (2,696 gp per character), +1 *ring of protection* (167 gp per character), *potion of cure light wounds* [2] (2 gp per character / per potion), *potion of resist elements [sonic]* (63 gp per character), *cloak of resistance +3* (750 gp per character), *bead of force* (167 gp per character), *bracers of the magi* (833 gp per character), *boots of speed* (667 gp per character), *pearl of power* [2nd] (333 gp per character), *pearl of power* [3rd] (750 gp per character), *bag of holding [III]* (617 gp per character)

APL 14: L: 0 gp; C: 0 gp; M: +3 mithral chain shirt (842 gp per character), +1 Huge flaming unholy greatsword (2,696 gp per character), +3 ring of protection (1,500 gp per character), potion of cure light wounds [2] (2 gp per character / per potion), potion of resist elements [sonic] (63 gp per character), cloak of resistance +4 (1,333 gp per character), bead of force (167 gp per character), bracers of the magi (833 gp per character), boots of speed (667 gp per character), pearl of power [2nd] (333 gp per character), pearl of power [3rd] (750 gp per character), bag of holding [III] (617 gp per character), stone of good luck (833 gp per character), headband of intellect +4 (1,333 gp per character)

ENCOUNTER 8: THE FINAL DECISION

If the PCs defeated Theron and Ra'ned, and has all three curses:

<Ra'ned speaking> *The fiend Theron has been driven back into Perdition and trapped with the rest of his ilk. I have agreed to remain the bearer of the curses and remain in Perdition to guarantee them never returning to Oerth. This is my penance between my god and me and I shall serve him as I should have served him all those years ago. Now that we near the time of departure though I have but one request for you. I have no idea how my son got here but if you would please take him back to Mitrik and his mother I would greatly appreciate it. I have also written this note <hands to PC who looks the trustworthiest> Please give it to my wife, as I will most likely never see her again. I also have a personal note of reference to a friend of mine in Mitrik whom I think you will find helpful in your line of work.*

The letter goes over some sweet things to his wife and how he will see her again Rao willing. He also hands them a note that is a personal reference to a blacksmith in Mitrik. The players receive a Influence point with Blacksmith Redgar in Mitrik.

If the PCs defeated Theron and a PC has all 3 curses:

<Ra'ned speaking> *The fiend Theron has been driven back into Perdition and trapped with the rest of his ilk. <insert PC's name here> has agreed to remain the bearer of the curses and remain in Perdition to guarantee them never returning to Oerth. Why I may not totally agree with that choice I have seen the wisdom of your reasons and shall leave it at that.*

If the PCs did not defeat Theron and Ra'ned and has all three curses:

<Ra'ned speaking> *The fiend Theron has escaped and roams free upon the face of Oerth still. This does not bode well. I have done all that I can and the job now falls upon you to find and return him to this place. How you will accomplish that I do not know, but may Rao guide your actions. I remain here with the curse to guarantee the others never leave this place. This is my penance between my god and me and I shall serve him as I should have served him all those years ago. Now that we near*

the time of departure though I have but one request for you. I have no idea how my son got here but if you would please take him back to Mitrik and his mother I would greatly appreciate it. I have also written this note <hands to PC who looks the trustworthiest> Please give it to my wife, as I will most likely never see her again. I also have a personal note of reference to a friend of mine in Mitrik whom I think you will find helpful in your line of work.

The letter goes over some sweet things to his wife and how he will see her again Rao willing. He also hands them a note that is a personal reference to a blacksmith in Mitrik. The players receive an influence point with Blacksmith Redgar in Mitrik.

If the PCs did not defeat Theron and a PC has all three curses:

<Ra'ned speaking> *The fiend Theron has escaped and roams free upon the face of Oerth still. This does not bode well. I have done all that I can and the job now falls upon you to find and return him to this place. How you will accomplish that I do not know but may Rao guide your actions. <insert PC's name here> has agreed to remain the bearer of the curses and remain in Perdition to guarantee them never returning to Oerth. Why I may not totally agree with that choice I have seen the wisdom of your reasons and shall leave it at that.*

Some of the PCs may bring some of the questions below up themselves. Encourage this, as this is their adventure not the NPCs. If they are missing something important though then Ra'ned will point it out.

What do we do with the 303 men who have been trapped here in Perdition? Ra'ned suggests that the PCs take them back to Mitrik with them. They have suffered enough. The choice is in the PCs hands and the results will drive the final chapter of this story.

What do they do with Aaront if Ra'ned stays behind? He wishes the PCs to return him to his mother in Mitrik but once again the choice is in the PCs hands. Though Ra'ned wants his boy out of this place he does not risk letting lose the fiends even for him. He was weak once and he will not fail again.

Once the PCs have wrapped up these questions and are satisfied it is time to go home. If Ra'ned has the curse he will accompany them to open the portal. If a PC has the curses then he leaves with the others. If a PC has the curse he will not let them leave. He does everything short of murdering the PC to keep him or her in Perdition. The townsfolk of Perdition are on his side as well so the curse bearer will have to be very tricky to get out with the curse though it is possible. Just make them work for it.

CONCLUSION

The portal flashes red again and with a brief dizzy feeling you are once again standing in the water hewn cave in the Yatil

Mountains. As your eyes adjust to the light you notice the color of the light behind you is slowly changing. What was once a bright red is slowly turning blue and you can see a small amount of water trickling out of the bottom of the portal.

This is the PCs hint to get out of the tunnel quickly. The magic that Ra'ned worked on the portal to make it lead to Perdition is wearing off due to its use by the PCs and in 1 minute it reverts to its one-way link from the Elemental Plane of Water. Any PC in the tunnel when this happens is swept up in the water and deposited about a ½ mile down stream. This is not meant to seriously harm or kill a PC. Rather it is more of a dramatic close to the adventure. The chore of getting 303 confused people out of this tunnel before the water comes back should get them motivated and leave them with a good feeling to end the event.

If any PC happened to not leave Perdition with the first group and comes through later then they will be swept up by the water as soon as they pass through the portal and also dropped ½ mile down stream.

As the sun sets on the long journey back to Mitrik you cannot help but wonder if this is the last you have seen of Theron and the curses. Hopefully the old priest keeps his word and remains in Perdition. Hopefully Theron and his brethren do not find another way out. Hopefully those who started this mess do not find a way to finish it. The future seems to rest a lot on hope and you pray that hope is enough to see it through in the end.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2 Road to Perdition

Defeat or Bribe the Giant Guards set by Theron

APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp

Encounter 5: The Damned Walk Once More

Defeat the devils in the temple

APL 6	240 xp
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APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp

Encounter 7: Theron Strikes

Defeat the Theron

APL 6	240 xp
APL 8	300 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp

Managing to get Theron back into Perdition

APL 6	90 xp
APL 8	115 xp
APL 10	135 xp
APL 12	155 xp
APL 14	180 xp

Discretionary roleplaying award

APL 6	90 xp
APL 8	110 xp
APL 10	135 xp
APL 12	160 xp
APL 14	180 xp

Total possible experience:

APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp
APL 14	1,800 xp

TREASURE SUMMARY

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

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

the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 2: Road to Perdition

Defeating and looting the giants guarding the portal

APL 6: L: 5 gp; C: 0 gp; M: *potion of haste* (63 gp per character), *potions of cure light wounds* [3] (2 gp per character / per potion)

APL 8: L: 7 gp; C: 0 gp; M: *potion of haste* (63 gp per character), *potions of cure light wounds* [3] (2 gp per character / per potion)

APL 10: L: 5 gp; C: 0 gp; M: *potion of haste* (63 gp per character), *potions of cure moderate wounds* [3] (25 gp per character / per potion), *potion of protection from elements [cold]* (63 gp per character)

APL 12: L: 8 gp; C: 0 gp; M: *potion of haste* (63 gp per character), *potions of cure moderate wounds* [3] (25 gp per character / per potion), *potion of protection from elements [cold]* (63 gp per character)

APL 14: L: 8 gp; C: 0 gp; M: +3 *chain mail* (775 gp per character), +1 *flaming Huge greatsword* (695 gp per character), *potions of haste* [2] (63 gp per character / per potion), *necklace of fireballs type VII* (763 gp per character), *potions of cure serious wound* [2] (63 gp per character / per potion)

Encounter 5: The Damned Walk Once More

Defeat the devils in the temple and take the gems

APL 6: L: 0 gp; C: 200 gp; M: 0 gp

APL 8: L: 0 gp; C: 300 gp; M: 0 gp

APL 10: L: 0 gp; C: 300 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

APL 14: L: 0 gp; C: 600 gp; M: 0 gp

Encounter 7: Theron Strikes

Defeat and loot Theron

APL 6: L: 0 gp; C: 0 gp; M: +1 *greatclub* (193 gp per character), +1 *hide armor* (97 gp per character), *potion of cure light wounds* [2] (2 gp per character / per potion), *potion of resist elements [sonic]* (63 gp per character), *cloak of resistance +2* (333 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: +1 *greatclub* (193 gp per character), +1 *hide armor* (97 gp per character), *potion of cure light wounds* [2] (2 gp per character / per potion), *potion of resist elements [sonic]* (63 gp per character), *cloak of resistance +2* (333 gp per character), *bead of force* (167 gp per character), *bracers of the magi* (833 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: +1 *mithral chain shirt* (175 gp per character), +1 *Huge flaming greatsword* (696 gp per character), *Potion of cure light wounds* [2] (2 gp per character / per potion), *potion of resist elements [sonic]* (63 gp per character), *cloak of resistance +2* (333 gp per character), *bead of force* (167 gp per character), *bracers of the magi* (833 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: +3 *mithral chain shirt* (842 gp per character), +1 *Huge flaming unholy greatsword* (2,696 gp per character), +1 *ring of protection* (167 gp per character), *potion of cure light wounds* [2] (2 gp per character / per potion), *potion of resist elements [sonic]* (63 gp per character), *cloak of resistance +3* (750 gp per character), *bead of force* (167 gp per character), *bracers of the magi* (833 gp per character), *boots of speed* (667 gp per character), *pearl of power [2nd]* (333 gp per character), *pearl of power [3rd]* (750 gp per character), *bag of holding [III]* (617 gp per character)

APL 14: L: 0 gp; C: 0 gp; M: +3 *mithral chain shirt* (842 gp per character), +1 *Huge flaming unholy greatsword* (2,696 gp per character), +3 *ring of protection* (1,500 gp per character), *potion of cure light wounds* [2] (2 gp per character / per potion), *potion of resist elements [sonic]* (63 gp per character), *cloak of resistance +4* (1,333 gp per character), *bead of force* (167 gp per character), *bracers of the magi* (833 gp per character), *boots of speed* (667 gp per character), *pearl of power [2nd]* (333 gp per character), *pearl of power [3rd]* (750 gp per character), *bag of holding [III]* (617 gp per character), *stone of good luck* (833 gp per character), *headband of intellect +4* (1,333 gp per character)

Total Possible Treasure

APL 6:	800 gp
APL 8:	1,250 gp
APL 10:	2,100 gp
APL 12:	3,000 gp

Special

Bracers of the Magi: The platinum engraved bracers are covered in symbols of the arcane. Once a day, on command, the bracers will cast Rary's Mnemonic Enhancer at 7th level. This is activated as a spell completion type item. Caster Level: 7th; Prerequisites: Craft Wondrous Item, Rary's Mnemonic Enhancer; Cost: 10,000 gp; Frequency: Adventure

Curse of Nessus: The bearer of this curse has betrayed the trust of Bishop Ra'ned and left Perdition. In doing so they may have put the entire Flanaess in grave danger.

The curse takes the form of tattoo's that move around to form the true names of 303 devils. These markings cover arms, chest, and the back of the bearer. Great care must be taken to hide them from the public. The bearer of these curse gains several benefits and penalties as described below.

The bearer of the curse is granted DR 5/+1, Cold, Fire, and Electric Resistance 5, and is immune to paralysis. Any wounds suffered by this PC cannot be healed by non-magical means. Only healing spells of 2nd level or higher can restore hit points to this character. For purposes of this curse it must be a spell or spell-like ability of 2nd level or higher to work. The bearer's skin has no color and he does not have any detectable heartbeat. This causes a -4 penalty on any social interaction skill unless it can be masked in some fashion. The bearer detects as evil of a moderate strength at all times. Animal Companions, Cohorts, Followers, and Special Mounts will not adventure with this character until the curses are removed.

This curse cannot be removed by any currently known means. The cycle must complete itself before all is right again.

Influence with Redgar: Due to the recommendation of Bishop Ra'ned, Redgar has agreed to do some work for this character at reduced cost. Redgar will upgrade any one Masterwork or magical metal weapon or masterwork or magical metal suit of armor/shield to +1 or +2. He is also willing to add the light or heavy fortification armor special ability to a suit of magical of armor or a magical shield or the flaming or frost weapon special ability to a magical weapon. All of these upgrades must be done at the same time. Cross this influence off once used. Frequency: Any; Cost: Difference between old and new value of armor/weapon

Appendix 1: NPCs and Monsters

Encounter 1: Brother Zelt Returns

☛ **Zelt Damascus:** Male Human Pal8; CR 8; Medium-size humanoid (human); HD 8d10+16; hp 56; Init +1; Spd 20 ft.; AC 24 (touch 13, flat-footed 23); Atk +14/+9 melee (1d8+5/19-20, +2 longsword); SA Smite evil; SQ Detect evil, divine grace, lay on hands (16), aura of courage, remove disease 3/week, turn undead, paladin's mount; AL LG; SV Fort +10, Ref +6, Will +7; Str 16, Dex 12, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Concentration +6, Heal +4, Knowledge (history) +3, Ride +6; Cleave, Power Attack, Weapon Focus (longsword), Mounted Combat.

Spells Prepared (2/1; Base DC 11 + spell level): 1st – cure light wounds, protection from evil; 2nd – resist elements.

Possessions: +2 banded mail, +2 large steel shield, ring of deflection +1, dust of disappearance, necklace of prayer beads (bless), 3 potions of cure light wounds,

Encounter 2: Road to Perdition

APL 14 (EL 16)

☛ **Fire Giant Commander:** Male Giant Ftr4; Large giant (fire) CR 14; HD 15d8+75 + 4d10 +50; hp 216; Init +3; Spd 30 ft.; AC 24 (touch 8, flat-footed 24); Atk +26/+21/+16/+11 (2d8+16+2d6 [unholy] + 1d6 [fire]/19-20, +1 Huge flaming unholy greatsword) or +14/+9/+4 ranged (2d6+10+2d6[fire], rock); Face/Reach 5 ft. x 5ft./10 ft.; SA Rock throwing; SQ Rock catching, fire subtype; AL CE; SV Fort +18, Ref +5, Will +8; Str 32, Dex 9, Con 21, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +15, Jump +13, Spot +7; Cleave, Great Cleave, Iron Will, Large and in Charge, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Possessions: +3 chain mail; +1 Huge flaming unholy g greatsword, 2 potions of haste, necklace of fireballs Type VII, 3 1,000 gp gems, 2 potions of cure serious wounds.

Encounter 5: The Damned Walk Once More

APL 12 (EL 14)

☛ **Farint:** male half-fiend Wiz10; CR 12; Large outsider; HD 10d4+30; hp 61; Init +8; Spd 30 ft., Fly 30 ft. (Average); AC 15 (touch 14, flat-footed 11); Atk +7 melee (1d6+3, claws); Face/Reach 5 ft. x 5ft./10 ft.; SA Spell-like abilities; SQ Darkvision 60 ft., immune to

poison, acid, cold, fire, and electricity resistance 20; AL LE; SV Fort +6, Ref +7, Will +8; Str 14, Dex 18, Con 16, Int 22, Wis 12, Cha 8.

Skills and Feats: Concentration +16, Knowledge: Arcane +13, Knowledge: Religion +14, Knowledge: History +11, Knowledge: Planes +12, Listen +10, Spellcraft +18, Spot +8; Improved Initiative, Spell Focus (Evocation).

Spells Prepared (4/6/5/4/4/3; Base DC 15 + spell level, 17 + spell level for Evocation); o—detect magic (2), light, read magic; 1st – charm person, mage armor, magic missile (3), shield; 2nd—bull's strength, cat's grace, flaming sphere, shatter, web; 3rd—fireball, haste, protection from elements (sonic), slow; 4th—charm monster, enervation, fire shield, shout; 5th – Bigby's interposing hand, cone of cold, wall of force.

Spell-Like Abilities: 3/day—darkness and poison; 1/day—contagion, desecrate, unholy blight

APL 14 (EL 16)

☛ **Farint:** Male half-fiend Wiz10; CR 12; Large Outsider; HD 10d4+30; hp 61; Init +8; Spd 30 ft., Fly 30 ft. (average); AC 15 (touch 14, flat-footed 11); Atk +7 melee (1d6+3, claws); Face/Reach 5 ft. x 5ft./10 ft.; SA Spell-like abilities; SQ Darkvision 60 ft., Immune to poison, acid, cold, fire, and electricity resistance 20; AL LE; SV Fort +6, Ref +7, Will +8; Str 14, Dex 18, Con 16, Int 22, Wis 12, Cha 8.

Skills and Feats: Concentration +16, Knowledge: Arcane +13, Knowledge (religion) +14, Knowledge (history) +11, Knowledge (the planes) +12, Listen +10, Spellcraft +18, Spot +8; Improved Initiative, Spell Focus (Evocation)

Spells Prepared (4/6/5/4/4/3; Base DC 15 + spell level, 17 + spell level for Evocation); o—detect magic (2), light, read magic; 1st—charm person, mage armor, magic missile (3), shield; 2nd—bull's strength, cat's grace, flaming sphere, shatter, web; 3rd—fireball; haste, protection from elements (sonic), slow; 4th—charm monster, enervation, fire shield, shout; 5th – Bigby's interposing hand, cone of cold, wall of force.

Spell-Like Abilities: 3/day—darkness and poison; 1/day—contagion, desecrate, unholy blight

Encounter 7: Theron Strikes

APL 6 (EL 8)

☛ **Theron:** male half-fiend half-ogre Wiz5; Large outsider; CR 7; HD 4d8+12 + 5d4+15; hp 65; Init +1; Spd 30 ft.; AC 20 (flat-footed 19, touch 11); Atk +13 melee (2d6+11, Huge greatclub) or +5 ranged (2d6+7/x3, Huge longsword); Face/Reach 5 ft. x 5 ft./10 ft.; SA Spell-like abilities; SQ Darkvision 60 ft., immune to poison, acid, cold, fire, and electricity

resistance 20; AL LE; SV Fort +10, Ref +5, Will +9; Str 25, Dex 12, Con 17, Int 22, Wis 14, Cha 14.

Skills and Feats: Concentration +10, Knowledge: Arcane +12, Knowledge: Religion +8, Listen +6, Spot +6, Search +9, Spellcraft +10; Cleave, Power Attack, Scribe Scroll, Spell Focus (Transmutation); Weapon Focus (greatclub)

Spells Prepared (4/5/4/2; Base DC 16 +spell level, 18 + spell level for Transmutation): 0th—*detect magic* (2), *light*, *read magic*; 1st—*burning hands*, *mage armor*, *magic missile* (2), *shield*; 2nd—*bull's strength*, *endurance*, *flaming sphere*, *mirror image*; 3rd—*fireball*, *wind wall*.

Possessions: +1 greatclub, +1 hide armor, 2 potions of cure light wounds, potion of resist elements (sonic), cloak of resistance +2

Spell-Like Abilities (Su): 3/day—darkness; 1/day—desecrate, unholy blight (5th-level caster)

APL 8 (EL 10)

➤**Theron:** male half-fiend half-ogre Wiz7; CR 8; Large Outsider; HD 4d8+12 + 7d4+21; hp 77; Init +1; Spd 30 ft.; AC 20 (flat-footed 19, touch 11); Atk +14 melee (2d6+11, greatclub) or +6 ranged (2d6+7, Longspear); Face/Reach 5 ft. x 5ft./10 ft.; SA Spell-like abilities; SQ darkvision 60 ft., immune to poison, acid, cold, fire, and electricity resistance 20; AL LE; SV Fort +11, Ref +6, Will +10; Str 25, Dex 12, Con 17, Int 22, Wis 14, Cha 14.

Skills and Feats: Concentration +12, Knowledge (arcane) +13, Knowledge (religion) +10, Listen +8, Spot +7, Search +12, Spellcraft +14; Brew Potion, Cleave, Power Attack, Scribe Scroll, Spell Focus (Transmutation); Weapon Focus (greatclub)

Spells Prepared (4/6/5/3/2; Base DC 16 +spell level, 18 + spell level for Transmutation): 0—*detect magic* (2), *light*, *read magic*; 1st—*burning hands*, *mage armor*, *magic missile* (3), *shield*; 2nd—*bull's strength*, *darkness*, *endurance*, *flaming sphere*, *mirror image*; 3rd—*fireball*, *haste*, *wind wall*; 4th—*fire shield*, *wall of fire*.

Possessions: +1 greatclub, +1 hide armor, 2 potions of cure light wounds, bead of force, potion of resist elements (sonic), bracers of the magi, cloak of resistance +2.

Spell-Like Abilities (Su): 3/day—darkness and poison; 1/day—desecrate, unholy blight (7th level caster).

➤**Fiendish Zombies, Large:** CR 2: HD 4d12+3; hp varies; Init -1; Spd 40 ft.; AC 11 (flat-footed 11, touch 8); Atk +4 melee (1d8+4, slam); Face/Reach 5 ft. x 5ft./10 ft.; SA Smite good; SQ: Undead, partial actions only, darkvision 60', cold and fire resistance 10, DR 5/+1, SR 8; AL N; Fort +1, Ref +0, Will +4; Str 17, Dex 8, Con -, Int 3, Wis 10, Cha 1.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

These zombies are under direction of Theron and at higher APLs will start assisting Theron to hit and to help his AC as they will not be able to harm the PCs.

APL 10 (EL 13)

➤**Theron:** Large half-fiend half-fire giant Wiz5; Large Giant (fire); CR 13; HD 15d8+90 + 5d4+30; hp 202; Init +1; Spd 30 ft.; AC 25 (flat-footed 23, touch 10); Atk +25/+20/+15 melee (2d6+19 +1d6/19-20, +1 flaming greatsword) or +14/+9/+4 ranged (2d6+10, rock); Face/Reach 5 ft. x 5ft./10 ft.; SA Rock throwing, Spell-Like abilities; SQ Rock catching, Fire Subtype, darkvision 60 ft., Immune to Poison; Acid, Cold, and Electricity Resistance 20; AL LE; SV Fort +17, Ref +9, Will +13; Str 35, Dex 13, Con 23, Int 22, Wis 14, Cha 14.

Skills and Feats: Concentration +10, Knowledge: Arcane +12, Knowledge: Religion +8, Listen +6, Spot +6, Search +9, Spellcraft +10; Cleave, Great Cleave, Large and in Charge, Power Attack, Scribe Scroll, Spell Focus (Transmutation); Sunder, Weapon Focus (greatsword).

Spells Prepared (4/5/4/2; Base DC 16 +spell level, 18 + spell level for Transmutation): 0—*detect magic* (2), *light*, *read magic*; 1st—*burning hands*, *mage armor*, *magic missile* (2), *shield*; 2nd—*bull's strength*, *endurance*, *flaming sphere*, *mirror image*; 3rd—*fireball*, *wind will*.

Possessions: +1 mithral chain shirt, +1 Huge flaming greatsword, 2 potions of cure light wounds, bead of force, potion of resist elements (sonic), bracers of the magi, cloak of resistance +2.

Spell-Like Abilities (Su): 3/day—darkness; 1/day—desecrate, unholy blight (5th level caster)

Fire Subtype (Ex): Fire Immunity, double damage from cold except on a successful save.

➤**Fiendish Zombies, Large:** CR 2: HD 4d12+3; hp varies; Init -1; Spd 40 ft.; AC 11 (flat-footed 11, touch 8); Atk +4 melee (1d8+4, slam); Face/Reach 5 ft. x 5ft./10 ft.; SA Smite Good; SQ: Undead, partial actions only, darkvision 60 ft., cold and fire resistance 10, DR 5/+1, SR 8; AL N; Fort +1, Ref +0, Will +4; Str 17, Dex 8, Con -, Int 3, Wis 10, Cha 1.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

These zombies are under direction of Theron and at higher APLs will start assisting Theron to hit and to help his AC as they will not be able to harm the PCs.

APL 12 (EL 15)

➤ **Theron:** Male half-fiend half-fire giant Wiz7; CR 15; Large Outsider (fire); HD 15d8+90 + 7d4+42; hp 220; Init +1; Spd 30 ft.; AC 27 (flat-footed 25, touch 11); Atk +26/+21/+16/+11 melee (2d6+19 +1d6 +2d6/19-20, +1 unholy flaming greatsword) or +13/+8/+3 ranged (2d6+10, rock); Face/Reach 5 ft. x 5ft./10 ft.; SA Rock Throwing, Spell-Like abilities; SQ Rock catching, fire subtype, darkvision 60 ft., immune to poison, acid, cold, and electricity resistance 20; AL LE; SV Fort +19, Ref +11, Will +15; Str 35, Dex 13, Con 23, Int 22, Wis 14, Cha 14.

Skills and Feats: Concentration +15, Knowledge: Arcane +13, Knowledge: Religion +10, Listen +8, Spot +11, Search +9, Spellcraft +14; Cleave, Great Cleave, Large and in Charge, Power Attack, Scribe Scroll, Spell Focus (Transmutation); Sunder, Weapon Focus (greatsword).

Spells Prepared (4/6/5/3/2; Base DC 16 +spell level, 18 + spell level for Transmutation); o—detect magic (2), light, read magic; 1st—burning hands, mage armor, magic missile (3), shield; 2nd—bull's strength, darkness, endurance, flaming sphere, mirror image; 3rd—fireball, haste, wind wall; 4th—fire shield, wall of fire.

Possessions: +3 large mithral chain shirt, +1 Huge flaming unholy greatsword, +1 ring of protection, 2 potions of cure light wounds, bead of force, potion of resist elements (sonic), bracers of the magi, cloak of resistance +3, boots of speed, pearl of power (2nd level), pearl of power (3rd level), bag of holding (III).

Spell-Like Abilities (Su): 3/day—darkness and poison; 1/day—desecrate, unholy blight (7th level caster)

Fire Subtype (Ex): Fire Immunity, double damage from cold except on a successful save.

➤ **Fiendish Zombies, Large:** CR 2: HD 4d12+3; hp varies; Init -1; Spd 40 ft.; AC 11 (flat-footed 11, touch 8); Atk +4 melee (1d8+4, slam); Face/Reach 5 ft. x 5ft./10 ft.; SA Smite Good; SQ: Undead, partial actions only, darkvision 60 ft., cold and fire resistance 10, DR 5/+1, SR 8; AL N; Fort +1, Ref +0, Will +4; Str 17, Dex 8, Con -, Int 3, Wis 10, Cha 1.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

These zombies are under direction of Theron and at higher APLs will start assisting Theron to hit and to help his AC as they will not be able to harm the PCs.

APL 14 (EL 17)

➤ **Theron:** male half-fiend half-fire giant Wiz11; CR 17; Large outsider (fire); HD 15d8+90 + 11d4+66; hp 256;

Init +3; Spd 30 ft.; AC 31 (flat-footed 28, touch 15); Atk +28/+23/+18/+13 melee (2d6+19 +1d6 +2d6/19-20, +1 unholy flaming greatsword) or +18/+13/+8 ranged (2d6+10, rock); Face/Reach 5 ft. x 5ft./10 ft.; SA Rock throwing, spell-like abilities; SQ Rock catching, fire subtype, darkvision 60 ft., immune to poison, acid, cold, and electricity resistance 20; AL LE; SV Fort +22, Ref +16, Will +19; Str 35, Dex 16, Con 23, Int 26, Wis 14, Cha 14.

Skills and Feats: Concentration +20, Knowledge: Arcane +18, Knowledge: Religion +16, Listen +8, Spot +14, Search +14, Spellcraft +20; Cleave, Dodge, Energy Substitution [Fire], Great Cleave, Large and in Charge, Power Attack, Scribe Scroll, Spell Focus (Evocation); Spell Focus (Transmutation); Sunder, Weapon Focus (greatsword).

Spells Prepared (4/6/6/6/5/3/2); Base DC 18 +spell level, 20 + spell level for Evocation and Transmutation); o—detect magic (2), light, read magic; 1st—burning hands, mage armor, magic missile (3), shield; 2nd—bull's strength (2), darkness, endurance, flaming sphere, mirror image; 3rd—dispel magic, fireball (2), haste, keen edge, wind wall; 4th—enervation, fire shield, teleport, wall of fire (2); 5th—Bigby's interposing hand, cone of cold [fire] (2); 6th—disintegrate, major globe of invulnerability, greater dispelling.

Possessions: +3 large mithral chain shirt, +1 Huge flaming unholy greatsword, +3 ring of protection, 2 potions of cure light wounds, bead of force, potion of resist elements (sonic), bracers of the magi, cloak of resistance +4, boots of speed, pearl of power (2nd level), pearl of power (3rd level), bag of holding (III), headband of intellect +4.

Spell-Like Abilities (Su): 3/day—darkness and poison; 1/day—blasphemy, contagion, desecrate, unholy blight (11th-level caster)

Fire Subtype (Ex): Fire Immunity, double damage from cold except on a successful save.

➤ **Fiendish Zombies, Large:** CR 2: HD 4d12+3; hp varies; Init -1; Spd 40 ft.; AC 11 (flat-footed 11, touch 8); Atk +4 melee (1d8+4, slam); Face/Reach 5 ft. x 5ft./10 ft.; SA Smite Good; SQ: Undead, partial actions only, darkvision 60 ft., cold and fire resistance 10, DR 5/+1, SR 8; AL N; Fort +1, Ref +0, Will +4; Str 17, Dex 8, Con -, Int 3, Wis 10, Cha 1.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

These zombies are under direction of Theron and at higher APLs will start assisting Theron to hit and to help his AC as they will not be able to harm the PCs.

APPENDIX 2: DEMI-PLANE OF PERDITION

The demi-plane of Perdition was created during the Flight of Fiends. The idea was to secret away some of the operatives of Iuz to protect them from the *Crook of Rao* and being banished from Oerth. The problem is it did not work right and what was supposed to be a temporary stop became a permanent prison. The power of the *Crook* created a warped version of the city of Mitrik and dumped the two halves of 303 half-fiends into it. So for the past 8 years a constant struggle has waged between the two groups.

While adventuring in Perdition there are some special rules to take into consideration. Certain spells, items, and general rules to creation do not work as they do on Oerth.

instantly catch up to him or her and if this puts him or her past his maximum age he or she dies.

- Due to it being buried deep in the Ethereal, no PC can prepare any new 6th-level or higher spells while in demi-plane. If they enter the plane with a spell of 6th-level or higher already prepared then they are fine.
- Death is not permanent on this plane. If a PC dies while in Perdition their body fades away, leaving their equipment behind. They are found naked in the center of town 2 hours later. They lose experience as if they had died and had a *raise dead* cast on them.
- The only way to enter/leave Perdition is through the portal on one of the hands of the Aaront statue. To open either portal requires a person bearing a curse to walk within 10 feet of the portal or a *medallion of Dis* to come within 10 feet of the portal.
- No transportation spells of any type (*teleport*, *plane shift*, *dimension door*, *fly*, and so on) work while in Perdition. Due to the nature of the plane there really is nowhere else to go and the plane merely wraps back in on itself continuously. So the spell can be cast, and the PC loses it, but the PC will end up exactly where they started.
- Due to there not being an 'up' direction per se, the entire demi-plane is under permanent *feather fall* spell. So if somebody jumped off the hand of the statue, they would merely float slowly down to the ground.
- Due to the fiendish spirits that inhabit this plane *detect evil* does not work. If a PC tries they get an overwhelming evil reading from the air around them that masks out all other sources. This makes it very interesting as they meet the various NPCs that make Perdition their home.
- While a PC is in Perdition he neither needs to eat or drink. His age upon entering stays the same as long as he remains. If he or she leaves the years

APPENDIX 3: NEW RULES

New Feats

Large and in Charge [General]

As presented in *Sword and Fist*

You can prevent opponents from closing inside your reach.

Prerequisite: Reach (size Large larger), Str 17+

Benefit: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before provoking the attack. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the square he just left.

Energy Substitution [Metamagic]

as presented in *Tome and Blood*

You can modify a spell that uses one type of energy to use another type of energy.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (Arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt (see sidebar).

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.