

URC4-04

The Lordmakers

Part Two of the Lordmakers Finale

(Lordmaker 15)

A One-Round D&D LIVING GREYHAWK[®]

County of Urnst Regional Adventure

Version 1.0

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Rescue some cleric from a thousand year prison? Piece of cake! Hey, we're the greatest heroes in the land! We just proved it. Besides, the nobles said so. They wouldn't have lied just to build up our confidence, would they? For APLS 6-12

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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

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 Regional adventure, set in the County of Urnst. Characters native to the County of Urnst pay one Time Unit per round, all others 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Author's Notes to the DMs

You cannot over prepare this module.

Read the box text to your players, so they understand the entire story arc. If you don't, you do your players a disservice.

A well-known military axiom is that in deciding on the mission or the men, the mission comes first. If the party succeeds, but everyone's killed, then that is a successful game. The TPK is written and intended to be a TPK, that's why the rewards are written the way they are. An intelligent and focused group should still win the fight, though they may take horrible losses in the process. But no one should be allowed to cakewalk through this module.

Acknowledgements

Thanks to John Collins for assistance with this module. I'd also like to thank my editors and playtesters for their support. But I'd especially like to thank all seven members of the County of Urnst Triad, past and present, which gave me a green light on writing the concluding four modules of the Lordmaker saga.

Adventure Summary

Introduction: The party finds itself in a very strange place.

Encounter One: The party learns that they are in a lethal environment and that if they don't find a way out, they will likely die in this place.

Encounter Two: The party finds a road and begins to travel down it.

Encounter Three: The party comes to the Crossroads and meets the Tinker. He is an archfiend, but is there to give them information and to explain the nature of the challenge before them.

Encounter Four: The party is offered several bad choices by the Tinker to choose from and must find the correct path themselves. Choosing the wrong path will effectively end the module.

Encounter Five: After having arrived at the prison, the party gains entrance to the outer chamber.

Encounter Six: The party fights several ooze creatures, which are defending the first entrance.

Encounter Seven: The party finds a pit. At the bottom of the pit are three tunnels.

Encounter Eight: The party finds the true guardians of the prisoner they seek. They are able to negotiate their way past one of the guardians.

Encounter Nine: The party finds the entrance panel, which keys the final gate. But the panel is deliberately misworded. Incorrectly activating the panel may result in a level-draining trap going off.

Encounter Ten: The party navigates the final barrier into the prison, a tunnel filled with wards and spells.

Encounter Eleven: The party explores the eight rooms of the inner prison, eventually finding a stairway up to an impossible destination in the exact center of the prison.

Encounter Twelve: The party meets up with the prisoner, an apathetic lich high priest of Vathris named **Ferben Grash**. They must negotiate and convince him to return with them to come to the aid of the County. He has the ability to help them, but not the means of escaping his prison.

Encounter Thirteen: The party aids the lich in escaping only to be confronted with the three guardians. Two of the guardians fight each other, while the party must fight the third who summons his own reinforcements.

Encounter Fourteen: The lich escapes the prison and teleports to Radigast City. But even in the event of a TPK, wizards and clerics from the city will arrive to rescue the heroes. Rewards to follow.

Conclusion: A glimpse of things to come.

DM's Background

Note: this module is a direct sequel to *The Crossroads*. If the players have not played that one yet, this module should not be played at this time.

Part I

A myth of long ago...

Over a thousand years ago, a group of evil wizards known as the Ur-Flan sought to modify the five ancient standing stones of the Tovag to serve as gateways to the planes of Hell. The devils of Hell where the gates were to appear were happy to lend their aid to the project, since they saw it as a means to gain access to the prime material plane. But there was a catch the fiends were unaware of.

The Ur-Flan planned to use an artifact of great power to take control of each outsider as it passed through the gates. They crafted a sword using the life forces of an innocent priestess of an agricultural god and a powerful otherworldly wizard (one of the race of Masters). Then they waited for the opportunity to act. But before they were able to use their weapon, the leader of the church of the slain priestess descended upon them and scattered them to the winds. For while he was once a peaceful god of learning, Vathris was also the Lord of Vengeance, and he came upon them as a storm upon the sea and destroyed them utterly. Thus the balance was preserved and the threat contained.

-from the lost scrolls of Vathris

Part II

By the time of the opening of the Tovag in year 593, the devils of the Hells had long since planned their initial assaults. Sending five infernal companies through the gates, the lords of that place waited for word to return of their forces' successes and plans were made for following waves numbering tens of thousands of devils to pass through the gates into the County of Urnst.

But no word came. The lords of that dark place then sought an answer and learned of the treachery of their Ur-Flan allies from so long ago. A sword had been crafted, and by it's joining with two gems had opened the gates. But any devil that passed through the gate fell under the sway of the wielder of the sword, forgetting its allegiance to the lower powers.

Those who ruled the Hells immediately stopped any further reinforcements from passing the opened gates, lest they lose control of those forces as well. And they hit upon a plan to circumvent the situation. They contacted the spirit who dwelt within the wielder of the sword and bargained in good faith to achieve their ends. A few other (carefully selected) devils were forced through the gate to serve the wielder of the sword. In return, some of the devils were allowed to sack the city of Ventnor and destroy the demons that dwelt there, while others roamed free terrorizing the land.

And all the while, the devil lords plotted and planned, seeking a means to circumvent the gates and establish a true passage to the prime material that they would be able to control for their own evil purposes.

Part III

This module is also the story of Ferben Grasch, once the Lawful Neutral high priest of Vathris, God of Vengeance before the Sueloise invasion. With the coming of the Suel, a group of evil Flannish wizards known now as the Ur-Flan sought to create a mighty weapon, the Tovag, to drive out the invaders and to give them control over all of the Flanaess. But by doing so, they angered the gods (who were far more active in those days) and it fell to the god Vathris to punish the Ur-Flan. Vathris granted powerful abilities to his most faithful worshipper, his high priest Ferben Grasch who was able to stop the Ur-Flan plan from coming to fruition, but was unable to destroy the weapon they had created.

So Ferben Grasch went back to his deity for guidance.

"For the Weapon to be Unmade, it must first be Active, and that shall not come to pass for an Eon or more. You, Ferben Grasch, must prepare for this Eventuality."

Grasch knew that the laws of Life and Death were immutable, so how was a mortal man to withstand the wait of a thousand years? Strengthened by his faith and his resolve, he spent many years researching the means and preparing a place to await the activation of the weapon. Then he sought out the remaining Ur-Flan, who had taken refuge and were hidden amongst the Masters, a race of otherworldly origin. Upon finding the Ur-Flan, he committed acts of an unspeakable nature against them and their Master allies and with the power gained thereby, became a lich. Then he retreated to the place he had prepared to wait.

When the Suel arrived, they found the Ur-Flan strangely absent from the area and their invasion continued unhindered. Vathris lost much of his remaining influence after the invasion and now only appears intermittently in the Bright Desert, a pale shadow of his former self, with his followers scattered to the winds

Two centuries passed while the slowly dying Ur-Flan strengthened their ties to the race of the Masters. But before they vanished completely, they were able to enact a small bit of revenge against the one who had shattered their dreams of conquest. They convinced the Masters that Ferben Grasch presented a threat to the Masters themselves, but that with a little effort, the threat could be easily eliminated. So the Masters descended upon the area beneath the Brown Hills and converted what Grasch had crafted as a place of waiting into a prison instead.

Meanwhile Ferben Grasch waited, and waited, and waited, and waited for the activation of the weapon so that the sacrifice of everything once important to him would not have been in vain. Upon realizing the wards and defenses imprisoning him, he called out to Vathris for aid once more. But Vathris was no longer able to act and now Ferben Grasch has waited over eleven hundred years, trapped behind powerful wards and guardians, abandoned by his god, and despairing that it was all for nothing.

Introduction

Light.

Bright light all around you.

A veil seems to fall from your eyes and you find yourselves in the center of a desolate plain, extending for miles in all directions. Directly above, the sun beats down on a parched earth, but it's wrong, wrong! The sun seems to be an enormous ball of dark scarlet flame, larger than a gibbous moon, and the heat from it beats down upon this place like a hammer on an anvil. The air hangs in a stifling mass around you as a trickle of

sweat slowly forms and begins making its way down your back. From here to the horizon in all directions you stand in a sun blasted desolation unbroken by anything other than yourselves.

At the end of the preceding module, *The Crossroads*, the players were being teleported by forces loyal to Countess Belissica to a place where they could find the solution to the troubles currently faced by the County. But they were attacked at the last moment and the teleport was somehow diverted here instead.

The name of this place is **Ceivecerei**, which is a word in Celestial meaning “to parley”. It is an extra planar location off of Oerth, but it isn’t cohesive enough to qualify as a demi-plane of existence or even as a pocket dimension or pocket universe. Ceivecerei is a doorway; a passage between locations, and it would be almost unknown except that it has a unique aspect of entropy, which is sometimes sought after by outsiders warring amongst themselves.

The terrain of Ceivecerei doesn’t favor any creature, celestial or demon, devil or slaad, elemental or other outsider, slowly killing each of them equally. Therefore, through the passage of eons, it has been used infrequently from time to time as a place where enemies could meet to discuss terms of peace or battle to the death as they chose in a place that is neutral to all involved.

Knowledge, Planes or Bardic Knowledge check DC 30 will accurately identify the name of this place and its purpose (the underlined text above), but its hazards are unknowable.

The players are the first to arrive here in well over a decade.

Encounter One: It’s Not Kansas Either (EL o)

The sun in the sky never changes position. It is always hot (in excess of 130 degrees F) and the only defense is to drink lots of liquids. Otherwise the party will slowly dehydrate and die.

The conditions of Ceivecerei are such that ALL creatures here lose 1 hit point per hour that they stay here. A full skin of water or wine will prevent this loss for 12 hours and in addition, healing spells will recover lost hit points.

Important Note: players must actually have water skins listed on their character record sheets to be able to use them and the DM should verify this fact with each character who claims to have them. The DM should also take this opportunity to check the players’ MIL’s to see if they have magical footwear for Encounter 6 later on in the module.

Clerics and others may use Create Water spells to re-supply with, but since they regain their spells at a certain time each day (sunrise, sunset, etc.), divine casters will not have the opportunity to change or replace their spells once they are cast due to the timelessness of this place. There is no sunrise, sunset, evening, or standard time to trigger his or her spell recovery.

Note on Fortitude Checks and DR: Players may complain that they feel entitled to a Fort save to resist the ongoing effect of the heat. If this happens, let them roll a die every now and then if it makes them feel better. But keep track of their damage taken all the same. Ceivecerei is an Epic level setting, and would eventually kill minor gods if they were to remain here long enough. The players just aren’t strong enough to resist the effects no matter how tough they believe themselves to be. Similarly Damage Reduction is ineffective in stopping the effects. The harsh environment is just too powerful.

Note on Magic Items: Certain magic items (Decanter of Endless Water, Rings of Resistance, etc.) will work for a time in this place to help block the effects of Ceivecerei. But Ceivecerei will slowly begin to work on these items as well. After 12 hours, any items being used in this fashion will begin to lose their efficacy and stop working completely after 24 hours. They will still radiate magic and will work again if removed from this place, but as long as they are here, they will give the appearance of being drained of whatever power makes them operate normally.

Because of the lack of features and the lack of movement of the sun, it is almost impossible to determine direction in this place (if players persist, the Survival check is DC 50). But if the party scouts around aerially, they appear to be in the center of a vast plain. To one direction are hills; opposite the hills is a huge saltwater sea. To the right are the ruins of a tremendous city while to the left is a huge petrified forest. But each of these is several days’ travel away. If the party can speed up travel, the time is reduced proportionally (to at best, half the normal) except for teleports. Teleports leave them right where they are.

The party may decide to camp or wait for something to happen. Over the course of several hours they should learn of their predicament; the sun never moves, they’re slowly dying, and clerics are unable to pray for new spells. At some point they need to decide to start moving. They should not be prompted in this, but rather should reach this decision on their own.

To progress to the next encounter, the party **must** move. They can travel in a large circular motion if they choose or they can move in a straight line, but they need to keep moving to reach the Road.

If the party tries to bypass this place (via *Plane Shift* or some other cross-dimensional travel), the method

will fail the first time. They will retain the spell and hear the following in their head:

"You are here for a reason."

If they try again, it works, but they are effectively ending the module at that point.

Encounter Two: The Road Goes Ever On and On and ...

The DM should note each hour of travel to the players as it happens. Let the players decide if they want to offset the continual damage loss with drinks or healing on an hourly basis or decide if they want to keep up their strength or become weakened and then heal up all at once.

Also let them decide when they want to try and rest and for how long. The huge red sun never moves from its high noon position in the sky and as the hours pass, one by one by one, the players should get a strong sense of the unending nature of this hot desolate place.

If they decide to rest and erect some sort of shade, the hit point loss will be halved, while they rest under shade. But the nature of Ceivecerei will prevent them from finding any means to stop the damage completely. (For the record, outsiders that are immune to heat experience Ceivecerei as a freezing tundra. Those immune to both heat and cold experience continual electrical storms. Silver in the dirt, lack of atmosphere, discordant unholy chanting, whatever is required, Ceivecerei is equally hostile to all. The characters experience unending heat only because of their place of origin. If a player has some form of immunity to heat for whatever reason, he should experience some other continuous hazard from the start instead. If the party casts *Endure Elements* or some other protection spell, they will gain a four-hour respite. Then Ceivecerei will reset and some other equally hazardous environment will set in. The effect duplicates whatever it needs to, so it will always bypass Damage Reduction.)

Note: If the characters force Ceivecerei to change its environment, wineskins of liquid will no longer be the defense. The new defense will be animal furs that wear out after 12 hours (cold) or candle wax in the ears that evaporates away after 12 hours (sound) or a shield that's slowly battered to pieces (hailstorms) whatever seems most appropriate. The effects should have a common defense against them that require the characters actually have the equipment listed on their character sheets.

After 30 hours (or half if the party can speed up travel) of travel they come to a road. (Unless they are using cures or drinking liquids to stay on top of things

this will be 30 hit points (down to 15 hit points) of damage each plus any additional damage for time spent resting or not moving.)

Up ahead something seems to break the eternal sameness of the distant horizon. A heat wave rippling up off the ground extends to the left and right in both directions as far as the eye can see.

At this point the party is 300 ft. from the road. They may choose to approach and investigate cautiously, although there is no danger here.

The road (if that's what it is) is 20 feet wide and seems to be made of some sort of dull metal the color of pink coral. There's a shimmer above the road, like the visual sign of heat radiating off a paved surface on a hot day. But for some reason, the surface of the road is cool to the touch and characters traveling on the road will begin to lose hit points at half the rate that they did traveling overland (camping under shade it will be one third the rate). Another interesting effect is that as the party moves down the road, everything around them will seem to shimmer slightly as if they actually were standing on an extremely hot surface. It's very odd.

The Road is now the path the party needs to take. *Augury* or *Divination* spells (if used) will indicate quite clearly that this is the case, although they will be unclear as to what lies ahead. The party can proceed left or right, but their destination lies another 16 hours travel down the road (the same on speedy travel applies here). At the end of this they will come to a Crossroads.

Encounter Three: The Crossroads

The metallic pink road continues on and on while all around the terrain seems to ripple from an intense heat you can't perceive. But after a while, another heat ripple seems to cross the path ahead at a right angle. Perhaps a crossroads or junction of some sort lies just up ahead.

As the party approaches closer, they will also notice that there appears to be someone on the road up ahead of them, 50 ft before the crossroads. It appears to be an old man standing next to a cart. A donkey is pulling the cart, and the old man seems to be talking to the donkey, gesticulating and occasionally pulling at its harness. (Observant players may notice a similarity to The Crossroads card illustration from the previous module. This is intentional.)

If they approach him, they will notice more details.

The man has grizzled gray hair with a full beard and is wearing a worn leather jerkin over coarse

woven clothing. His sandals are well worn, but numerous small pouches and tools hang from his belt. Pots, pans, sacks and packs fill the cart to overflowing and additional tools are arranged along the sides of the cart. While at first it seems that everything is jumbled every which way, on closer examination there's a strange sense of everything in the cart being in its proper place, like it was meant to be there. The old man scratches the donkey under its chin and turns to you.

"Took your right time, didn't you? I'm known about these parts as the Tinker. You look a mite dry. Can I offer you a cool sip of juice to whet your throats?"

The fruit drink he offers them is non-magical but it will actually fortify them against the heat for several hours. The Tinker seems to be as friendly a person as the party is likely to ever meet. He can give the party the name of this place (Ceivecerei) as well as tell them what it's for (a meeting place for otherworldly armies to negotiate treaties). He will provide them with something to drink and will even pull out some folding chairs if they'd like to sit for a while and chat while they rest.

But if a player does a *Detect Evil*, things will get interesting. The Tinker is a major devil within the infernal hierarchy (well over 30 hit dice with powers to match). It is using several illusion spells to keep things on an amicable basis, but if a character tries to detect evil, the devil won't do anything to stop the truth from being known. Therefore the character doing the detect will probably be knocked to his knees and almost pass out from the staggering intensity of evil radiating from the thing casually standing a few paces away.

The Tinker, whose true name is no one's business, is here to negotiate with the characters in good faith. This is required, both by the nature of Ceivecerei and by what those higher in command of the devils plaguing the County of Urnst are seeking to accomplish. The characters probably don't realize their influence right now. When they received their mission from the Countess they were empowered to make a decision, which could have permanent ramifications to the County itself. The devils acted to reroute the party to a location where they could isolate them and present a few offers that would be of great benefit to the devils in their ongoing campaign. If the party accepts, the agreements will be binding on all parties (and could well alter the fate of the County for several years to come). Such an agreement would be invalidated if any sort of force or coercion were employed. It must be a choice freely made. So it is in the Tinker's interest to do everything in his power to get the party to "sign on the dotted line" of their own volitions.

Encounter Four: Damnation Alley

See the Solution notes for help on how to present this encounter.

After a while, the Tinker will pack up his chairs and things and escort the party up to the Crossroads. He will be quite open and forthcoming to the group when he explains the situation to them.

"This is a tremendous opportunity for you today. Yes, a tremendous opportunity. Before you lie The Crossroads and you have a momentous choice before you. And the best part of all is that no matter what you choose, you will gain wisdom, experience and wealth as a direct result.

I represent certain parties who have agreed to accept whatever decision you make. The time of the County of Urnst's redemption is at hand!

"If you wish, you may choose to travel the road to the right. If this is the path you want to take, our infernal armies will abandon the western half of the County, leaving it to the Countess for all time. In addition, we will destroy the Lord of the East, Terard Duncombe's forces and deliver the head of Lucius Grakkon to your Countess with our compliments. That is one choice.

"Or perhaps you folk favor the Lord of the East? Terarde always was a strong, charismatic leader, even if he did serve the forces of the Light. Take the road to the left instead and the forces of the Hells will abandon the eastern half of the County. The Countess will fall to be crushed into ruin and House Duncombe will reign with our assistance for all time."

At this point the Tinker looks each of you directly in the eye.

"Or do you wish for more? Do you desire a kingdom of your own? Down the center road directly ahead lies your path to glory! I, the Tinker, sub-general of all the Legions of Darkness will pledge myself to your banner, if that is your choice. The armies of the Hells will be yours to command and we will give the County to you and your houses to rule as you please for centuries to come.

*The Crone-Countess has made an error you see. When she gave you this mission, she also gave you the power to decide and now fate has granted you the means to exercise that power. WE have agreed and are bound to stand by your decision. Which of the *three* roads will you take?"*

If characters inquire about the “wisdom, experience, and wealth”, the Tinker will sweeten the deal. It's time for the party to be rewarded for their service to the County after all this time. The Tinker will offer them maximum gold and experience rewards from 4 TU of adventuring at the party's APL, regardless of which of the three paths they choose. This works out to

APL	XP	GP
6	3600	3200
8	4500	5000
10	5400	8400
12	6300	12,000

Note: players must still spend the TU's on their AR's, but it will be as if they had maxed out four adventures worth of experience and gold, without needing to pay upkeep.

The characters stand on the brink of a precipice. If they choose any of the three paths presented, the adventure will effectively end (although the DM may choose to roleplay a bit instead of just stopping cold).

If the group chooses the Countess, the devils will have free reign in the east but will leave the western half of the County in peace. If they choose the Lord of the East, the devils will similarly control in the west but the east will be liberated.

But down either of these paths, lies a great, unintended consequence. The DM will need to briefly role-play/story-tell the “liberation” of half of the County by hundreds of devils (See Appendix A). Then the module will end. The players will receive their “thirty pieces of silver” but the adventure will end with the County in a bad way, with half of it granted to infernal domination.

Whichever leader the party chose to “win” will see the party's actions as a great betrayal for personal gain. They will declare the party in league with the infernal realm and quickly they will become infamous throughout the lands of the Flanaess. On all modules henceforth, the characters will take a permanent –10 penalty to all CHA based skill rolls for the rest of their lives. They will be able to still play, but they will be shunned by all good folk who recognize them and know what they did; providing the devils with a permanent access to the mortal realm.

If they take the center path, go to Appendix A. Their characters are on their way towards elevating to NPC status (to be used by the County's authors as major NPC's in later modules, but the characters themselves will have passed out of the realm of PC status). The DM may very well end up collecting the

character sheets and ARs of the players in this circumstance. Glorious.

Note: The path taken must be a group decision. Individuals cannot choose a path all by themselves.

If the party chooses one of these three paths, go to APPENDIX A to roleplay the conclusion to the module.

The Solution

People take in information in different ways and thus the clues **must** be presented so that no one can complain later on. There is a clue for each of the 3 learning styles that can assist the party in finding the solution to this very ugly puzzle. The clues are visual (seen), audio (heard), and somatic (felt).

First, the Crossroads are a great “X” on a vast plain. When the party reaches this encounter, the DM should draw out a map of the place with all four 20' wide roads extending to the edges of the map, so that the players have a visual representation even though there will be no battle. An observant (visual) player will see the answer.

Another clue is in the bribe of wealth and experience that the Tinker offers for taking one of the **three** paths. There should be a very slight emphasis on his inflections occasionally when he speaks of the choices so that a player who's listening carefully might notice (audio).

The third clue lies in the timing of this encounter. While the players have been playing for a while, there have been no combats yet, only roleplaying and hazards. Additionally, their original mission was to rescue someone. To find a solution to the crisis this quickly and easily and to gain such a disproportionate reward should make the party feel (somatic) extremely suspicious of what's being presented to them.

The answer is that there are four possible paths that can be taken from the Crossroads, not just the three the devil is offering. But this is a solution the players need to find for themselves without any direct assistance from the DM.

If the party rejects all three offers and chooses to return the way they came, the Tinker should gradually become more and more agitated. **It will NEVER tell the party that going back is not a valid choice**, but it will emphasize that going that way they won't receive any rewards. It can't offer them any more material rewards than it already has, but it will try to portray itself as the party's friend. It didn't steer them wrong when it was masquerading as Valliny, did it? Perhaps they'd like to know where to find a special item or some other intangible information? Perhaps

some enemy destroyed? Is there a spell or some other bit of knowledge that it can provide?

As they begin to move away from the Crossroads, the Tinker will become enraged but will barely keep a lid on its temper. Its friendly illusion of a harmless friendly old man will ripple and vanish and in its place will be the enormous infernal creature the party saw Valliny become (at the end of the previous module, The Crossroads). At the end it will speak.

In a terrifying voice, the devil lord that was both Valliny and the Tinker speaks. "So you decline wealth, knowledge and power and choose folly as your path instead.

SO BE IT!

Know this though, heroes; you have made enemies this day. We are bound by your choice as it applies to the County but no further. And there WILL come a time soon enough, before the end, when you will regret this decision."

Then he vanishes and a fierce wind comes up from somewhere, blowing up a dust cloud, which obscures the Crossroads from sight.

Encounter Five: The Prison Gate

The dust storm conjured by the devil's passing doesn't subside, but the characters can continue down the Road, still losing a hit point every couple of hours. After 24 such hours (and 12 more hit points lost), suddenly the characters will appear in a different location.

One moment you're pushing your way down the pink road in the midst of a blinding dust storm in the sweltering heat. The next you appear to be traveling down a sharply sloping, stone tunnel 20 ft. wide.

At this point, the PCs are now back on Oerth. A Craft: Stone Working, Profession: Masonry or Knowledge: Architecture Skill check DC 20 (any dwarves receive a +4 to their checks) will identify the rocks in the walls as those common to the area of the Brown Hills. At last the party is back on track! If they turn and head back up the tunnel, they will emerge after several hours at the top of a cliff face overlooking a canyon in the Brown Hills. The tunnel that they are in is smoothly worked stone that seems to have been effortlessly cut to an incredible depth, dozens of miles down.

The party appears in the middle of the great tunnel and it is another 4 hours travel downward until they reach the area of the prison. **Note:** This is an ideal location should they choose to rest up and recover spells.

The prison of Ferben Grasch is a made up of a series of concentric spheres leading eventually to a tunnel which leads into the center chambers.

Nearing the end of the stone corridor, the passageway exits into an enormous spherical chamber, hundreds of feet across. The walls of the chamber are smooth and appear to be very slick but do not appear to be worked stone, so climbing down may be difficult. But the most astonishing thing is in the center of the room. A mere 20 ft away from the outer walls on all sides is the surface of a huge sphere. Perhaps an enormous pillar at the bottom supports it, but from where you stand, it has all the appearance of floating in the direct center of this place.

While the characters are in the initial downward sloping passageway, gravity is normal. But once they leave the passageway, gravity beyond the tunnel will shift and the center of the sphere will be the center of gravity. This will become rapidly apparent when they attempt to climb down to explore.

- Ropes tossed out will fall directly towards the center.
- Rogues attempting to climb will feel their weight shift and will have to make Strength Checks (DC 16) or lose their grip and fall 20'.
- Characters with fly or other movement spells will need to make a Dexterity Check (DC 12) or they will overbalance and hit a nearby wall for 1d6 damage.

Climbing checks on the smooth surface of what is for all intents the ceiling are DC 28, although the party can be granted circumstance bonuses if they have rock climbing equipment.

The entrance into the sphere is a 10 ft. wide hole on the exact opposite side from the slanting passageway they originally enter from. The diameter of the center sphere is 400 ft. and the entrance is about 680 ft away.

Encounter Six: Like Oil on Water

On the opposite side of the sphere is a 10 ft. wide pit dropping down to a floor, 50 ft. below. It appears to be easy to climb down the wall here (DC 10), but after 30 ft., the walls drop away revealing another sphere floating within the first one. And unlike the last time, instead of barren rock, this inner sphere seems to be covered with a greenish gray layer of shifting fog, which obstructs vision completely. It is impossible to determine the depth of the fog from up above.

The difficulty in this encounter is not in getting down, but what lies beneath the fog. The fog is only 4 feet deep but anyone landing directly beneath the opening above will seem to have fallen into a gooey mud of some sort.

The mud is nothing of the kind. The Keepers of this place have placed the first guardians here, oozes. The Keepers have found various species of oozes that do not react with one another and have placed three or four of them in layers directly beneath the pit. They have taught a gelatinous cube to relax its 10x10x10 foot shape and flatten out into a huge circular pancake 87 feet across, 2 inches deep. Lying beneath the cube at APL 6 is a 1 inch thick, 20 foot wide grey ooze and a 1 inch thick, 30 foot wide ochre jelly beneath that. At APL 8 and above, beneath the ochre jelly at the bottom of the sandwich lies a black pudding 1 inch thick, 90 foot wide. (Note: at APL 6 and 8 the volumes are all accurate. Beyond that they're even larger.)

APL 6:

- **Gelatinous Cube**, hp 54, Appendix C
- **Grey Ooze**, hp 31, Appendix C
- **Ochre Jelly**, hp 69, Appendix C

APL 8:

- **Gelatinous Cube**, hp 54, Appendix C
- **Grey Ooze**, hp 31, Appendix C
- **Ochre Jelly**, hp 69, Appendix C
- **Black Pudding**, 115, Appendix C

APL 10:

- **Advanced Gelatinous Cube**, hp 162, Appendix C
- **Advanced Grey Ooze**, hp 102, Appendix C
- **Advanced Ochre Jelly**, hp 138, Appendix C
- **Advanced Black Pudding**, 172, Appendix C

APL 12:

- **Advanced Gelatinous Cube**, hp 162, Appendix C
- **Advanced Grey Ooze**, hp 102, Appendix C
- **Advanced Ochre Jelly**, hp 138, Appendix C
- **Elder Black Pudding**, 290, Appendix C

Tactics: (Magical footwear should be listed on players MIL's and should have been checked for during Encounter One.) At first, unless the characters are barefoot, walking through the oozes should be like walking through gooey mud of some sort. As the party moves, the oozes will move with them. After 10

rounds, the oozes will have successfully dissolved the players' footwear into uselessness (20 rounds for magical footwear). After the 10 or 20 rounds (only 1-2 minutes), each character needs to make a Fortitude save, DC 20. This is the Gelatinous Cube's effect. Characters who fail the save will feel only a slight tingling in their anesthetized feet as the slimes begin their assault on unprotected flesh. Since the oozes are spread so thinly, the total damage is only 2d4 total per round. But other than the tingling feeling gradually extending up their legs, the players should have no idea what's actually happening as they are eaten from the bottom up.

But characters that make their save will feel their feet begin to burn as the acid of the 3-4 creatures begin to eat into their feet.

Avoiding the encounter is acceptable, but attacking the mud (oozes) produces an interesting reaction.

The cube will begin pulling itself back into its normal square shape. This is the only form it can actually move around in. Reforming like this will take it four combat rounds. Then it will be able to move and attack as normal.

The other oozes are under no such restrictions however. They will condense back to their normal forms in 2 rounds in the case of the pudding, and in only 1 round in the case of the jelly and ooze. But they will be able to react with their standard slam attacks immediately at the start of a fight.

Note: When the battle begins, roll a separate initiative for each ooze, so that they don't all attack at the same time and possibly overwhelm the party.

Tactics: With the exception of the cube, the other oozes are beneath the layer of impenetrable fog. Standard modifiers for hidden (invisible) attackers and attacking totally concealed opponents will apply. Plus, the cube and the ooze are hard to Spot anyway (DC 15) and may go unnoticed until they attack.

While they are regaining their original forms, the oozes will attempt to keep the characters trapped inside them to make it easier to consume them later. Characters will need to break a standard grapple against the middle layer (the Ochre Jelly) to move while in the grips of the spaces controlled by the oozes. But since only their legs are pinned (at least initially) the characters will still be able to attack or cast spells until the oozes hit with a legitimate slam/grapple.

Encounter Seven: A Doozy and a Quandary

This second inner sphere is 300 ft. in diameter, 942 ft. in circumference. Two 6 ft tall characters should be able to see the tops of each other's heads approximately

40 feet away with sufficient lighting. Two 5 ft tall characters will see each other 25 feet away. Four-foot tall characters are beneath the fog bank.

On the opposite side of the second sphere from the oozes is the entrance to the next level down. It's a pit 30' across and 80 feet deep. But it is not directly opposite. It is actually 40 to 60 feet off center (DM's discretion), and will require some searching to find. The entrance is completely obscured by the 4 ft deep fog that covers the entire surface of this sphere. Unless the party is searching in single file in a marching order, (which could take a while), exactly which character stumbles into the entrance first should be entirely random.

This is an opportunity for the players to devise some means of searching the sphere to find the entrance; so let them play with it a bit.

Unless a character states that she is actively checking the floor where she walks, she will need to make a Reflex Check DC 20 to avoid stepping into the hole. Anyone failing the check will fall into the pit to the floor below (and take 8d6 damage). If Rogues are in front using their Search skill, the DC is only 10 to locate the pit as it is not covered or hidden (other than by the fog).

If the party has separated by more than 40 feet apart in order to search for the next entrance, the situation will become even more interesting. The dense fog actually acts as a sound damper. So anyone who falls in will be unable to communicate with the rest of the party through normal means.

For some reason, the fog doesn't drop below the entrance to the pit, so the pit itself is fog free. Once the party reaches the level below, they find themselves in a 30-foot wide circular chamber, with three equally spaced 15-foot wide exits. Have the party make Listen checks, DC 12.

Those who succeed can hear down one tunnel the roaring of some incredible beast.

Down the second tunnel can be heard maniacal laughing.

And down the third can be heard a baritone male voice calling "**Adventurers. Come this way if you want to live.**"

Encounter Eight: A Few Answers

Each tunnel is 15 foot wide, 20 foot high, and 180 feet long and exits into a circular chamber 50 foot across on the other side of the sphere (the tunnels in the sphere at this point are 140' diameter if you're mathematically inclined) and the curving slope of the passageways are obvious by now.

The floor of the tunnels seems to be studded with nuggets of some sort of silverish metal (Slowsilver). A Knowledge: Planes check (DC 25) gives the characters Adventure Handout 1. Touching one of the nuggets with bare skin requires non-outsiders to make a Will save each hour (DC 16) or lose 1 point of Con. The metal nuggets permanently block magical transportation spells in the same fashion as a *Dimensional Anchor* spell. In the center of each tunnel, 90 feet in, is a guardian wrapped in unbreakable mithral chains.

The bellowing creature is a 24-foot-tall red-scaled creature with bat-like wings wrapped around itself like a cloak, crouched in the tunnel (an advanced pit fiend, 24 hit die).

The insane laughter is coming from a 12-foot-tall, gray-skinned, humanoid toad like creature (a grey slaad).

And the third guardian is a 9-foot-tall, golden skinned humanoid, with glowing white wings and topaz eyes (a solar).

There is not room to pass any of the three guardians unless they allow it and the fiend and the slaad will not allow anyone to pass by and will attempt to kill anyone who tries. Neither should be killable at this time and they will conjure whatever defenses are necessary to protect themselves.

But the solar can be negotiated with and is quite forthcoming with information.

- His name is **Devonallissis** and he was imprisoned here by beings known as the Masters over nine centuries ago.
- He willingly accepted the guardianship of the creature that lies within, for it is unspeakably evil, a thing hateful to all living things.
- He doesn't know the exact nature of what it is he guards, only that it once served a god and now it seems to serve only itself.
- Beyond the tunnel lies an unspeakably evil trap, but he doesn't know it's exact nature.
- Both **Urendthangrus** (the pit fiend) and **Rillikillinillikarrinarri** [rilly-killi-nilli-karri-narri] (the slaad), seem to have been driven mad by the length of their guardianship and their proximity to the Slowsilver in the tunnel floors.

Given a name to the substance, a new Knowledge: Planes check (DC 20) can be attempted if the first one failed.

Devonallissis has some biases and a powerful superiority complex due to his celestial nature. But he can sense some higher purpose behind the group's presence here. If they can come up with a reasonably

good reason to allow them to pass, he will let them by (either roleplay it or Diplomacy check DC 20). But as they pass he will caution them.

“Proceed further if you must. But know this. I am charged to defend Life. It is my purpose and my existence. Should you release the thing that lies beyond, we may come into opposition, you and I.”

Encounter Nine: If You Put Your Hand in the Fire, There's No Reflex Save

Past the solar, at the end of the tunnel is another circular chamber, 50 foot wide with a high vaulted domed ceiling 40 foot high. The room is lit by softly glowing crystals, which are imbedded in the ceilings and walls all around the chamber. Leading out of the chamber are two other passages from which can be heard the sounds of the other guardians.

The floor of the chamber is decorated with swirls of silver lines that spin and swirl in confusing, arcane patterns. The silver lines appear to be made of the same silver stone-like material from the floors of the tunnels. In the center of the room is a stone pedestal extending out of the floor, roughly four feet high.

The entire chamber radiates powerful magic of both a necromantic and abjuration nature.

On the top of the pedestal, the surface has a lot of geometric indentations cut into its surface. Around the outer edge are carved runes (in ancient Flan). If a character tries to Decipher Script, the DC is 20. If one of the party can read the runes, they read

Seek ye the Sun, and ye shall grant power unto the Light.

Seek ye the Moon, and ye shall find Death Eternal.

(Give the players Adventure Handout 2. If they cannot decipher the runes, only let them see the diagram, not the text.)

But if two (or more) characters can read ancient Flan, something interesting happens. Old languages can sometimes be interpreted with different meanings. A second possible translation of the runes could be

The way of the Sun shall empower illumination to all.

The way of the Moon shall grant passage to the Dead.

Even when it was originally written, it was not written clearly. So trying to accurately translate the exact meaning of an obscure language (or even using a *Comprehend Languages* spell), the pedestal should be quite puzzling for the party.

Searching the pedestal (Search DC 12) will reveal what appears to be a simple drawer approximately 8 inches below the surface of the pedestal set into the stone, and designed to blend in so as not to be immediately obvious. The drawer appears to be secured by a simple thumb latch.

The thumb latch is not so simple though. It is enchanted that it can only be released if in contact with a living, mortal creature. Outsiders, undead and magical effects don't qualify, nor do tools, staves, swords, etc. The switch must be release by the press of a finger.

If released, two things happen. First the opener takes 1d6 necromantic electrical damage, no saving throw, penetrating DR and SR. Second the drawer pops open revealing the items within. Inside the drawer are flat ½ inch thick geometric pieces of stone in the shapes of the depressions on the top of the pedestal. The shapes are

- A round disc that is gold on one side and silver on the other.
- A triangle with a gold edge, a silver edge and a copper edge.
- A square edged in gold, silver, copper, and steel.
- A diamond with a gold, brass, silver, and rust edge.
- A parallelogram with the slants edged in gold and silver and the sides edged in copper and rust.
- A pentagram edged in gold, copper, silver, rust, and steel.

Once all the pieces are removed, the drawer will automatically snap shut. It's actually a *Blink* effect immune to *Dimensional Anchor* effects, so trying to prop or hold the drawer open will fail every time.

When the masters created this chamber, they used it to power the entire prison complex with the life forces of their slaves. By placing the circle gold side up and each of the shapes in such a way that the gold edge faces the circle, the *Energy Drain* magic of the pedestal would activate, draining away the life energy of the one who placed the final piece into the pedestal.

If a character places the gold side of the circle facing up and the other pieces so that the gold edge is facing the circle, he will literally “grant power unto the Light”.

Placing the final piece into the puzzle, with the gold circle facing up, and the remaining pieces with their gold side facing the circle, you feel your life energies being drained, flowing from you into the pedestal. And as this happens, high above, the dim lights coming from the crystals imbedded into the walls and ceiling seem to noticeably increase in brightness.

The character immediately gains 5 negative levels as per the 9th level spell *Energy Drain*. Then the pieces fall through the surface of the pedestal, back into the drawer. The character takes a -5 penalty on all attack rolls, saving throws, skill checks, and ability checks, loses 25 hit points, and takes a -5 penalty to effective level. In addition, a spellcaster will lose his 5 highest-level spells. 24 hours later the character must attempt to make five Fortitude saving throws (DC 23). For each of the Fortitude checks that are failed, the character permanently loses one level. (See the DM's Note at the end of the module.)

Placing the pieces in the wrong manner either with the wrong edges facing the circle or placed into the wrong spaces cause all the pieces to fall back into the drawer again, requiring it to be opened again.

The solution to this puzzle is to "seek the moon" putting the disc silver side up and the individual pieces with their silver side facing the circle. If the players do this continue to Encounter Ten.

Encounter Ten: The Rings of Pain

With the placement of final piece, silver circle facing up and the other pieces with the silver side facing the circle, a chime-like sound resonates through the chamber. The pieces on the pedestal's face glow brightly and then begin to dim as the pedestal slowly fades from sight. But as it fades, the floor around it also begins to fade from sight. Within only a few seconds the pedestal vanishes and a 10-foot-wide hole appears in the center of the chamber. Various colors of light seem to glow from within the depths of the hole.

When the characters look into the hole

The hole is well lit and appears to be 50 feet deep, with a door set into the floor at the bottom. But the walls of the hole are glowing and each section is slowly rotating counter-clockwise at different speeds in a twisting, dizzying manner. The first five feet of the walls of the hole seem to be a ring of golden stone with arcane runes etched into it. Looking at the ring, a feeling of panic and impending doom fills you, but it passes after a

minute. After the initial ring of gold, the next five feet of the walls glow with a powerful white light. The next five feet are a electrical glowing blue, followed by a angry red, a virulent purple, a light-sucking black, a burning orange, an acitic yellow, a second powerful white light, and finally, a five foot section of normal stone at the end.

In the hole, the walls themselves are the sources of gravity and it is possible to walk down the walls to the door, stepping carefully to avoid the shifts in the rotating floors. If they try to enter by hanging off a rope in such a way as to avoid coming in contact with the walls, unless they are inhumanly well balanced (Balance check DC 24), they will find themselves drifting towards and then falling into the walls.

If they try to fly or use magical means of transport, they'll run into problems on the second ring.

(Su) The Rings of Pain (and their effects)

Gold The golden ring projects a terror effect similar to a golden great wyrm's Frightful Presence (Will DC 42). Creatures with less than 5 HD will panic and flee automatically into the lethal embrace of the guardians, but the characters should only be shaken (as was stated in the boxed text) and then press on.

White Each creature stepping through the white ring is hit by a targeted Greater Dispel. Roll a d20+20 vs a DC of 11 + the caster level on all active spells, summoned creatures, and magic items. Spells and summoned creatures are dispelled while magic items are suppressed for 1d4 rounds.

Blue The blue ring destroys the cohesive magic of any golem, animated object, or construct passing through it. Any of these items effectively takes 200 points of damage passing through this ring.

Red The red ring acts as a permanent Wall of Force repelling all outsiders and possessed creatures. Any other creatures can pass through normally.

Purple The purple ring casts Fear (Will save DC 30) on creatures of animal or lower intellect.

Black The black ring is essence of Dragonbane. It automatically penetrates SR and requires a Fort save (DC 20). Failure (such as on a natural 1) kills the dragon irrevocably. Therefore dragons will almost never risk the 5% chance of death here. This effect (and the consequences) will be obvious to Dragon Disciples and other draconic types, as it will affect them as well.

Orange The orange ring acts as a Greater Turning (as the Sun domain) affecting 25 hit die undead creatures; up to 40 hit dice worth to any

undead touching the ring. Ie, if Ferben Gräsch sets foot in this ring, he will be annihilated instantly.

Yellow The yellow ring has the effect of a Horrid Wilting spell cast at 20th level on any plant type creature entering it.

White This is a 2nd Greater Dispel identical to the one above.

Normal Stone This end section of the tunnel doesn't rotate, but a permanent glyph of Holy Word, Good sings to each creature stepping into it. There is no saving throw.

Non-good 12th level characters are deafened for 1d4 rounds.

Non-good 8th-11th level characters are blinded for 2d4 rounds and deafened.

Non-good 4th-7th level characters are paralyzed for 1d10 minutes and blinded and deafened. Paralyzed characters will have to be pulled from the ring, or they will never be able to leave it.

Since the effects activate every round, they are effectively permanent unless the affected character is able to move away.

Just outside each ring, a character with Spellcraft can make a skill check (DC 25) to identify what the next ring is doing. The effects on adventurers are noticeably few, but there are some Epic level spell effects going off here on a continuous basis.

The tunnel is designed to keep the prisoner, Ferben Gräsch, the High Priest of Vathris, trapped within and to prevent any servants of his from freeing him. It has been successful until today. Within the distance between the two white rings is an anti-magic zone dispelling all magical effects (spells) but not supernatural effects such as the other sections of the walls.

Encounter Eleven: The Halls of Pain

Beyond the door the characters emerge into the prison itself. They are on the inner surface of a 20 ft. radius sphere (gravity and 'down' are now outwards, so they won't fall to the center). The inner sphere has been quartered into eight 25 ft. triangular rooms, 25 ft to a side. Between each triangular room is a 5 ft wide corridor, linking everything together. Because of the construction, a character standing at an intersection can see all the way around the inner surface along both axis to the opposite wall 40 ft away.

All of the doors are made of stone. The doors to seven of the eight rooms are unlocked. The eighth, leading to the stairs and the audience chamber beyond does have a lock (DC 25) but the key can be found in the living quarters. Each room is triangular with 25'

walls, but since it is inside a sphere, the corners of the rooms are at right angles to each other with the roof angling to a point, 15 ft above.

1. The Library
2. The Chapel
3. The Scrying Chamber
4. The Tomb
5. The Living Quarters
6. The Laboratory
7. The Kitchen
8. The Stairs

The Library

Beyond the door is what appears to be a library. A small everburning candle illuminates a desk with a chair, but the rest of the room is filled to the ceiling with shelves of ancient tomes and manuals. A sense of great age permeates the room and a thick layer of dust lies over everything.

There are hundreds of books in this room, but a Gather Information check will reveal that they all focus strongly on certain subjects.

DC 15 – ancient Flannish gods and their religious practices

DC 18 – Infernal creatures and devils, especially their names and methods of controlling them

DC 24 – necromancy with an emphasis on liches and death magics.

Characters who have already been in the Laboratory receive a +2 circumstance bonus on the last Gather Information DC (DC 22 instead).

The Chapel

Behind this door seems to be a shrine to a god. Various symbols and hangings decorate the walls, while a basin of water lies in a triangle formed by three candlesticks. The room doesn't appear to have been entered in quite a long time.

A Knowledge: Religion check (DC 24) reveals this room to be a shrine to Vathris. In the basin of water is a masterwork silver dagger with a broken blade.

The Scrying Chamber

The floor beyond the door is carved with arcane markings and is totally free of dust, unlike some of the other rooms.

This is the room that Gräsch uses to keep an eye on the world outside, although he hasn't bothered in several

years. The floor will radiate magic if detected for and a Knowledge: Arcane (DC 15) will reveal the symbols carved into the floor to be used in scrying. A Detect Magic will also reveal a permanent *Unseen Servant* in the room who keeps everything neat and tidy.

A character may attempt to Scry a location known to them (a Spellcraft check DC 20 due to unfamiliarity with the exact methods) if they wish. If they do, the DM should play it by ear but not give them any information, which would detract from the remainder of the module.

The Tomb

Centered in this room is a sarcophagus, 12 ft long and 4 ft wide. The lid is slightly ajar and a thick layer of dust covers the room.

Ferben Grasch used this chamber from the time of his death until his final conversion into a lich. Then he left and never returned to this room. There is nothing of value anywhere.

The Living Quarters

Beyond the door lies a simple bed with a small nightstand, a desk with a chair, and a chest and armoire. Hanging from a peg above the chest is a key and several sheets of parchment lie on the desk.

The key above the chest opens the door to the stairway. The chest is full of religious tomes and there are several sets of ancient clerical garments hanging in the armoire. The writing on the sheets of parchment is in ancient Flan (Decipher Script DC 20). Characters able to read them should be given Adventure Handout 3 – The Notes.

There is nothing else of interest or value in the room.

The Laboratory

The several tables in this room are covered with flasks, candles, beakers, and vials. For some reason, a strong acidic odor blended with an odd spicy flavor gives an unsettling feeling of death waiting here.

A Bardic Knowledge or Knowledge: Alchemy check (DC 10) will reveal the spicy odor to be the spice myrrh. This is the alchemical lab Grasch used to

complete the potions he needed for his transformation. A Knowledge: Alchemy or Knowledge: Arcane check (DC 26) will reveal that some of the residues of the compounds still to be found in the various containers can be used in powerful necromantic magic spells.

The Kitchen

As the door swings open, a cooking pit can be seen against the back wall. There is a table with a single chair in the center of the room with a single place setting on it. Various metal knives, pots, and cooking utensils hang from racks on the walls, but they appear to be completely rusted, as if with the passage of hundreds of years.

After his transformation into a lich, Grasch has never had a need to return to this room. Everything here is fragile with age and there is nothing of value.

The Stairs (the only locked door)

Opening this door, the room is completely empty except for a single inexplicable item. In the center of room is a metallic circular staircase ascending up and through the pointed ceiling at the top of the room. Where the stairwell seems to meet the ceiling, the area is surrounded not by darkness like a spell effect but by a strange dimness interspersed by occasional small flashes of static or lightning discharges. A strong smell of ozone accompanies a low-pitched buzzing sound coming from the area.

The door to this room is not trapped, but it is locked (DC 25).

Ferben Grasch's spells are not the spells of 594 and so the effects of some of them are completely alien to the characters' experience. This is one such effect. While it should be extremely unsettling to climb a metal buzzing staircase with small crackles of lightning going off around them, characters can ascend the staircase without harm. The spell at the top is actually a different sort of high level transport spell, which bypasses the standard restrictions of a *Dimensional Anchor* (Spellcraft DC 24 to figure this out). At the top of the staircase is a landing leading to the Audience Chamber.

Encounter Twelve: Seat of Power

Emerging from the landing at the top of the stairwell, you find yourself in a small antechamber leading into a large circular hall. At first it seems the room is dark, but as your eyes adjust, you realize that there is a dimly lit path leading from here to the center of the room. Everything in this room seems to be a flat black color and the light's only purpose is to outline the black contents of the room against the black background. The effect is eerie.

From the landing, the 10 ft. wide path extends through angled columns to a raised platform in the center of the room, 80 ft away. The slender columns are about 2 ft wide and extend up and back at an angle towards the darker recesses near the top of the room. And the columns are staggered for some reason. There are two a couple of feet from the landing on either side, then there are two more 7 feet beyond, then two more 4 feet beyond that, then 7 then 4, all the way down the path, a total of 10 columns on each side.

On the distant raised platform there appears to be a figure sprawled in a stone chair. It appears to be dressed in dark colored, but richly appointed clerical vestments, but it doesn't seem to have reacted to your presence.

But as more of the chamber becomes apparent, you begin to sense there is a chill weight pressing down on this entire room, giving you a remembered sense of being closed in and trapped. And then it registers. Shadows. Wights. Wraiths. Undead that drain away life energy. That's what this place feels like. You're in a deep well of negative life draining energy and it all seems to be focused on the figure sitting like a spider at the center.

Give the players Adventurer Handout Four, the illustration of the chamber. It will be obvious to any character with at least low light vision that the columns are actually the forelegs of 10 gargantuan spiders flanking the path to the center. They appear motionless, but could possibly be undead and merely waiting to attack.

In actuality, the spiders have been dead for centuries from the energies of this chamber and petrified in place. They were pets of Ferben Grasch in his younger hell-raising days and he kept them with him for sentimental reasons.

At the center of the room is the lich Ferben Grasch and he has been aware of the party since they first entered the complex.

👑 **Ferben Grasch**; Lich; Cle25; 196 hp.; LN

Grasch is NOT a combat encounter and he will not attack the party. If they should attack him, he will endure their attacks until he loses 50% of his hit points. Then he will laconically drawl in a dry and musty voice, echoing through the room

"With my death you fail your mission and doom the lands of Urnst. I welcome the darkness. Finish what you've begun."

Grasch no longer cares. When he was given the task of defeating the weapon of the Ur-Flan, he was young and believed that the ends justified the means. He embraced his mission and did what was required so that he would be able to serve his god centuries later. But during those centuries of waiting, he was imprisoned, his god was thrown down and driven into the wilderness, prayers and devotions no longer bring the same sense of completeness that they once did, and the negative energies infusing his being have slowly corrupted the holy devotion to his mission and caused him to give in completely to despair.

If they decide to talk with him instead of kill him, Ferben Grasch is moody and depressed. He will answer questions if they ask them of him, but his preference is actually to die and let the cruel comedy of it all to be ended. The characters will need to remind him of his mission and convince him that he is needed in the world above. The Diplomacy check on this is DC 30. But every valid argument that the party can come up with should count as a +2 circumstance bonus with their final roll. In addition, up to **two** other members of the party can use Aid Another to also increase their final total.

The emphasis on this encounter should be on role-playing as opposed to "roll-playing" and the party should eventually convince him to take up his mission once more. Only allow the party their first Diplomacy check and then make them work to come up with enough arguments to hit their target number.

If the party asks Grasch how he can deal with the devil incursion and the Tovag, the great god Vathris granted him three abilities long ago to deal with the various difficulties:

- He has instant recall and knows the name of every devil of the third rank or higher within their entire infernal hierarchy.
- He knows ceremonies that can shatter the spells placed upon the Tovag by the Ur-Flan long ago.
- And he has access to spells and domains that are no longer known in the world above.

If the party kills the lich, they will be able to exit the way they came, but they will have failed in their original mission: to bring Ferben Grasch back to

Radigast City. Since he will not fight, there is no experience to be gained by killing him.

Encounter Thirteen: Finality

Having convinced the lich of his true duty, Ferben Grasch rises from his chair and leads you back the way you came. Initially he moves like a feeble old man, but gradually his stride seems to take on more and more purpose. His pace is almost militant when he stops at the entrance leading to the multi-colored tunnel. His voice seems changed as well, youthful and vibrant with a new sense of purpose.

"Now we face two challenges followed by three more. I cannot pass the rings unaided. While they are designed to stop all but the pure of heart from entering, they are specifically crafted to prevent me from leaving. If any part of my body touches the passage beyond, I will be forced towards the orange ring, which will destroy me utterly. Dragging me along the ground will have a similar effect. I must remain as close to the center of the passageway as possible to avoid this. But due to the greater dispels, magical means will be far too risky."

If two (or more) characters try to rig a sling or traverse to carry him between them, ONE of the carrying characters will have to make Reflex checks DC 14 each time they cross from one ring to the next (whichever character has the worst save, 10 checks in all) because of the different speeds the rings rotate.

The obvious solution is that one of the characters will need to carry Grasc through the tunnel. Being a dry husk, he only weighs about 40 lbs, even with his vestments and equipment. But if a character volunteers to carry him (or is volunteered), he turns to that character.

"Which brings us to the second challenge. I have dwelt in that chamber for centuries and the energies from the Dark Plane infuse my being. If you are holding on to me, I will try to resist the urge to drink, but I may not be able to control the effect. Are you still willing to carry me?" The lich's skull-like visage seems to be grinning with a black humor.

Considering that he gave up his entire life for this mission, the character losing a level or two doesn't concern him that much. But he is telling the truth that he will try to resist the effect. There's still not really a good alternative, so the player is going to have to have some "faith" and bite the bullet.

"Excellent! That will bring us to the final set of challenges, namely the three Guardians. As soon as I exit from the tunnel, they will be released from their restraints and will likely be upon us in

less than twenty seconds. It will take me at least a minute to affect an escape. Therefore, you will need to keep the guardians off of me or they will kill us all. Do you have a plan for accomplishing this?"

This is the final battle of all 15 of the modules and the players need to be clear on what actions they will be taking once they exit. The party should rest and recover spells before going into the last fight. If they don't think of doing this, the lich will scornfully ask them

"Do you intend to go into this fight at less than your best?"

Once the lich exits, the clock will start. The combat is going to be a nasty melee and it needs to move quickly. Players who are undecided as to what to do each round should be skipped over to give them a sense of a real time crunch.

The Tunnel Passage

If the party tries to test the lich's statement while still in the prison, they will be able to carry him with no adverse effects. But as the character(s) carry Ferben Grasc through the Rings of Pain, each ring flares and strobes violently with light as the lich passes through it. This lethal distraction breaks his concentration and Grasc is only partially successful in keeping in the darkness. The character(s) carrying him will take 1d8 per APL (Will save DC 20 for half) from the chilling negative energy damage but suffer none of the paralyzing touch effects. This is total damage, not damage per ring. Inflict the damage as the PC exists the Ring of Pain.

If the party is using some extra-dimensional storage device (like a bag of holding) to convey Grasc, the strobe effects still go off, but the damage will come from the flaring rings themselves (again Will save DC 20 for half), instead of the lich.

If this is sufficient to render the character unconscious or kill her, the character will still manage to stagger out of the far end of the tunnel before dropping the lich to the ground. (Heroic, eh?)

The Order of Battle

Round 0:

The rest of the party may decide to precede the lich out of the tunnel. They may have several rounds to prepare before the fight, if they think of it. **But this option shouldn't be a gift. If they don't think of it, go directly to Round 1.**

Round 1:

The lich and his player "mount" step out of the tunnel. The chains holding the guardians vanish

(surprise round). Roll for initiatives. The party has a round to act.

Round 2:

Grasch casts an unknown spell, which eradicates all the slowsilver in the entire complex. The fumes released force all the characters to make a Will save, DC 18 or lose 2 points of Con. The devil and solar move down the tunnel towards the party, but are still out of sight. The slaad casts *Summon Monster from a scroll*, then distributes potions to his new allies. The party has a second round to act.

Round 3

Grasch casts an unknown spell, *Invisibility to Celestials*. The party has a third round to act. The slaads all drink potions of Haste. The main slaad casts (APL 6) *Protection from Law* on its red slaad minion.

(APL 8&10) *Magic Circle vs Law* on itself, granting a +2 deflection bonus to AC and a +2 resistance bonus to saving throws from lawful creatures (not figured into the stat blocks!) (APL 12) the death slaad casts *Cloak of Chaos*, effective against all alignments and also protects his allies (already in the stat blocks).

The devil and solar both initiate a charge into the chamber. Read

At the end of the round, an enormous roar comes from one of the tunnels. Please make a Will save, DC 19.

(wait for the results, then continue)

A wave of mind-numbing fear passes over you as the 24-foot-tall red-scaled bipedal creature with bat-like wings comes leaping out of the tunnel. Standing, it's the biggest pit fiend you've ever heard of. Seeing you, it crouches and leaps. Terror roots you where you stand and your life flashes before your eyes as certain death clears the distance in a single horrific bound. But as the claws stretch out to squeeze the blood from your body and consume your soul a shout comes

"DEFEND LIFE!"

and Devonallissis the Solar slams into the side of the pit fiend and they go rolling off to the side in an epic grapple.

Note: If the players have put up walls or barriers, the devil and solar both have access to *Teleport* while the blue slaads can use *Passwall*.

Round 4:

Glancing at the struggling solar and devil, Grasch says, "There's only the last one. Deal with it!" and he begins casting again. But from the third tunnel comes a horde of creeping, hopping and flying insects in a thick swarm, which quickly fill the entire chamber. The slaad just cast an arcane *Insect Plague* from a scroll, became invisible via potion or at will and advanced down the tunnel behind his minion(s). The slaad minion(s) take potions of *Invisibility*. The party has a fourth round to act. They can position themselves, but spell casting is difficult if they are within the area of a swarm. The slaad minions will invisibly enter the room on their initiatives on the fifth round while the main slaad will cast its first spell as described under *Tactics*. Red slaad will attack, while blue slaad will invisibly move into positions equidistant from each other around the room before using innate abilities to attack (if such movement is possible).

In dealing with the *Insect Plague*, a locust swarm for every two APLs (3 at APL 6, 4 at APL 8, 5 at APL 10, and 6 at APL 12) (MM page 239), each with over 5000 locusts come out, each attaching itself to a different character. Each swarm occupies a 10x10 ft space and they can overlap. Each swarm has 21 hit points but is immune to weapon damage, requiring area effect spells to clear them out. Each swarm moves 30 ft per round and does 2d6 damage against any target in their space. Creatures beginning their turn inside a swarm must make a Fort save (DC 12) each round or be *nauseated* for the round (and unable to attack, cast spells, concentrate on spells, or do anything else that requires attention.) Nauseated creatures may only do a single move action.

Round 5-10:

This should be a tremendous fight. The *Insect Plague* will inconvenience the characters, while the slaads are hasted and each round are using either "at will" innate abilities or else the wands provided by the first slaad. (Red slaads only use the wands and then move 60 ft to get away from melee if necessary) Character fatalities are extremely likely as this is written as a kill EL and the battle will probably be very fast and very brutal. The players' only hope of survival will rest on how well they planned for the battle before it started. At the end of the 10th round, Ferben Grasch finishes casting and shouts, ***"The Tovag is suspended! Flee if you can!"***

Round 11+:

Ferben Grasch casts an unknown spell, *Thunder Walk* (like *Wind Walk*, but much faster) and

rumbles away down the tunnels. Devonallissis rises from the huge broken body of his foe, shakes his head at the characters sadly and strides through a glowing portal that appears and then closes in a nearby wall. Any remaining slaadi chuckle at any survivors and say ***“Aaass, but we’re not finisssshed yet!”*** and continue the fight to the death.

Tactics: The green, grey or death Slaad is a chosen champion of its kind, with better (but not elite) stats and hit points. It uses the caster level of its abilities to use the scroll summoning its allies. The Slaad Guardian summons his own special wrecking crew instead of random creatures, so the attack will be well coordinated and equipped. Being summoned creatures, the lower slaad are unable to Summon additional reinforcements. But the minions will be able to buff a bit before the fight as well, so it should balance out.

The red slaads will leap into melee. The other slaads will spread out and stand back, using their innate abilities as much as possible unless they are engaged in melee. Then they will do full attacks hand-to-hand plus the extra attack from being hasted.

APL 6:

- ✚ advanced green slaad, hp 108, Appendix C
- ✚ red slaad (summoned for 13 rounds), hp 68, Appendix C

APL 8:

- ✚ gray slaad, hp 138, Appendix C
- ✚ 2 red slaads (summoned for 15 rounds), hp 72, Appendix C

APL 10:

- ✚ gray slaad, hp 138, Appendix C
- ✚ 3 blue slaads (summoned for 17 rounds), hp 79, 78,76, Appendix C

APL 12:

- ✚ death slaad, hp 180, Appendix C
- ✚ 3 advanced blue slaads (summoned for 17 rounds), hp 138, 132, 130, Appendix C

In the fight roll a separate initiative for each slaad. The fight should be a lot more interesting that way and will give each slaad a sense of identity.

The green slaad (APL 6) will cast *Dispel Law* on the first round. This will increase its AC vs. lawful creatures by 4 (not included in the stat block) and have other effects as well. See the spell.

The grey slaad (APL 8&10) will cast *Shield of Faith* on the first round. It will remain invisible until it can

achieve the best tactical effect, then begin with *Power Word Stun* to take out the strongest fighter.

The death slaad (at APL 12) will cast *Power Word Blind* at the strongest looking fighter on the first round. The following round it will begin using *Implosion* for up to four rounds to take out spellcasters and anyone else.

Encounter Fourteen: The Aftermath

In the event of a TPK (total party kill), the slaad eventually leaves for its home plane leaving the party to rot in this tomb deep below the surface. Or if the party defeats the slaadi, they may decide to rest for a bit before trying to depart.

But the lich was as good as his word and traveled directly to Radigast City. There he routed the remnants of the Lord of the East's armies and then conferred with the Crone (Belissica) and Nimar on the events leading to his release. Nimar immediately organized a rescue party. So 24 hours after the end of the battle, eight high level wizards and clerics will suddenly *Teleport* into the room looking for survivors or body parts.

If there were survivors of the final fight, role-play the rescue and return to the capitol leading to the Conclusion.

But if everyone died:

Death is a peaceful kind of place, especially after that last fight. Your souls begin to drift towards the higher places where they will spend the rest of eternity. But a question comes from somewhere, “Do you want to come back and live again?”

After all, the spirit of someone having a *Raise Dead* cast upon them must be willing to return...

Any character that was killed will be granted a free *Resurrection*, once their bodies are returned to the capitol. A small enough price to pay in exchange for their heroic sacrifices.

Conclusion

It would make a glorious ending to say that Good triumphed easily over Evil in the end. After all, the bards will sing epic songs of such things if you toss them a few silvers. But half of Radigast City was destroyed in the final battle that lifted the siege and broke the back of the invading army. The more powerful devils seem to have been banished, but reports still trickle in of isolated incidents in remote areas. Teleports seem to work again and honors have been piled upon your

shoulders, but the cost was high, in some cases much too high.

The lich Ferben Grasch single-handedly broke the siege and routed the armies of the Lord of the East. He seems to be an honorable sort. Yet for all that, he's still a powerful creature. It is rumored that he's currently operating somewhere in the city, but only the Countess and Nimar seem to know any details and they're not talking.

As they say, "Greyhawk wasn't built in a day", and it will take a long time to repair the ills of past year. Already rumors fly of a possible famine, an aftermath of the civil war. And other ill winds are beginning to blow. You've given great service to County of Urnst. But the need for your services hasn't ended just yet.

The End

Final Note to the DM: If a character was level drained by the *Energy Drain* trap in Encounter 9 and permanently lost levels, *Restoration* spells (380 gp ea) will bring their experience back to the minimum required for their lost level(s). But the player has to think of this solution before the session/TU concludes and the ARs are signed or the level drains will be permanent.

Notes

THE NUMBERS

The Outer Sphere 200 ft radius sphere, 680 ft from entrance to entrance

The First Pit 30 ft of wall, 20 ft of open drop to the Center Sphere.

The Center Sphere 150 ft radius sphere,

The Second Pit 80 ft to the floor

The Three Tunnels. 70 ft radius sphere, 220 ft from pit to pit

The Third Pit 50' of corridor to the center 20 foot of Chambers

The Chambers Internal surface of a 20 ft radius inner sphere is 5027 sq ft or a circumference of 125 ft., so the two maps should be about a 30' radius circle each.

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 Four

Choosing the fourth (hidden) path. (role playing reward).

APL6 100 xp; APL8 125 xp; APL10 150 xp; APL12 175 xp;

Encounter Six

Defeating the guardian oozes.

APL6 210xp; APL8 270 xp; APL10 330 xp; APL12 390 xp;

Encounter Seven

Not falling into the hole.

APL6 30 xp; APL8 30 xp; APL10 30 xp; APL12 30 xp;

Encounter Nine

Not losing a level to the pedestal trap

APL6 180 xp; APL8 240 xp; APL10 300 xp; APL12 360 xp;

Encounter Twelve

Convince the Lich to save the County (role playing reward).

APL6 80 xp; APL8 100 xp; APL10 120 xp; APL12 140 xp;

Encounter Thirteen

Holding until the lich can escape

APL6 300 xp; APL8 360 xp; APL10 420 xp; APL12 480 xp;

Encounter	APL6	APL8	APL10	APL12
Four	100	125	150	175
Six	210	270	330	390
Seven	30	30	30	30
Nine	180	240	300	360
Twelve	80	100	120	140
Thirteen	300	360	420	480
Total				

(Total Possible)	900	1125	1350	1575
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Total possible experience:

APL6 900 xp; APL8 1125 xp; APL10 1350 xp; APL12 1575xp;

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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Total Possible Treasure

Recognizing your efforts for the county, the remaining nobility of Radigast City pooled their resources and present you with a gift.

Total possible gp:

APL6 800gp; APL8 1250gp; APL10 2100gp; APL12 3000gp

Special

On the Adventure Record

Dealing With Devils: The characters have made a pact with devils granting the Infernal realm permanent access to one half of the County of Urnst. The character must spend 4 TUs and receives maximum Gold and Experience for them. But word spreads and stories are told that these are the characters that opened a permanent gate to the lower regions, allowing the devils to come and go as they pleased. From this time forth, this character has a permanent – 10 reputation modifier to all Charisma based skill checks.

Saviors of the County: In gratitude for the party's heroic sacrifices and efforts towards cleansing the County of Urnst of the Devil Infestation, the following rewards and honors are granted

1) Favor of the Lords and Ladies of the County: The Countess, her lords and gentry wish to show their appreciation. Therefore they pool their varied influences with the powerful churches in Greyhawk City and grant the character a one-time access to a *True Resurrection* spell. If the character ever dies, he or she may spend 26,530 gp (the cost of casting the spell) and 1 TU traveling back from Greyhawk, but they will not lose a level for dying. Cross this favor out once it has been used.

2) Favor of the People of the City: The craftsmen and shopkeepers of Radigast City use what influence they have to make available to the character any single Minor or Medium enhancement from tables 7-5, 7-6, 7-14 or 7-15 of the DMG. This enhancement may be added to the purchase of a +1 magical item (the character still pays the full price of the item). Cross this favor out once it has been used.

3) Favor of the Gentry of the County: In return for the characters efforts, the lesser nobility of the County of Urnst grant each character a small plot of land somewhere in the County. This is a roleplaying award (with no material value). To learn where your particular character's plot of land is located, contact the County of Urnst Triad (who will handle the details).

Tattoo Removal: 100 gp. At the end of this module, a method becomes available which can remove the magical tattoos from the module "The Winds of Change". While the symbols were applied using a modified Arcane Mark spell, the procedure to remove the tattoo is alchemical in nature. Most of the cost is for the materials to burn the tattoo off without injuring the person beneath.

Note: There may still be advantages to having the tattoos in later modules. Therefore this process is completely optional and at the character's discretion. The process can be used to remove a tattoo after any module set in Radigast City.

Swan Familiar: As a reward, the PC may take on a special Swan Familiar provided by the Underley Network.

Small Animal; HD 1d8+1; hp 9; Init +2 (Dex); Spd 10ft, Fly 60ft (poor), Swim 40ft; AC: 13 (+1 size, +2 Dex), Touch 12, Flat-footed 13; Base Attack/Grapple: +1/-2; Attack: Bite +4 (1d3-4); Full Attack: Bite +4 (1d3-4); Align NG; Space/Reach: 5ft/5ft; SA: -; SQ: -; Saves: Fort +3, Ref +4, Will +0; Abilities: STR 4, DEX 14, CON 12, INT 4, WIS 10, CHA 10

Skills: Swim +11, Spot +5

Feats: Weapon Finesse

Swans normally avoid combat if possible, however they can attack with their bill. Also, a Swan can issue a trumpet once a round. There is no combat effect, but it can be an effective alarm.

They receive a +10 racial bonus to Swim checks and a +5 racial bonus to Spot checks.

A Swan Familiar grants its master a +3 bonus to Swim checks. Within the County of Urnst, a Swan Familiar will be recognized as a symbol of honor and respect. When dealing with any County of Urnst official, a Swan Familiar will confer a +2 circumstance bonus to appropriate social skills.

Item Availability:

APL 6 and 8: Potion of Haste, +1 Mithral Chain Shirt, Frequency Regional

APL 10: as above plus +2 Mithral Chain shirt, +2 Cloak of Resistance, Frequency Adventure

APL 12: as above plus +3 Mithral Chain Shirt, +1 Mithral Breastplate, Amulet of Natural Armor +2, Gloves of Dexterity +2, Frequency Adventure

Appendix A: The Wrong Decision

By choosing one of the three paths offered by the Tinker, the party has erred, but possibly not irrevocably. They have one last chance to save themselves and the County from their choice, although they will NOT be able to conclusively resolve the crisis facing the County of Urnst.

The Tinker says "Well we've got quite a ways to go." and waves his hand at the cart and donkey, both disappearing with a ripple of light. Then he leads you down the road you've chosen. Time passes, but as the conditions of Ceivecerei press upon you, he hands out more cups of juice which fortify you against damage or the need to sleep. And gradually, the terrain seems to change.

The heat remains oppressive, but the enormous red sun high overhead fades from sight behind a permanent reddish haze that covers the sky. Dead twisted trees begin to appear along the sides of the roads and in the distance can be seen razor sharp mountains that rake across the horizon like horned claws.

More time passes and you come to a slightly cooler area, a marshland with hundreds of pools of stagnant water and stunted bushes and blighted trees. Swarms of hellish droning insects approach your group in waves, only to veer away from the scornful gaze of the Tinker.

At this point have the players make a Knowledge, the Planes check DC 20. Any who succeed realize that somehow they've left Ceivecerei and are now in one of the planes of the Hells.

Eventually, the road leads to a large white temple surrounded on all sides by broken Grecian columns emerging from the marshy ground. As you approach the entrance, four bone devils, their scorpion-like tails held at the ready move aside to let you pass. The Tinker leads you into a huge circular chamber at the center of the shrine where an amazing structure stands. A great sundial rises out of the center of the floor, extending thirty feet up into the air. Equidistant along the walls are carved five runes of an indecipherable nature. And set into the pinnacle at the top of the sundial is an enormous rusted iron ring.

As you watch, several chain devils appear and fling their chains out and magically attach them to the iron ring. Then with a shout and the grating of stone on stone, they pull with unearthly

strength, ponderously turning the dial until it points at one of the runes.

The rune carved into the wall slowly begins to sparkle as a glowing oval gate appears in front of it. The Tinker says "Your passage home. But before you go to claim your rewards, step over here for a moment."

He leads you over to a small fountain near one wall, spraying crystalline water and accompanied by a musical tinkling sound pleasing to the ear.

"When the two gemstones were joined to the sword of power, it opened the portals of the Tovag but it also had two other effects.

First, the spirits that dwelt within the gems escaped and possessed two of the people standing nearby. The crone gem first tried to possess Lord Nimar, but being a powerful wizard he was able to throw off the possession. So instead the crone moved to the next available target, namely Countess Belissica. The Crone has been a relatively benign guest since then, working to oppose the other spirit, from the Hilt gem. This evil entity moved out and possessed Terarde Duncombe. Then it seized possession of the enchanted blade and returned to Duncombe's forces in the East to begin the war.

"But the other effect was that the holder of the sword was granted lordship and dominion over any devils within the County. When our forces tentatively entered your world, the possessed Duncombe immediately captured their wills and loyalties. Shortly thereafter, he allowed us to destroy the demons infesting the Dungeons of Ventnor. But for the most part it has been a very one-sided partnership with the spirit of the Hilt Gem controlling everything.

"This is where you come in."

Before you exit through the gate, dip your weapons into this enchanted pool. It will imbue your weapon with the ability to destroy the enchantments on the Tovag and sunder the sword of power. Understand though, such a powerful effect can only be held by any weapon for a short time. From the time you exit the gate, you will have ten minutes to touch one of your weapons to the surface of the Tovag. This will break the Hilt gem's hold over our people and we will then be able to bring (the Countess/Terarde/the

characters) to (her/his/your) rightful place as the ruler.

What remains is mostly roleplaying of the final decision: whether or not to act on the choice made earlier. Dipping their weapons into the fountain will cause them to sparkle and glow and chime like the water does. Exiting the gate the party will find itself stepping out of the stone face of the Tovag located near Stone Battle if they chose the Countess, near the Crystal Springs if they chose Terarde, or in the ruins of Ventnor if they chose themselves). Once they step through the gate, they will have 10 minutes to decide if they are going to open the County to the devils or back out of the deal.

If an enchanted weapon touches one of the Tovag before the 10 minutes elapse, all five stones across the County will shatter and be destroyed (lifting the Teleport block). In addition, the sword held by the LOE will also be destroyed, leaving only the two original gemstones. The devils will be freed of the dominion of the Hilt gem spirit and will fulfill the pact made with the characters. But a permanent, open two-way gate to the Hells will appear in either Radigast City or in Jedbridge.

If the players chose Belissica or Terarde Duncombe, they will receive 4 TU's gold and XP, but they take the penalties as listed on the AR.

If they chose themselves, the DM should collect the player's character sheets and ARs at this point, for they are now officially NPC's belonging to the Triad.

And the module will end here.

But if they choose not to destroy the enchantments, their weapons will slowly return to normal and the module will end. But there will still be a few consequences.

First, the characters will each receive 400 XP (at all APLs) for having narrowly diverted a disaster. In addition, things will continue as they have for the past year with bad times still to come for the County. Furthermore, unless the devils presented his head to the Countess, the situation will be ripe for Lucius Grakkon to re-emerge from hiding and begin his true drive for power.

But while they were trapped in Ceivecerei, the Hilt Gem spirit lauched a final assault at Radigast City, this time with the support and direct aid of the battalions of fiends at his command. While some of the Lord of the East's troops recoiled in horror from their new 'allies', with this additional strength Terarde was still able to crush the last resistance of the forces loyal to the Countess.

Some of the nobility were able to escape the sack of the city, most notably the Lord Mage, Jacobis Underley. But Belissica, Nimar, the Lord Mayor and many others were captured and forced to sign an agreement of surrender, naming the Lord of the East and of the West:

Count Terarde Duncombe.

-finis-

Appendix B: Cheat Sheet for Ooze and Slaad Combats

All Oozes

Acid: All oozes do extra acid damage on hits as indicated. The differences between them are

Type	melee	affects	cnstnt contact	Ref Sv	Specials
Grey Ooze +1d6/d8	not stone	16 pts/round		16	Weapons dissolve, auto damage on grapple
Ochre Jelly+1d4	only flesh	-		-	Attacks split jelly, auto damage on grapple
Black Pudding	+2d6	not stone	21 pts/round	21	All above
Gelatinous Cube	+1d6	only organic	paralysis	13	Engulfs, Paralysis, Transparent (Spot 15)

Acid: full round contact does damage from all oozes, but especially the Grey Ooze and the Black Pudding. Items get saving throws as shown, but unless they avoid the encounter, the characters will be walking around the “mud” for 10 rounds or more. It is assumed that (statistically) their shoes and boots will fail at least one of the checks during that time and be destroyed. Hence there is no reason for the DM to be rolling dozens of “tell-tale” saving throw dice when the characters enter the encounter.

Gelatinous Cubes

Paralysis: A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. *While it is flattened out, the paralysis is only a local effect (feet), anesthetizing its prey to the danger.*

Engulf: A gelatinous cube can forgo its slam attack, choosing instead to move into the same space as its targets. Opponents can make opportunity attacks, but if they do they are not entitled to a saving throw. Those who do not take attacks of opportunity can make Reflex saves, DC 13 to avoid being engulfed.

Black Puddings and Ochre Jellies

Split: Slashing and Piercing weapons (and electrical attacks on jellies) do no damage and split the creature into two identical halves. Creatures with less than 10 hp will not split.

Black Puddings, Ochre Jellies and Grey Oozes

Improved Grab and Constrict: the creature may attempt a grapple as a free action if it hits with a slam attack. If the grapple is successful it deals automatic slam and acid damage each round.

Slaads

All: All Slaads have Resistance to acid 5, cold 5, electricity 5, fire 5 and complete immunity to sonic damage. They all also have Darkvision and Fast Heal 5. All the slaads are wearing armor

Grey or Death: at APL 8+, the main slaad also has Damage Reduction 10/Lawful.

Red	Blue	Grey	Death
Pounce	Bite causes Slaad Fever, Fort DC 18	<u>AT WILL</u>	<u>AT WILL</u> <u>3 / DAY</u>
Implant	Hold Person (DC 13)	Chaos Hammer (DC 18)	Animate Objects Circle of Death (DC 20)
(Fort DC 16)	Passwall	Deeper Darkness	Chaos Hammer (DC 18) Cloak of Chaos (DC 22)
<u>ONCE / DAY</u>	Telekinesis (DC 15)	Detect Magic	Deeper Darkness Word of Chaos (DC 21)
Stunning Croak	<u>ONCE PER DAY</u>	Identify	Detect Magic
(Fort DC 16)	Chaos Hammer (DC 14)	Invisibility	Dispel Law (DC 19) <u>TWICE PER DAY</u>
Green		Lightning Bolt (DC 17)	Fear (DC 18) 60% Summon 1-2 Blues
		Magic Circle vs Law	Finger of Death (DC 21)
<u>AT WILL</u>		See Invisibility	Fireball (DC 17) <u>ONCE / DAY</u>
Chaos Hammer (DC 17), Detect Magic		Shatter (DC 16)	Fly Implosion (DC 23)
Detect Thoughts (DC 15), Fear (DC 17)		<u>3 / DAY</u>	Identify Power Word Blind
Protection from Law, See Invisibility, Shatter (DC 15)		Animate Objects	Invisibility
<u>3/DAY</u>		Dispel Law (DC 20)	Magic Circle vs Law
Dispel Law (DC 18), Deeper Darkness,		Fly	See Invisibility

Appendix C: Encounters

APL 6

Encounter 6

Gelatinous Cube: CR 3; Huge Ooze; HD 4d10+32; hp 54; Init -5 (Dex); Spd 15 ft (3 squares); AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; Grapple +11; Atk Slam +3 melee (1d6 plus 1d6 acid); Full Atk Slam +3 melee (1d6 plus 1d6 acid); Space/Reach 15 ft/ 10 ft; SA Acid, Engulf, Paralysis; SQ Blindsight 60 ft, Immunity to electricity, Ooze traits, Transparent; AL N; SV Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1;

Skills: -; *Feats:* -.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube OR they may attempt to succeed on a DC 13 Reflex save to avoid being engulfed; on a successful save they are pushed back or aside (opponents choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Grey Ooze: CR 4; Medium Ooze; HD 3d10+15; hp 31; Init -5 (Dex); Spd 10 ft (2 squares); AC 5 (-5 Dex), touch 5, flat-footed 5; Grapple +3; Atk Slam +3 melee (1d6+1 plus 1d6 acid); Full Atk Slam +3 melee (1d6+1 plus 1d6 acid); Space/Reach 5 ft/ 5 ft; SA Acid, Constrict 1d6+1 plus 1d6 acid, Improved grab; SQ Blindsight 60 ft, Immunity to cold and fire, Ooze traits, Transparent; AL N; SV Fort +6, Ref -4, Will -4; Str 12, Dex 1, Con 21, Int -, Wis 1, Cha 1;

Skills: -; *Feats:* -.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DC's are Constitution-based. The ooze's acid touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

Ochre Jelly: CR 5; Large Ooze; HD 6d10+36; hp 69; Init -5 (Dex); Spd 10 ft (2 squares), Climb 10 ft; AC 4 (-1 Size, -5 Dex), touch 4, flat-footed 4; Grapple +10; Atk Slam +5 melee (2d4+3 plus 1d4 acid); Full Atk Slam +5 melee (2d4+3 plus 1d4 acid); Space/Reach 10 ft/ 5 ft; SA Acid, Constrict 2d4+3 plus 1d4 acid, Improved grab; SQ Blindsight 60 ft, Split, Ooze traits; AL N; SV Fort +8, Ref -3, Will -3; Str 15, Dex 1, Con 22, Int -, Wis 1, Cha 1;

Skills: Climb +10; *Feats:* -.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly.

Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Encounter 13

Red Slaad: CR 7; Large Outsider (Chaotic, Extraplanar); HD 7d8+24; hp 68; Init +2 (Dex); Spd 60 ft (12 squares); AC 27 (-1 Size, +3 Dex, +6 armor, +8 Natural, +1 Haste), touch 13, flat-footed 23; Grapple +16; Atk Bite +12 melee (2d8+5); Full Atk 2 Bites +12 melee (2d8+5) and 2 Claws +10 melee (1d4+2 plus implant); Space/Reach 10 ft/ 10 ft; SA Pounce, Implant, Stunning croak; SQ Darkvision 60 ft, Fast Healing 5, Immunity to sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5; AL CN; SV Fort +8, Ref +9, Will +7; Str 21, Dex 16, Con 17, Int 6, Wis 10, Cha 8;

Skills: Climb +15, Hide +8, Jump +15, Listen +8, Move Silently +12, Spot +8; **Feats:** Armor Proficiency (Medium), Multiattack, Still Spell;

Items and Equipment: +1 breastplate, (potions of Invisibility and Haste).

Pounce (Ex): If a red slaad charges, it can make a full attack in the same round.

Implant (Ex): A red slaad that hits with a claw attack can inject an egg pellet into the opponent's body. The affected creature must succeed on a DC 16 Fortitude save to avoid implantation. The save is DC is Constitution-based. A *Remove Disease* spell rids a victim of the pellet, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt deals 1d4 damage to the patient.

Stunning Croak (Su): Once per day a red slaad can emit a loud croak. Every creature (except slaadi) within 20 ft must succeed on a DC 16 Fortitude save or be stunned for 1d3 rounds. The save is Constitution-based.

Advanced Green Slaad: CR 10; Large Outsider (Chaotic, Extraplanar); HD 11d8+55; hp 108; Init +7 (Dex, Improved Initiative); Spd 60 ft (12 squares); AC 31 (-1 Size, +3 Dex, +5 Armor, +13 Natural, +1 Haste), touch 13, flat-footed 27; Grapple +19; Atk Claw +15 melee (1d6+6); Full Atk 3 Claws +15 melee (1d6+6) and Bite +13 melee (2d8+3); Space/Reach 10 ft/ 10 ft; SA Spell-like abilities, Summon slaad; SQ Change shape, Darkvision 60 ft, Fast Healing 5, Immunity to sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5; AL CN; SV Fort +13, Ref +12, Will +8; Str 23, Dex 16, Con 20, Int 10, Wis 10, Cha 17;

Skills: Climb +18, Concentration +11, Hide +11, Jump +18, Listen +12, Move Silently +15, Search +12,

Spot +12, Survival +6, **Feats:** Improved Initiative, Multiattack, Brew Potions, Craft Wondrous Items;

Items and Equipment: +1 mithral chain shirt, Potion of Haste, Scroll of Summon Monster VII.

Spell-like Abilities: At will – *Chaos Hammer* (DC 17), *Detect Magic*, *Detect Thoughts* (DC 15), *Fear* (DC 17), *Protection from Law*, *See Invisibility*, *Shatter* (DC 15); 3/day – *Dispel Law* (DC 18), *Deeper Darkness*, *Fireball* (DC 16). Caster level 9th. The saves are Charisma-based and the spells have a 10% chance of failure.

Change Shape (Su): A green slaad can assume any humanoid form as a standard action. In humanoid form, a green slaad cannot use its natural weapons (although it can equip itself with appropriate arms and armor). A green slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A *True Seeing* spell reveals its natural form.

Summon Slaad (Sp): Twice per day a green slaad can attempt to summon 1 standard green slaadi (MM page 230) with a 40% chance of success. This is the equivalent of a 5th level spell.

APL 8

Encounter 6

Gelatinous Cube: CR 3; Huge Ooze; HD 4d10+32; hp 54; Init -5 (Dex); Spd 15 ft (3 squares); AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; Grapple +11; Atk Slam +3 melee (1d6 plus 1d6 acid); Full Atk Slam +3 melee (1d6 plus 1d6 acid); Space/Reach 15 ft/ 10 ft; SA Acid, Engulf, Paralysis; SQ Blindsight 60 ft, Immunity to electricity, Ooze traits, Transparent; AL N; SV Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1;

Skills: -; **Feats:** -.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube OR they may attempt to succeed on a DC 13 Reflex save to avoid being engulfed; on a successful save they are pushed back or aside (opponents choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Grey Ooze: CR 4; Medium Ooze; HD 3d10+15; hp 31; Init -5 (Dex); Spd 10 ft (2 squares); AC 5 (-5 Dex), touch 5, flat-footed 5; Grapple +3; Atk Slam +3 melee (1d6+1 plus 1d6 acid); Full Atk Slam +3 melee (1d6+1 plus 1d6 acid); Space/Reach 5 ft/ 5 ft; SA Acid, Constrict 1d6+1 plus 1d6 acid, Improved grab; SQ Blindsight 60 ft, Immunity to cold and fire, Ooze traits, Transparent; AL N; SV Fort +6, Ref -4, Will -4; Str 12, Dex 1, Con 21, Int -, Wis 1, Cha 1;

Skills: -; Feats: -.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DC's are Constitution-based. The ooze's acid touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

Ochre Jelly: CR 5; Large Ooze; HD 6d10+36; hp 69; Init -5 (Dex); Spd 10 ft (2 squares), Climb 10 ft; AC 4 (-1 Size, -5 Dex), touch 4, flat-footed 4; Grapple +10; Atk Slam +5 melee (2d4+3 plus 1d4 acid); Full Atk Slam +5 melee (2d4+3 plus 1d4 acid); Space/Reach 10 ft/ 5 ft; SA Acid, Constrict 2d4+3 plus 1d4 acid, Improved grab;

SQ Blindsight 60 ft, Split, Ooze traits; AL N; SV Fort +8, Ref -3, Will -3; Str 15, Dex 1, Con 22, Int -, Wis 1, Cha 1;

Skills: Climb +10; Feats: -.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Black Pudding: CR 7; Huge Ooze; HD 10d10+60; hp 115; Init -5 (Dex); Spd 20 ft (4 squares), Climb 20 ft; AC 3 (-2 Size, -5 Dex), touch 3, flat-footed 3; Grapple +18; Atk Slam +8 melee (2d6+4 plus 2d6 acid); Full Atk Slam +8 melee (2d6+4 plus 2d6 acid); Space/Reach 15 ft/ 10 ft; SA Acid, Constrict 2d6+4 plus 2d6 acid, Improved grab; SQ Blindsight 60 ft, Split, Ooze traits; AL N; SV Fort +9, Ref -2, Will -2; Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1;

Skills: Climb +11; Feats: -.

Acid (Ex): A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor or clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex Save. The saves are Constitution-based. The pudding's acid touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Encounter 13

Red Slaadi (2): CR 7; Large Outsider (Chaotic, Extraplanar) /Sor1; HD 7d8+1d4+24; hp 72, 70; Init +2 (Dex); Spd 60 ft (12 squares); AC 27 (-1 Size, +3 Dex, +6 armor, +8 Natural, +1 Haste), touch 13, flat-footed 23; Grapple +16; Atk Bite +12 melee (2d8+5); Full Atk 2 Bites +12 melee (2d8+5) and 2 Claws +10 melee (1d4+2 plus implant); Space/Reach 10 ft/ 10 ft; SA Pounce, Implant, Stunning croak; SQ Darkvision 60 ft, Fast Healing 5, Immunity to sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5; AL CN; SV Fort +8, Ref +9, Will +7; Str 21, Dex 16, Con 17, Int 6, Wis 10, Cha 8;

Skills: Climb +15, Hide +8, Jump +15, Listen +8, Move Silently +12, Spot +8; **Feats:** Armor Proficiency (Medium), Multiattack, Still Spell;

Items and Equipment: +1 breastplate, (potions of Invisibility and Haste).

Pounce (Ex): If a red slaad charges, it can make a full attack in the same round.

Implant (Ex): A red slaad that hits with a claw attack can inject an egg pellet into the opponent's body. The affected creature must succeed on a DC 16 Fortitude save to avoid implantation. The save is DC is Constitution-based. A *Remove Disease* spell rids a victim of the pellet, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt deals 1d4 damage to the patient.

Stunning Croak (Su): Once per day a red slaad can emit a loud croak. Every creature (except slaadi) within 20 ft must succeed on a DC 16 Fortitude save or be stunned for 1d3 rounds. The save is Constitution-based.

Gray Slaad: CR 11; Medium Outsider (Chaotic, Extraplanar) /Cle1; HD 11d8+66; hp 138; Init +8 (Dex, Improved Initiative); Spd 60 ft (12 squares); AC 33 (+4 Dex, +5 Armor, +11 Natural, +1 Haste, +2 *Shield of Faith*), touch 17, flat-footed 28; Grapple +14; Atk Claw +16 melee (2d4+4); Full Atk 3 Claws +16 melee (2d4+4) and Bite +13 melee (2d8+2); Space/Reach 5 ft/ 5 ft; SA Spell-like abilities, Summon slaad; SQ Change shape, Damage reduction 10/Lawful, Darkvision 60 ft, Fast Healing 5, Immunity to sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5; AL CN; SV Fort +14, Ref +13, Will +11; Str 19, Dex 18, Con 22, Int 16, Wis 16, Cha 18;

Skills: Climb +17, Concentration +15, Hide +17, Jump +17, Knowledge (arcane) +16, Listen +16, Move Silently +17, Search +16, Spellcraft +18 Spot +16, Survival +6, Use Item +10; **Feats:** Improved Initiative, Multiattack, Brew Potions, Craft Wondrous Items;

Items and Equipment: +1 mithral chain shirt, Cloak of Resistance +1, Potion of Haste, Scroll of Summon Monster VIII.

Spell-like Abilities: At will – *Chaos Hammer* (DC 19), *Deeper Darkness*, *Detect Magic*, *Identify*, *Invisibility*, *Lightning Bolt* (DC 18), *Magic Circle Against Law*, *See Invisibility*, *Shatter* (DC 17); 3/day - *Animate Objects*, *Dispel Law* (DC 20), *Fly*; 1/day - *Power Word Stun*. Caster level 10th. The saves are Charisma-based and the spells have a 10% chance of spell failure.

Clerical Spells: Bless, Shield of Faith.

Change Shape (Su): A gray slaad can assume any humanoid form as a standard action. In humanoid form, a gray slaad cannot use its natural weapons (although it can equip itself with appropriate arms and armor). A gray slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A *True Seeing* spell reveals its natural form.

Summon Slaad (Sp): Twice per day a gray slaad can attempt to summon 1-2 standard red slaadi (MM page 228) with a 60% chance of success. This is the equivalent of a 5th level spell.

APL10

Encounter 6

Advanced Gelatinous Cube: CR 5; Huge Ooze; HD 12d10+96; hp 162; Init -5 (Dex); Spd 15 ft (3 squares); AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; Grapple +18; Atk Slam +10 melee (1d6+1 plus 1d6 acid); Full Atk Slam +10 melee (1d6+1 plus 1d6 acid); Space/Reach 15 ft/ 10 ft; SA Acid, Engulf, Paralysis; SQ Blindsight 60 ft, Immunity to electricity, Ooze traits, Transparent; AL N; SV Fort +12, Ref -1, Will -1; Str 12, Dex 1, Con 26, Int -, Wis 1, Cha 1;

Skills: -; **Feats:** -.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube OR they may attempt to succeed on a DC 14 Reflex save to avoid being engulfed; on a successful

save they are pushed back or aside (opponents choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Advanced Grey Ooze: CR 7; Large Ooze; HD 9d10+54; hp 102; Init -5 (Dex); Spd 10 ft (2 squares); AC 5 (-1 Size, -5 Dex, +1 Natural), touch 5, flat-footed 5; Grapple +11; Atk Slam +7 melee (1d8+1 plus 1d8 acid); Full Atk Slam +7 melee (1d8+1 plus 1d8 acid); Space/Reach 10 ft/ 5 ft; SA Acid, Constrict 1d8+1 plus 1d8 acid, Improved grab; SQ Blindsight 60 ft, Immunity to cold and fire, Ooze traits, Transparent; AL N; SV Fort +9, Ref -2, Will -2; Str 12, Dex 1, Con 22, Int -, Wis 1, Cha 1;

Skills: -; Feats: -.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DC's are Constitution-based. The ooze's acid touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

Advanced Ochre Jelly: CR 5; Large Ooze; HD 12d10+72; hp 138; Init -5 (Dex); Spd 10 ft (2 squares), Climb 10 ft; AC 4 (-1 Size, -5 Dex), touch 4, flat-footed 4; Grapple +16; Atk Slam +10 melee (2d4+4 plus 1d4 acid); Full Atk Slam +10 melee (2d4+4 plus 1d4 acid); Space/Reach 10 ft/ 5 ft; SA Acid, Constrict 2d4+3 plus 1d4 acid, Improved grab; SQ Blindsight 60 ft, Split, Ooze traits; AL N; SV Fort +10, Ref -1, Will -1; Str 16, Dex 1, Con 22, Int -, Wis 1, Cha 1;

Skills: Climb +10; Feats: -.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Advanced Black Pudding: CR 8; Huge Ooze; HD 15d10+90; hp 172; Init -5 (Dex); Spd 20 ft (4 squares), Climb 20 ft; AC 3 (-2 Size, -5 Dex), touch 3, flat-footed 3; Grapple +23; Atk Slam +15 melee (2d6+5 plus 2d6 acid); Full Atk Slam +8 melee (2d6+5 plus 2d6 acid); Space/Reach 15 ft/ 10 ft; SA Acid, Constrict 2d6+4 plus 2d6 acid, Improved grab; SQ Blindsight 60 ft, Split, Ooze traits; AL N; SV Fort +11, Ref +0, Will +0; Str 18, Dex 1, Con 22, Int -, Wis 1, Cha 1;

Skills: Climb +11; Feats: -.

Acid (Ex): A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor or clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex Save. The saves are Constitution-based. The pudding's acid touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check.

The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Encounter 13

Blue Slaadi (3): CR 8; Large Outsider (Chaotic, Extraplanar); HD 8d8+32; hp 79, 78, 76; Init +3 (Dex); Spd 60 ft (12 squares); AC 27 (-1 Size, +3 Dex, +5 armor, +9 Natural, +1 Haste), touch 13, flat-footed 23; Grapple +18; Atk Claw +14 melee (2d6+6); Full Atk 5 Claws +14 melee (2d6+6) and Bite +12 melee (2d8+3 plus disease); Space/Reach 10 ft/ 10 ft; SA Spell-like abilities, Slaad fever; SQ Darkvision 60 ft, Fast Healing 5, Immunity to sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5; AL CN; SV Fort +10, Ref +10, Will +6; Str 23, Dex 16, Con 19, Int 6, Wis 10, Cha 10;

Skills: Climb +17, Hide +10, Jump +17, Listen +11, Move Silently +14, Spot +11; **Feats:** Armor Proficiency (Medium), Multiattack, Still Spell;

Items and Equipment: +1 mithral chain shirt, (potions of Invisibility and Haste).

Spell-like Abilities: At will – Hold person (DC 13), Passwall, Telekinesis (DC 15); 1/day – Chaos Hammer (DC 14). Caster level 8th. The saves are Charisma based and the spells have a 10% chance of failure.

Slaad Fever (Su): Supernatural disease – bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save is Constitution-based. An afflicted humanoid reduced to Charisma 0 by slaad fever immediately transforms into a red slaad. It retains none of the features, traits, memories, or abilities of its former self and is a normal red slaad in all respects. If the infected being is an arcane spellcaster, the disease instead produces a green slaad.

Gray Slaad: CR 13; Medium Outsider (Chaotic, Extraplanar) /Cleric; HD 11d8+66; hp 138; Init +8 (Dex, Improved Initiative); Spd 60 ft (12 squares); AC 35 (+4 Dex, +6 Armor, +1 Magic Items, +11 Natural, +1 Haste, +2 Shield of Faith), touch 17, flat-footed 30; Grapple +14;

Atk Claw +16 melee (2d4+4); Full Atk 3 Claws +16 melee (2d4+4) and Bite +13 melee (2d8+2); Space/Reach 5 ft/ 5 ft; SA Spell-like abilities, Summon slaad; SQ Change shape, Damage reduction 10/Lawful, Darkvision 60 ft, Fast Healing 5, Immunity to sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5; AL CN; SV Fort +15, Ref +14, Will +12; Str 19, Dex 18, Con 22, Int 16, Wis 16, Cha 19;

Skills: Climb +17, Concentration +15, Hide +17, Jump +17, Knowledge (arcane) +16, Listen +16, Move Silently +17, Search +16, Spellcraft +18 Spot +16, Survival +6, Use Item +10; **Feats:** Improved Initiative, Multiattack, Brew Potions, Craft Wondrous Items;

Items and Equipment: +2 mithral chain shirt, Cloak of Resistance +2, Amulet of Natural Armor +1, potion of Haste, Scroll of Summon Monster IX.

Spell-like Abilities: At will – Chaos Hammer (DC 19), Deeper Darkness, Detect Magic, Identify, Invisibility, Lightning Bolt (DC 18), Magic Circle Against Law, See Invisibility, Shatter (DC 17); 3/day – Animate Objects, Dispel Law (DC 20), Fly; 1/day – Power Word Stun. Caster level 10th. The saves are Charisma-based and the spells have a 10% chance of failure.

Clerical Spells: Bless, Shield of Faith.

Change Shape (Su): A gray slaad can assume any humanoid form as a standard action. In humanoid form, a gray slaad cannot use its natural weapons (although it can equip itself with appropriate arms and armor). A gray slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A True Seeing spell reveals its natural form.

Summon Slaad (Sp): Twice per day a gray slaad can attempt to summon a standard blue slaadi (MM page 229) with a 60% chance of success. This is the equivalent of a 5th level spell.

The CR of this slaad is +2 from having double the standard allowance of equipment (15,825).

APL12

Encounter 6

Advanced Gelatinous Cube: CR 5; Huge Ooze; HD 12d10+96; hp 162; Init -5 (Dex); Spd 15 ft (3 squares); AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; Grapple +18; Atk Slam +10 melee (1d6+1 plus 1d6 acid); Full Atk Slam +10 melee (1d6+1 plus 1d6 acid); Space/Reach 15 ft/ 10 ft; SA Acid, Engulf, Paralysis; SQ Blindsight 60 ft, Immunity to electricity, Ooze traits, Transparent; AL N; SV Fort +12, Ref -1, Will -1; Str 12, Dex 1, Con 26, Int -, Wis 1, Cha 1;

Skills: -; **Feats:** -.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube OR they may attempt to succeed on a DC 14 Reflex save to avoid being engulfed; on a successful save they are pushed back or aside (opponents choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Advanced Grey Ooze: CR 7; Large Ooze; HD 9d10+54; hp 102; Init -5 (Dex); Spd 10 ft (2 squares); AC 5 (-1 Size, -5 Dex, +1 Natural), touch 5, flat-footed 5; Grapple +11; Atk Slam +7 melee (1d8+1 plus 1d8 acid); Full Atk Slam +7 melee (1d8+1 plus 1d8 acid); Space/Reach 10 ft/ 5 ft; SA Acid, Constrict 1d8+1 plus 1d8 acid, Improved grab; SQ Blindsight 60 ft, Immunity to cold and fire, Ooze traits, Transparent; AL N; SV Fort +9, Ref -2, Will -2; Str 12, Dex 1, Con 22, Int -, Wis 1, Cha 1;

Skills: -; Feats: -.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DC's are Constitution-based. The ooze's acid touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

Advanced Ochre Jelly: CR 5; Large Ooze; HD 12d10+72; hp 138; Init -5 (Dex); Spd 10 ft (2 squares); Climb 10 ft; AC 4 (-1 Size, -5 Dex), touch 4, flat-footed 4; Grapple +16; Atk Slam +10 melee (2d4+4 plus 1d4 acid); Full Atk Slam +10 melee (2d4+4 plus 1d4 acid); Space/Reach 10 ft/ 5 ft; SA Acid, Constrict 2d4+3 plus 1d4 acid, Improved grab; SQ Blindsight 60 ft, Split, Ooze traits; AL N; SV Fort +10, Ref -1, Will -1; Str 16, Dex 1, Con 22, Int -, Wis 1, Cha 1;

Skills: Climb +10; Feats: -.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Elder Black Pudding: CR 12; Gargantuan Ooze; HD 20d10+180; hp 290; Init -5 (Dex); Spd 20 ft (4 squares); Climb 20 ft; AC 1 (-4 Size, -5 Dex), touch 1, flat-footed 1; Grapple +35; Atk Slam +19 melee (3d6+12 plus 3d6 acid); Full Atk Slam +19 melee (3d6+12 plus 3d6 acid); Space/Reach 20 ft/ 20 ft; SA Acid, Constrict 2d8+12 plus 3d6 acid, Improved grab; SQ Blindsight 60 ft, Split, Ooze traits; AL N; SV Fort +15, Ref +1, Will +1; Str 26, Dex 1, Con 28, Int -, Wis 1, Cha 1;

Skills: Climb +16; Feats: -.

Acid (Ex): An elder black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's

armor or clothing dissolve and become useless immediately unless they succeed on DC 29 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 29 Reflex Save. The saves are Constitution-based. The pudding's acid touch deals 29 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): An elder black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, an elder black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons deal no damage to an elder black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Encounter 13

Advanced Blue Slaadi (3): CR 10; Large Outsider (Chaotic, Extraplanar); HD 12d8+60; hp 138, 132, 130; Init +3 (Dex); Spd 60 ft (12 squares); AC 33 (-1 Size, +3 Dex, +7 armor, +9 Natural, +1 Haste, +4 Cloak of Chaos), touch 17, flat-footed 29; Grapple +24; Atk Claw +19 melee (2d6+7); Full Atk 5 Claws +19 melee (2d6+7) and Bite +17 melee (2d8+4 plus disease); Space/Reach 10 ft/10 ft; SA Spell-like abilities, Slaad fever; SQ Darkvision 60 ft, Fast Healing 5, Immunity to sonic and mind influencing spells (*Cloak of Chaos*), Resistance to acid 5, cold 5, electricity 5, and fire 5, SR 25 vs Lawful Creatures and spells (*Cloak of Chaos*); AL CN; SV Fort +14, Ref +14, Will +12; Str 24, Dex 16, Con 20, Int 6, Wis 10, Cha 10;

Skills: Climb +18, Hide +10, Jump +18, Listen +11, Move Silently +14, Spot +11; **Feats:** Armor Proficiency (Medium), Iron Will, Multiattack, Still Spell, Weapon Focus (Claw);

Items and Equipment: +2 mithral breastplate, potions of Invisibility and Haste.

Spell-like Abilities: At will – Hold person (DC 13), Passwall, Telekinesis (DC 15); 1/day – Chaos Hammer (DC 14). Caster level 8th. The saves are Charisma based and the spells have a 15% chance of spell failure.

Slaad Fever (Su): Supernatural disease – bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save is Constitution-based. An

afflicted humanoid reduced to Charisma 0 by slaad fever immediately transforms into a red slaad. It retains none of the features, traits, memories, or abilities of its former self and is a normal red slaad in all respects. If the infected being is an arcane spellcaster, the disease instead produces a green slaad.

Death Slaad: CR 15; Medium Outsider (Chaotic, Extraplanar); HD 14d8+84; hp 180; Init +12 (Dex, Improved Initiative); Spd 60 ft (12 squares); AC 44 (+8 Dex, +7 Armor, +2 Magic Items, +12 Natural, +1 Haste, +4 Cloak of Chaos), touch 22, flat-footed 35; Grapple +20; Atk Claw +22 melee (3d6+6 plus stun); Full Atk 3 Claws +22 melee (3d6+6 plus stun), and Bite +20 melee (2d10+3); Space/Reach 5 ft/ 5 ft; SA Stun, Spell-like abilities, Summon slaad; SQ Change shape, Damage reduction 10/Lawful, Darkvision 60 ft, Fast Healing 5, Immunity to sonic and mind influencing spells (*Cloak of Chaos*), Resistance to acid 5, cold 5, electricity 5, and fire 5, Telepathy 100 ft, SR 25 vs Lawful Creatures and spells (*Cloak of Chaos*); AL CN; SV Fort +19, Ref +21, Will +17; Str 22, Dex 26*, Con 22, Int 20, Wis 18, Cha 19;

Skills: Climb +24, Concentration +16, Escape Artist +26, Hide +26, Intimidate +24, Jump +17, Knowledge (arcane & the planes) +22, Listen +22, Move Silently +26, Search +22, Spot +22, Survival +12, Use Item +15; **Feats:** Cleave, Great Cleave, Improved Initiative, Improved Sunder, Multiattack, Power Attack;

Items and Equipment: +3 mithral chain shirt, Amulet of Natural Armor +2, Gloves of Dexterity +2, Potion of Haste, scroll of Summon Monster IX.

Stun (Ex): Three times per day, a death slaad can attempt to stun its opponent on an attack with one of its natural weapons. If the opponent fails a DC 21 Fortitude save, it is stunned for 1 round in addition to taking normal damage from the attack. The save DC is Wisdom-based.

Spell-like Abilities: At will – *Animate Objects*, *Chaos Hammer* (DC 18), *Deeper Darkness*, *Detect Magic*, *Dispel Law* (DC 19), *Fear* (DC 18), *Finger of Death* (DC 21), *Fireball* (DC 17), *Fly*, *Identify*, *Invisibility*, *Magic Circle Against Law*, *See Invisibility*, *Shatter* (DC 16); 3/day – *Circle of Death* (DC 20), *Cloak of Chaos* (DC 22), *Word of Chaos* (DC 21); 1/day – *Implosion* (DC 23), *Power Word Blind*. Caster level 15th. The saves are Charisma-based and the spells have a 10% chance of failure.

Change Shape (Su): A death slaad can assume any humanoid form as a standard action. In humanoid form, a death slaad cannot use its natural weapons (although it can equip itself with appropriate arms and armor). A death slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A *True Seeing* spell reveals its natural form.

Summon Slaad (Sp): Twice per day a death slaad can attempt to summon 1-2 standard blue slaadi (MM page 229) with a 60% chance of success. This is the equivalent of a 6th level spell.

Cloak of Chaos: If a lawful creature attacks one of the slaads, the attacker is *Confused* for one round (Will save DC 22 negates).

The CR of this slaad is +2 from having double the standard allowance of equipment (26,825).

Slowsilver

On the 5th plane of the Hells, there is an infernal ore that is found nowhere else in all the planes. Called *Slowsilver*, the ore has the appearance of quicksilver (mercury), except that it is solid and very massive. It is a shiny chrome-silver color and looks as if it should be liquid, even though it's not.

Many magical means of transport become unavailable in the presence of Slowsilver. The ore has the effect of causing a permanent *Dimensional Anchor* effect in a 200-yard radius around each stone. As such it will block *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport* and other similar spells or abilities. Each piece of ore is approximately 6 inches in diameter, but weighs between 400 to 600 pounds, making it difficult to move. Being infernal in nature, direct contact with the ore also causes a permanent Con drain of 1 point (Will save DC 16 every hour or on each contact to negate).

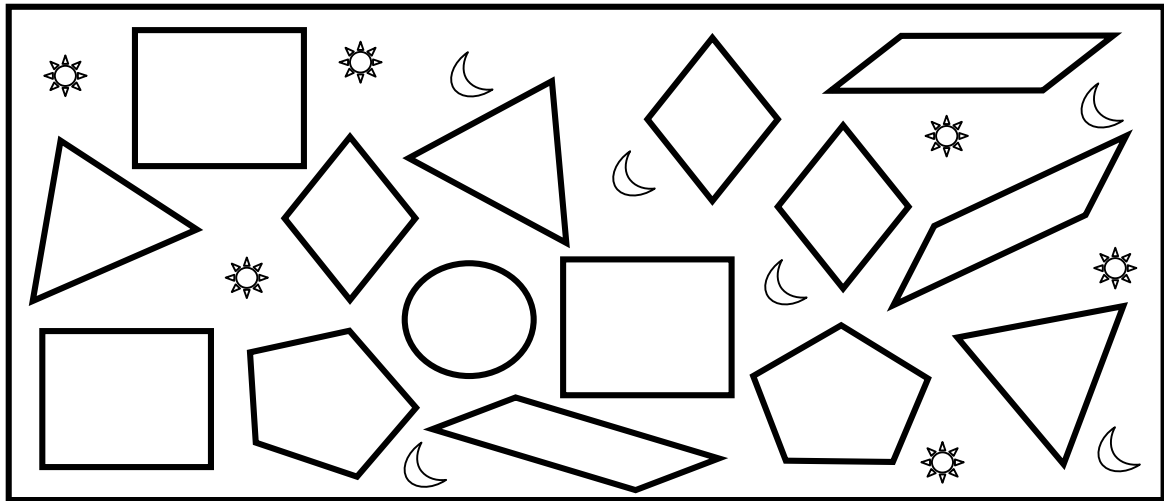
It is said that the devils mine the stuff to lock down certain areas that they want to safeguard from unwanted intrusion or to prevent criminals from escaping. But even the lesser infernal types that are forced to dig the stuff out of the ground eventually are driven mad by frequent close proximity to the ore.

After its initial discovery and while it was being researched by the Great Library of Greyhawk, several people died from repeated contact with slowsilver. When the research was completed, all existing samples of the stuff were tossed into a magical *Bag of Holding* and then, over the objections of several scholars, into a *Portable Hole* – better safe than sorry being the attitudes of most of the remaining library staff.

If the ore is melted in an attempt to use it in forging a weapon or to destroy it, the mind poisoning fumes it releases are extremely toxic (Will save DC 18 or lose 2 points of permanent Con) but dissipate quickly.

Adventure Handout Two

Seek ye the Sun, and ye shall grant power unto the Light.



Seek ye the Moon, and ye shall find Death Eternal.

Adventurer's Handout Three, the Notes (Page 1)

*Notes on the Nature of the God, a tome in progress
researched by Ferben Grasch, his Spear, his Blade and his Fist.*

A thousand years before the Twin Cataclysms, the land was fertile, and our Lord Vathris walked the land. It is said that in those days he went about as a shirtless copper-skinned, muscular man, standing half again as tall as the people he helped and wearing clay and metal beads braided into his long dark hair. He was a father, a leader, a crafter, and a philosopher and it was a golden age for the Flan people. During that time, the Flan tribes and city-states sometimes contested for domination of the fertile valleys they inhabited, but the battles were fought with honor and restraint, more in the nature of contests of skill and passion, with opponents only rarely fighting to the death. It was the neighboring Kingdom of Sulm who brought true war to the people of the valleys.

The Sulm princes desired the wealth of the Flan people and their attacks were without honor. Many who were unable to defend themselves were killed mercilessly. Despairing, the people turned to the creator of the aqueducts of the fields, to the builder of the walls of the cities, to the craftsman and artificer who had given the people the tools that had eased their daily lives and who had given his followers a renaissance of learning and understanding. And the god Vathris came to their aid.

Under his leadership, the Leagues of Itar came together and offered battle to the Sulm invaders. But in the end, the Leagues were drawn into a trap. After 30 years of constant warfare, Vathris finally perceived a weakness in his enemies. He gathered the Leagues into a mighty host and swept down to the very walls of the Sulm princes' palaces and brought forth mighty engines of war to tear down their walls from great distances.

But while his army was occupied, the Sulm princes, aided by the necromancer adepts of the Ur-Flan massed a great horde and descended upon the Leagues of Itar and crushed them utterly. In the end even Vathris, who had stood at the heart of the fiercest fighting was pulled down and destroyed.

Notes, (page 2)

The nature of Gods is something not easily grasped by the minds of men. Many of our people still venerate the Vathris of old. They do the ceremonies, the sacrifices, the prayers and the seasonal dances in his name. And sometimes his spirit comes forth as a traveling craftsman or farmer who gives ideas and new ways to small children. Sometimes his gifts are remembered and sometimes not, but the peoples' faith in him remains strong even a thousand years after his defeat.

But I have seen his other face. The Ur-Flan betrayers stabbed him in the torso with a wickedly barbed onyx spear and the wound seeps poisonous bile even still. His once bright eyes are now empty, hollow sockets and he holds the spear that slew him as a symbol of his passion for redressing the wrongs done to him.

During my initiate, he spoke to me in a vision.

"Fear not your own suffering and death, for those who fall on the side of right will rise again on the Day of Vindication, and take their place among the righteous tribes who forever torment the malign. Break not the laws of our people, but bide your time, striking when fate allows your victory!"

Knowledge of the dichotomous nature of my Lord is not something that it would bring comfort and aid the Flan people. Therefore it is one of the greatest Secrets of his Priesthood, of whom I have risen to be the master.

Notes, (page 3)

*124th day of the Year of Broken Eclipses
Dear Mother,*

I feel a profound sense of loss today. Kittabella, the adopted daughter of my Lord Vathris perished under odd circumstances. I remember when she was merely the virgin sacrifice to bring forth a bright harvest, 38 years ago. Instead my Lord spared her and raised her up above all others until she was the High Priestess of his kinder aspect. As the years have passed, her legendary beauty has faded and Vathris' Crone has become a crone in truth. But now she is gone from us and I shall miss her counsel.

128th day of the Year of Broken Eclipses

The more I think upon it, the more I grow concerned. I think I will dispatch my Blades to investigate and learn more of the details surrounding Kittabella's death. Rumors of the coming of the Suel from the West give rise to ill feelings amongst the Flan peoples. I sense an unease upon the land.

281st day of the Year of Broken Eclipses

Mother,

My Blades have learned that my suspicions were correct. The evil ones, the Ur-Flan wizards who took our Lord from us centuries ago were behind the death of Kittabella. They seek to craft a weapon to fight the Suel invaders. To this end they stole Kitta from her temple and dared to ritualistically sacrifice the High Priestess of Vathris, forcing her spirit into a gemstone to power their spells. They also sacrificed Dargarandell, their highest Wizard-King to empower another gemstone.

Since they are preparing to fight invaders to our lands, they might have found my Lord willing to aide them in their pursuit. But true to their natures, they instead took what they might have received freely.

Notes, (page 4)

This cannot go unpunished.

73rd day of the Year of the Suel Invasion

*Vathris, Lord of Anguish, Lost Causes and Revenge,
My Lord, Your Vengeance is complete.*

Raising the Spears, the Blades, and the Fists I descended upon the fortress of the dark ones under cover of night and left none of its inhabitants alive. The power of the Ur-Flan in this land is broken for all time. A few scattered remnants remain, but no one need fear their power again.

During the fighting the plans for the opening of the stone monoliths were found. The two keystones were brought to me and I seek your guidance in what to do with them. The spirit of the Crone, Kittabella, your high priestess sings to me from within her gem, while the essence of Dargarandell, trapped in his gem, whispers enticements to my soul. I pray that you will guide me in this matter.

312th day of the Year of the Suel Invasion

Mother,

None of sufficient strength remain to resist the Suel as they sweep across our lands. But my heart is still glad. My Lord has spoken to me at last.

The Crone Gem I am to cast upon the Outer Planes. It' nature cannot be corrupted by any who attempt to use it, and it is best that it never come to this land again. The other Gem is another matter. It is a spirit of chaos and destruction that I gladly bequeath to our new neighbors, the Suel. Without the Crone gem to unlock it's true potential, it makes a fitting reward for the nobles of the Suel peoples. I plan to place it in the Hilt of a sword and present it as tribute so that the Suel will spare our lives. May it bring them interesting times...

Notes, (page 5)

But of Greater Concern are the monolith stones. Vathris has instructed me that the enchantments placed upon the stones overlay deeper spells that cannot be broken until they have been invoked. And someday, He tells me, that invocation shall come to pass. When I asked him what the fate of our people would be then, he said,

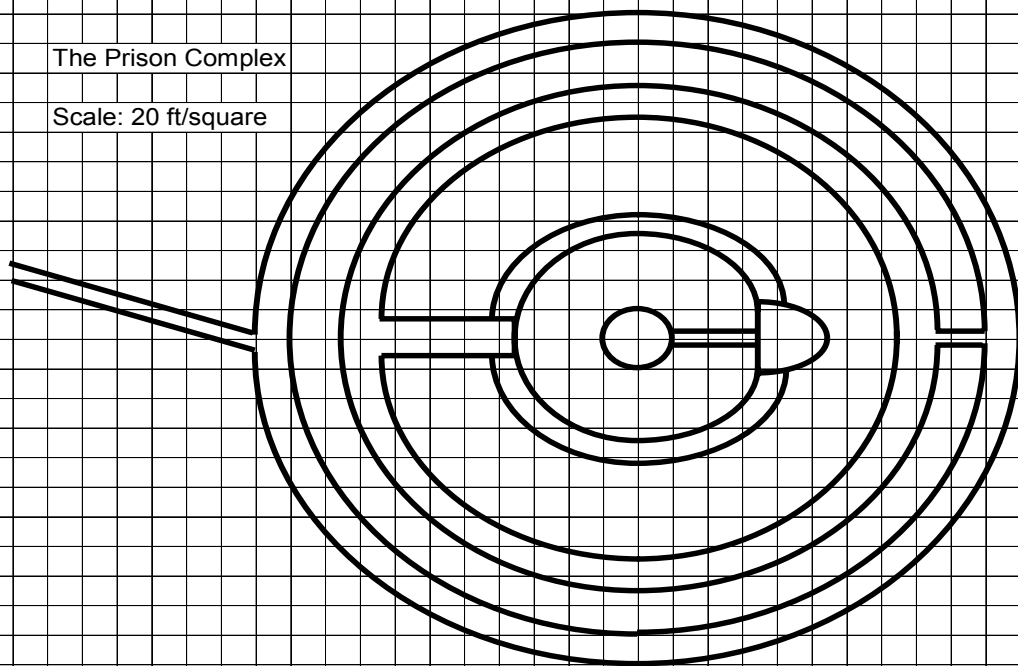
"On that day, YOU Ferben Grasch, High Cleric of Vathris the Transfixed, shall be MY instrument. You shall prepare a place to await the opening of the Tovag and you will prepare yourself for the struggle that awaits. Thus shall MY ends be served and final justice be done."

Mother, how am I to wait for the opening of the stones? My faith is without measure, but there are some things beyond the reach of mortal man...

Player Handout 4: Illustration

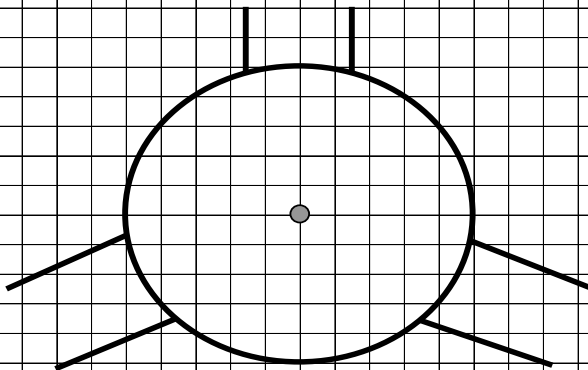
The Prison Complex

Scale: 20 ft/square



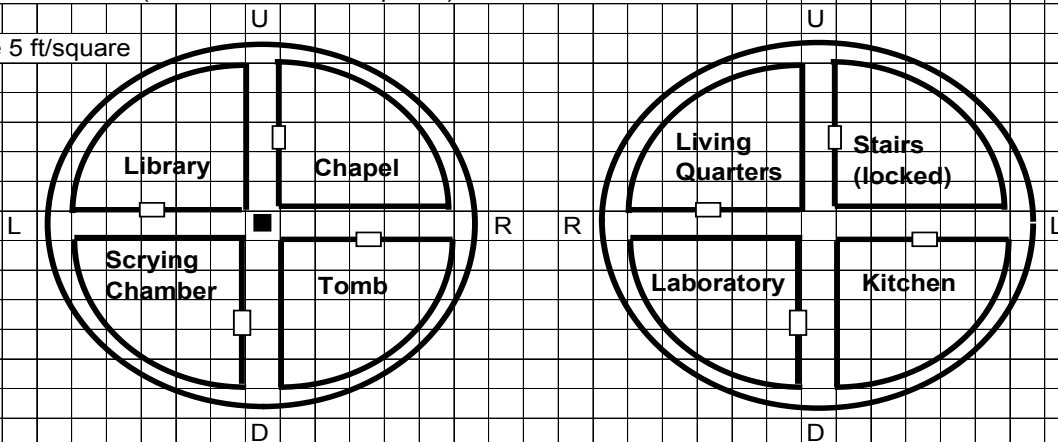
The Pedastal Chamber

Scale: 5 ft/square



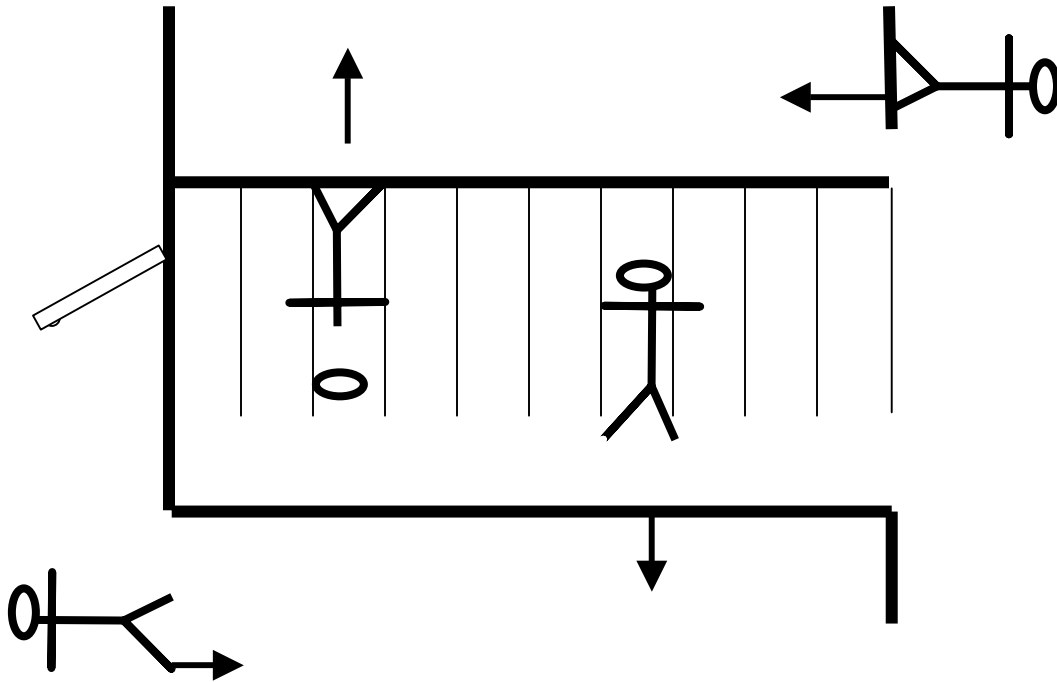
The Halls of Pain (the inside wall of a sphere): all corridors are 5 ft wide.

Scale 5 ft/square



Gravity through the Rings of Pain (Encounter Ten)

As the rings rotate, characters will likely be oriented differently from one another through the passage. Moving through the trapdoor into the Halls of Pain may be a bit of a challenge if the characters are being stunned by the Holy Word effect.



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