

IUZ4-08

Shattered Reflections of a Frozen Twilight

A One-Round D&D LIVING GREYHAWK[®]
Iuz's Border States Meta-regional Adventure

Version 1.0

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Reviewed by Chris Tulach

A late night of celebration turns into an early morning of planar travel. Join the power brokers as useful pawns or equal peers as you negotiate the secrets of the Old One's plans. An adventure for APLs 10 to 16, Part 5 in the Purification Cycle.

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. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals

	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

with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in Iuz's Border States. Characters native to Bandit Kingdoms, Furyondy, Highfolk, Perrenland or Shield Lands 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.

Adventure Background

In many worlds the greatest power brokers are potent wizards and so it often is on Oerth. Many know the names of Mordenkainen, Tenser, and Rary. Perhaps less well known, but even more powerful is the Archmage Philidor, the Blue Wizard. Strange in his ways and unfathomable in his plans, he comes and goes as he pleases without asking for permission from anyone. The one thing that is known is that this enigmatic practitioner of magic is an enemy of the Old One and often knows Old Wicked's plans, or at least parts of them, well-before they come to fruition. And so it is again that Philidor has chosen to involve himself in the affairs of the Old One. Knowing that a group of adventurers have become the powerful center of a coterie with hopeful designs against Old Wicked, he has decided to give them a little push toward someone who might have something against Iuz and who might be in a position to speak on those plans.

Adventure Summary

Introduction: The PCs begin having a pleasant evening at the Dancing Steed Inn, a popular inn and tavern in the forest town of Quaalsten.

Encounter One: The PCs are part of the grand celebration for the liberation of Quaalsten, particularly enjoying a pleasant evening in the Dancing Steed. Here they can pick up rumors, trade stories, meet each other as well as several interesting NPCs. In particular, one elderly wizard will stand out and have a few choice words for young adventurers.

Encounter Two: Upon waking the next morning, the party finds that inn is entirely empty with the exception of a *programmed illusion* of the wizard they met last night. The image of the disguised great Philidor the Blue explains to them why he has brought them here, and asks them to look into a matter for him. Of course, they are free to leave if they wish, but then they wouldn't be adventurers, would they?

Encounter Three: The PCs must leave the safety of the inn and survive the bladestorm of Ocanthus to cross ice of the boundary ice to the Cabal Macabre; the home of the Stern Lady, Wee Jas herself. The light and life of the party attracts some unwanted attention before they arrive.

Encounter Four: Arriving at the crystalline palace of the Ruby Sorceress the PCs are treated to the unusual sights of the ephemeral home of a goddess. As they move to enter the castle, they receive a visit from an old friend.

Encounter Five: The party is granted an audience with one of Wee Jas' minions. After pleading their case for her intervention, the minion agrees to take their

request to the mistress. Until the time that she is ready to deal with them, they are asked to enjoy the hospitality of her realm. At a small dinner, they meet two visitors to her realm.

Encounter Six: Death's Guardian is intrigued by the party's request. As such her minion is to administer a series of tests to assess the value of their desires.

Encounter Seven: The party learns vital clues in the war against the Old One. Followers of the Witch Goddess have an opportunity to test their faith. The penalty for their failure is severe, but her rewards are generous.

Conclusion: The PCs leave the safety of the Cabal Macabre and flee through the bladestorm to the rapidly deteriorating inn so they can return to Oerth.

DM's Note

In Encounter 10, PCs may have the opportunity to be tested by the essence of Wee Jas. This is incredibly difficult and not necessary for completion of this scenario. The DM should not, **in any way**, "bait" a PC or PCs to attempt the test, and rather, should emphasize the dire nature of coming this close to a death goddess. Unless a PC is **absolutely certain** that they want to undertake Wee Jas' trial, **regardless of the consequences**, tell them that the "little voice" in their head, the one that controls wisdom and common sense, tells them that it is certainly against all better judgment to undertake this.

Introduction

It is no surprise that most adventures begin in a tavern. There is something about ale, late nights of boasting, and camaraderie that allows one's head to be filled with ideas of doing such nonsense as slaying dragons and fighting the wishes of gods. And so it is that you find yourselves in the Dancing Steed in the town of Quaalsten bragging about your deeds once again. Despite the size of your tale, no one seems to care. The Vesve is free! Quaalsten is liberated! For the first time in four years the forces of the Old One have been turned back. This first victory has cloaked the forest and its communities in the warmth of celebration and free flowing ale. Victory is possible. That thought alone has fueled the revelry that you now partake in for five days.

The PCs are in the common room of the Dancing Steed Inn in the town of Quaalsten located in the Vesve Forest. It is late on the fifth day since the two armies of the Old One were routed and driven east in a battle of seven armies. Since the flight of the evil minions of the Old

One, a spontaneous celebration has broken out across the region and the PCs are partaking in that merrymaking, whether it is the free ale, food, lodging, or friendship that has drawn them here. Allow each player a moment to consider why they are here, and then arrange them along with the NPC squares upon the map and proceed with **Encounter One**.

Encounter One: New Friends

The taproom is crowded this night, but through the gaiety no one seems to mind. Ale, fresh bread and smoked meats continually find their way to your table and the conversation in the smoke-filled room is loud and boisterous.

Place the NPCs (using any token or the NPC squares provided in **Appendix #4**) upon the map offer a brief description of each of the NPCs. The inn common room is approximately fifty feet on each side with a bar, several tables, a hearth, and stairs going up to the rooms above. Have the PCs add themselves to the map and present introductions to the others. Allow the PCs several minutes to meet the NPCs, talk, learn of the war in the Vesve, and enjoy the comradeship of the enemies of Iuz.

The following NPCs can be found in the inn at this time (with their personalities further described in detail in **Appendix #3**):

- ☞ **Allus Whispersnapothumblelous** (Male gnome clr2)
- ☞ **Airith Riverstone** (Female high elf ftr2/rog2)
- ☞ **Balmor Kenna** (Male human (suel) Brd3)
- ☞ **Eilig, Glon, Monic Sharpaxe** (Male mountain dwarf ftr4)
- ☞ **Fezemi Omurdat** (Male human (baklunish) Exp2)
- ☞ **Giela Xerlos** (Female gray elf ftr2/rog7)
- ☞ **Halfred** (Male human (actually elf) wiz25)
- ☞ **Ilcus Wood** (Male halfling exp2/ftr1)
- ☞ **Isemay** (Female half-elf Com1)
- ☞ **Jowyn Evenmoon** (Male human (mixed) com3)
- ☞ **Magliana** (Female human (Oeridian) rog3/enc3)
- ☞ **Lord Octiven Hharp** (Male high elf Rng2)
- ☞ **Zarhere Crystalbow** (Male high elf ftr2/rng2)
- ☞ **10 Misc Quaalfolk** (Male/Female human and half-elves com1)

The DM is encouraged to make this encounter one of joyful celebration. The people of Quaalsten and indeed, most of the Vesve, has just let out its breath after holding it for over a year. During the celebration the NPCs can offer up a number of interesting tidbits. The DM may sprinkle these as he sees fit unless otherwise noted:

- ☞ The Second Battle of Quaalsten has been won! An assemblage of five armies has turned back

the tide of the Old One's darkness! The Warriors of the Protector's Moon composed of the Knights of the High Forest, the elven clans, and the dwarves of Dargas Mor came together to assassinate the enemy's commanders while preventing the escape or maneuvering of the Old One's troops. Those Rangers of the Vesve and Helping Hands of Ehlonna united under the banner of the Legion of the Rampant Unicorn to assault the enemy behind their lines and disrupt their supplies. The Brigade of the Shining Axe, largely made up of the Furyondian garrison of Ironstead attacked from the south and held as a wall of steel against the evil hordes of undead. The Quaalfolk stood with honor atop their stout wooden walls. The biggest surprise was the fifth army. Lord High Marshal Elrennn Walthair who had been missing for over a year appeared with a small army of Beastmen from the far north of the Vesve. These beastmen proved an effective counter for the altered beastmen and strange undead that Old One's twisted wizards had created. The Old One's forces are routed and fleeing into the Plaguehold. This is the first decisive victory over the Old One for the Green and White since the Greyhawk Wars.

- ☞ There is no word on the Perrenland forces that were supposed to be present. Perrenland sent a great army over the mountains several months ago, and split it into two groups. The first half split itself into two more groups, the first of which has camped at the northern end of Velderdyva and is searching all trade caravans for signs of the Old One and the second has moved to the town of Ashenglade (just north of Highfolk) to prepare the defenses in case of an attack by the Old One. The second half headed due east through the Vesve. They should have made it in time for the battle, but no one has seen them for several weeks.
- ☞ The forces of the five armies are waiting on reinforcements before pursuing the forces of Old Wicked to the Plaguehold or beyond.
- ☞ Maegla the Dreamer, priestess of Ehlonna and seer of the Hearth if the Unicorn's Heart temple has finally awakened. Rumors say that she awoke to prophesize the return of the Lord High Marshal Elrennn Walthair of the Rangers of the Vesve who had been assumed dead.
- ☞ During the battle, some claim they witnessed a gigantic green dragon that appeared only long enough to breathe upon some of the army of evil humanoids, as well as the defenders upon the

wall. Miraculously, according to the rumors, all elves were unhurt while several giant pyrohydras were reduced to acrid puddles of flesh.

- (Halfred only): Halfred has heard tales of some strange large rings being created in the lands of the Old One. It's possible that they are portals of some kind, but those few that have heard of them do not seem to know any details. He wonders if the PCs know anything?

Development: This encounter is presented for the PCs to have an opportunity to get to know each other, as well as catch up on some of the details of the area. Once the players become bored with the role-playing in this encounter, move on to **Encounter Two**. Do not spend more than thirty minutes on this encounter.

Encounter Two: What A Long, Strange Trip

You have felt better. Awakening this morning, you have a pain in your back, dwarfed only by the one in your head. So many months of adventuring has not prepared you for the near week of stout ales and rich foods that have been free flowing since the victory of the Second Battle of Quaalsten. The smells of a morning breakfast offer the possibility of both a respite and a source for continued nausea. Making your way down the stairs you first notice that the common room is devoid of patrons with the exception of the elderly wizard from last night who is glumly picking over some runny eggs. Looking up at you his frown turns to a smile, "You're up rather earlier all things considered. I'm glad, time is short." It is then that you notice while it should be late morning, it is still dark outside.

The PCs are not in the Vesve. In fact they are not truly in the Dancing Steed anymore, but rather a replica created by Philidor upon the plane of Acheron. There is no one in the inn with the exception of the PCs and the variant of the *programmed image* of Halfred, left behind by Philidor. Those with non-standard senses (blindsight, temorsense, etc...) will instantly realize that the mage is not truly there. The illusionary Philidor stands as the PCs enter and answers any questions put to him as follows.

Q: Who are you?

A: *"Why I'm your good friend Halfred. We met last night. You are you, aren't you?" The image of Halfred*

flickers for a moment and you catch a glimpse of a blue-skinned elf underneath.

Q: Who are you really?

A: *"I told you, I'm Halfred. I am getting old, maybe I just thought I told you? Am I telling you now?"*

Q: Are you really an elf?

A: *"Are you?"*

Q: Are you really Philidor?

A: *"Are you?"*

Q: Where are we?

A: *"You are in the Dancing Steed Inn, or a version of it, on the plane of Acheron's bottom layer of Ocanthus."*

Q: Why are we here?

A: *"Well you see, you are or at least you should be, very interested in the portals being created in the lands of the Old One. I've brought you here so that you can talk to someone who might be able to tell you more. If you don't already desire to know more, you will want to soon."*

Q: What do you want us to do?

A: *"I suggest you walk out the front door, although mind the wind, it's a bit biting, don't forget a scarf. Then walk toward the light. Ask to see the lady of the house and ask her your questions. She may or may not help you."*

Q: What if we don't want to help you?

A: *"You don't need to. I did this to help you."*

Q: How do we get home?

A: *"When you wish to leave this place, just go upstairs and go to bed. You will find yourself back in the inn in the town of Quaalsten. Although I wouldn't take too long, I'm not sure how much time this inn can stand up to the wind."*

Q: How do we contact the real you?

A: *"You don't. I can't have adventurers bothering me whenever they feel like it."*

Q: Why are you helping us?

A: *"The Old One has grand plans. Grand plans deserve powerful enemies."*

Q: Any other question

A: *"I didn't have a lot of time to plan this version of me. Try asking your question in another way."*

Knowledge of the Planes

Once it becomes clear that they are not on the Prime Material plane, those with the skill Knowledge (the Planes) may attempt a skill check to know more about their location.

- ☛ DC 5: The party is clearly on another plane, but it appears to be one with normal time and gravity.
- ☛ DC 10: The party is on one of the lower planes.
- ☛ DC 15: The party is on Acheron.
- ☛ DC 20: The party is on the bottom layer of Acheron; Ocanthus.
- ☛ DC 25: Ocanthus is a layer of magical ice and darkness. It is mildly aligned with the forces of law but otherwise reality is generally the same as on the Prime Material Plane. This layer is filled with a dangerous splintering ice called the bladestorm.
- ☛ DC 30: The only well known inhabitant of this layer is the Suel goddess of death and magic, Wee Jas.

Knowledge of Philidor

Those that witness the flicker of the blue skinned elf mage may attempt a Knowledge (Local: Iuz Border States) check to know more.

- ☛ DC 20: There are stories of a blue-skinned elf that protects the Vesve from the Old One.
- ☛ DC 25: the only well known blue elf is Philidor, the archmage, who created the blue globes of Philidor that protect the Vesve. His origins are unknown, but he is a firm, if sometimes absent, ally of the Vesve.
- ☛ DC 30: The image matches the description of Philidor, an enigmatic archmage and foe of the Old One. He is well known for his complicated plans and unexpected involvement to thwart the Old One.

Once the PCs have had a chance to speak with the illusion, he sits back down and eats his illusionary eggs. Continue with **Encounter Three** when the PCs are ready to continue.

Development: If the PCs choose not to continue, they may go back to sleep or *plane shift* back to the Prime Material. They return back to the Vesve and the adventure is over for them.

Encounter Three: The Bladestorm

Read the following when the PCs open the door to proceed toward the lights in the distance.

Opening the door, a chill wind fills the inn. Halfred shivers, "It certainly is cold. Watch out for the ice." Outside, a plane of blue-black ice stretches to the limits of your vision through a starless night. As you watch, a great shard of ice crashes from the sky into the plane, shattering and sending splinters of ice across the plane. Several shards imbed in the wooden door as though they were daggers thrown at you. Thousands of the shards fly rapidly through the air, smashing into each other, creating needle-like dangers that fill the air. A bright light stands out in the distance, the only source of light beyond your small fragile inn.

Reality on Acheron is largely like that of the Prime Material. Gravity, time, and magic behave normally, although the plane is mildly law-aligned meaning all chaotic beings suffer a -2 penalty on all Charisma-based checks.

The layer of Ocanthus is however, not all that pleasant. There are no natural light sources. The ground is made of ice, it is very cold, and the air is filled with shards of razor sharp black ice. Anyone not protected by a structure is subject to an attack every round (+10 BAB, 2d6 damage). The ice ignores all damage reduction, although hardness does protect the target. The PCs must travel 1000 feet through the darkness, over difficult icy terrain to the area free of the ice shards that surrounds the Cabal Macabre. Once they successfully traveled that distance, they will quickly discover they are not alone.

Ahead the air is free of the ice shards. For no obvious reason, a huge dome shaped area maybe half a mile across and high seems immune to the storm assaulting your skin. The strange twisted ice landscape continues however, making it hard to clearly see the point of light that you are moving towards.

Creatures: Two steel predators (only one at APL 10) have found the safe area around the Cabal Macabre seems to attract prey, and as such they have taken to hiding themselves in the dark crevasses created by the uneven ice and attacking those that pass their way. The pass the PCs are walking in is free of difficult terrain.

APL 10 (EL 13)

☛ **Steel Predator:** hp 102; see Appendix #2.

APL 12 (EL 15)

🔥 **Steel Predator (2):** hp 102 ea.; see Appendix #2.

APL 14 (EL 17)

🔥 **Advanced Steel Predator (2):** hp 154; see Appendix #1.

APL 16 (EL 19)

🔥 **Advanced Steel Predator (2):** hp 234; see Appendix #1.

Tactics: Assuming the PCs are traveling by normal means, the predators are within the narrow confines of the various ledges and crevasses of mounds of ice on either side of a level pathway twenty feet wide. Both wait till they are approximately twenty feet away from the party before attacking as long as they are not seen prior. Given the indirectness of the approach there is no way for the PCs to see them until the surprise round unless they to have non-standard senses such as blindsight, and even they the PC should make an opposed Spot vs. Hide check to recognize the steel predator is different from the irregular ice caves. During the surprise round, the steel predators attack with their roar and then follow up in the first full round with a pounce on the nearest tasty bit of hand-held magical metal.

Development: While the predators can speak in Terran, they cannot understand it due to their deafness, so it is unlikely that they can be convinced to avoid attacking. However, if some form of communication is devised, the predators can be distracted and allow the PCs to pass if given substantial quantities of metal to digest.

Encounter Four: Old Friends, Again

Leaving the large steel cats behind, you pick your way warily through the tunnels and crevices of the twisted ice. Beyond yet another tunnel, an area of more even ice spreads out toward the cold white light. Rising up out of the ice is a crystalline palace of delicate but horrifying architecture. A pale heartless light glows from within the translucent walls, the only light visible in this land of darkness. The ornate walls are crenellated and covered in sculptures depicting skeletons of every race you can think of, and some unknown to you. The great closed gates of ice rise up the height of two or more giants, preventing access to the macabre fortification. "Hey flessshbagsss, funny meeting you here. I see your

vacationsss are getting more elaborate." Turning, you see a small imp sitting upon one of the crenellations.

Those PCs who have played *IUZ3-04 Burning Cliffs* or *IUZ3-06 Every Passing Breeze* may recognize the imp Zezaxittaz whom they have had dealings with before. Zezaxittaz the imp (who they saved in *IUZ3-04* and may have saved them in *IUZ3-06* depending on how their table played out) has taken an interest in the machinations of the Abyssal Lords since his forced servitude at Ashen Pit in the Burning Cliffs over a year ago. Finding out what is truly going on might be worth it to the Lords of Hell, and that means a promotion for Zezaxittaz. Effectively the imp works solely for himself, although the fruits of his labor may benefit others. Realizing that the repercussions for the fleshbags that freed him couldn't be far off, he has been occasionally following them. While he hasn't quite figured out what's going on, he knows enough to know that the PCs have to stay alive if they are going to lead him to more clues. Besides, the operatives of the Old One and the Boneheart have yet to catch the PCs and he doesn't want to miss out on seeing that fun. This particular meeting has been prompted by PCs trip to Acheron. Zezaxittaz is hoping to find out what the PCs are up to, but he is quite aware of where they are attempting to enter and does not plan to enter with them.

Provided the PCs do not immediate attempt to slay Zezaxittaz, continue.

Casually picking at the icy skeleton of a gnome sculpted in the wall, the imp continues, "I wasss hoping we could have a little talk before you passsss through those gatessss. Not many leave after accepting the Stern Lady'sss hosssspitality. Why do you do thiss?"

Zezaxittaz honestly wishes to know what the PCs plan to get out of entering into the Cabal Macabre, why they are here, who sent them, and what they will do afterwards. In addition he is willing to wait for them to come out for them to share more of the information with him. He has nothing to offer them in exchange for this information at the moment, but if any of the PCs have the **Debt to Zezaxittaz** from the module *IUZ3-06 Every Passing Breeze* he wishes it repaid through this exchange of information. If the PCs refuse to honor this debt, Zezaxittaz smiles and says that it is fine; he will collect from them in another way (They receive **Unpaid Debt to Zezaxittaz** on their AR). If none of the PCs have the debt, the imp simply offers to exchange more information in the future on this topic. He is willing to give his word or enter into a contract if necessary to get the information he needs. The devil will agree to share

information relating only to Iuz's current machinations and nothing else. Furthermore, Zezaxittaz can offer any of the information about the plane of Acheron offered in **Knowledge of the Planes** section of **Encounter Two** as a show of his helpfulness if he is asked. He does not share information he is not asked for.

Once the PCs have completed their negotiations with the imp, he wishes them luck. If the PCs are still uncertain of how to continue, before disappearing, the imp suggests they try knocking. Unless the PCs knock, there is no way for them to open the gates.

Knocking firmly upon the gates, nothing seems to happen. A few moments later, sheets of ice flake and begin to crumble as the gigantic gates swing outward granting you access to the courtyard. Inside, statuary of ice surrounds the yard, depicting fantastic creatures, living and dead. All of them gaze longingly toward the lengthy stairs that rise to a set muted black and red metal doors. A warm, moist breeze rolls down the stairway from the doors, swirling a light dusting of snow that falls only within the courtyard, not without; all while glittering boulders of titanic ice crash into each other splintering shards and needles that rain down upon the unseen protective dome.

No one greets the PCs. There is nowhere for the PCs to proceed but up the stair to the doorway. Everything in the courtyard, from the falling snow and the warm wind to the statuary radiates strong conjuration and universal magic (*detect magic*, DC 24 Spellcraft). When the PCs reach the door, proceed.

Metal doors of the darkest black bar your path. Dull red accents, done in a flame motif lick at the edges of the entrance. In the center of one of the doors, a large skull, possibly from a giant of some sort, hangs from the bottom of a metal ring large enough for a man to slip through. Frost has collected on the doors that are oddly hot to the touch. The rime appears to spell out words.

The frost upon the doors is written in Infernal, and reads, "Let all enter who are under my domain." Anyone may use the knocker (provided they can reach to its height of twelve feet), but it makes no sound unless the one who does so is (un)dead or under the effect of a spell of some kind. There is no other clue as to how to open the door; Wee Jas does not encourage visitors. The doors radiate strong abjuration magic (*detect magic*, DC 24 Spellcraft).

Once the PCs are able to cause the knocker to sound, proceed.

A great resounding boom echoes from the knocker, and the doors swing open. A blast of hot air plays with your cloak, wiping it in the breeze. Despite the heat, none of the hoarfrost seems effected and the snow softly falls unmolested by the wind. Inside, the flakes also continue to drift gently to the ground, collecting only noticeably in the corners of the grand sweeping hall. While the pale glow still emanates from the ice walls here, several chandeliers of black candles flicker in the hall, their flames reflected endlessly in the numerous mirrors that hang on the walls, as well as the polished ice floor. More icy stairs rise up and split to the right and left, proceeding further to an open gallery on either side. At the landing, a ripple forms, and quickly a woman rises from the floor. Sculpted from the same translucent ice as the castle, her eyes burn with a white fire and misty vapors fall from her and run across the floor. She wears a fine gown of ice, flaming skulls worked into the design. Where her feet should be, there is only ice connected directly to the floor. With a haughty air, she speaks, her voice like the piercing wind of a blizzard, "You have come far mortals, by paths seldom seen, and well before your time. Who are you that your business has brought you to the Cabal Macabre, home of the Stern Lady?"

The PCs have encountered Boreal, the ice weird; an elemental seer and seneschal of the Cabal Macabre. It is her purpose to interview all those that pass through the gate and determine their purpose. Boreal is cold and efficient, asking the PCs to state their names and purpose. Being a weird she is capable of not only seeing the future, but casting nearly every divination spell possible. Assume she will not accept being lied to, unless the lie is of no consequence. For example, a PC who uses a name they are commonly known by (as opposed to their given name) will be overlooked. While a PC who claims to be here to here to praise the goddess and nothing else when they actually seek information will cause her to correct the PC and leave. Give the PCs a brief moment to correct their failure; otherwise, the event is over. The PCs will find the doors on the balcony lead nowhere and there is nothing for them on Acheron; their one chance wasted. If the PCs are truthful however, Boreal will ask the following questions.

Assuming the PCs are being honest with the weird, she will continue:

The woman of ice watches intently as you speak, the frigid fire in her eyes blazing. "State your case clearly mortals. Why should the Ruby Sorceress help you? How doth this concern her interests? Speak with

haste now, for I have little time for those such as you."

The PCs must convince the weird that their case is worthy. They presumably want to know anything Wee Jas can tell them about the plans of the Old One and in particular the portals he has been building. To do so, they must politely state their case before Boreal. This entails succeeding in a DC 30 Diplomacy check, however the PCs may receive any of several bonuses. The PCs may all choose to "aid" the primary spokesman.

- Should the PCs mention the Chaotic nature of the Old One and contrast it with Wee Jas's Lawful nature, they should receive a +5 bonus to the roll.
- Suggesting that this may be a new form of magic, or the creation of a new magic item is likely to gain her attention. This awards a +5 bonus.
- Those that mention the upstart nature of the demi-power Iuz and his disruptions of the celestial order also receive a +5 bonus to the Diplomacy check.
- Those that speak of Iuz's use of the undead and discretion of the final rest as counter to Wee Jas' belief in shepherding the dead also receive a +5.
- Worshippers of Wee Jas have a better idea how to phrase their request, and receive a +5 bonus to their roll (whether as the primary roll, or attempting to aid).
- Finally the DM may choose to award an additional +5 bonus if for any other reason they feel the PCs compellingly role-play.

If the PCs are not able to successfully meet this standard, Boreal demands that the party pay a tribute to the Witch Queen in magic or lost knowledge. The PCs must offer APL*1000 gp in magic items or books. Once they have successfully convinced or bribed Boreal to take their case to Wee Jas, continue with the read aloud text.

"The Lady shall consider your request mortals. Until such time as it pleases her, please accept hospitality of her home." With her declaration meant more as a statement than an offer, the woman of ice gestures and a door opens at the top of the stars, in the left gallery. "I have prepared you a meal. If the fates suit me, I shall return to you when I have her answer," and with that she melts silently into the floor.

The PCs may do as they wish, but they will find their only choices are to leave or enter into the door that Boreal has opened for them. While there are dozens of doors on the walls facing the hall in both gallery none will open for them by any power they may possess.

Please note that meeting Boreal does not fulfill the requirement for the prestige class contemplative.

Development: Should the PCs be hostile, and incredibly foolish choice on their part, she retreats into the ice and telepathically notifies her mistress. Such people will be simply snuffed out of existence (via the goddess' Life and Death salient divine ability) and can never be returned to life short of divine intervention. Such is the price for toying with gods.

Encounter Five: Dinner in the Cabal Macabre

The door at the top of the left branch of the stairs opens into a long but narrow room dominated by an elegant table of ice upon which at least a dozen skulls sprout black and red candles whose light glimmers off the silver and crystal settings. A graceful feast is laid out atop the table. Somewhat startled, two men rise from their seats at the table. One a dark haired elven man in gray robes and the other a pale Suel in red robes. The Suel offers a pained smile, "We didn't expect other guests. I am Chevan and this is Odell. Please join us."

Neither Chevan nor Odell are especially pleased to see the PCs, as both have been brought here to face the Test. Occasionally when the whim strikes her, Wee Jas plucks mortal mages and tests the limits of their magic; those that fail are killed by her own hand. No one has ever passed.

Those partaking of the extensive meal will find it incredibly bland with a strange dusty texture no matter whether they eat from the roast turkey or honeyed sweetbreads. Even the wine, which smells wonderful, is mediocre and leaves a dry dusty aftertaste. However, all whom eat from the table find themselves the beneficiaries of an extended maximized *hero's feast* (20th caster level). These effects occur at the end of the meal, and thus after the combat.

Chevan is wizard from Hesuel Ilshar, the secret capital of the Scarlet Brotherhood. One moment this mellow man was studying in The Library of Lendor as he always did and the next he was here. Chevan knows he (and Odell) have been chosen for the test of Wee Jas and he also realizes that he will in all likelihood fail and be slain by Wee Jas. He considers this a great honor, and over the last few days he has been trying to convince the lesser being Odell to see that, and turn him to the worship the Stern Lady. When talking to the PCs he automatically addresses Suel first and then other humans. He tends to talk to non-humans as if they were servants

or perhaps children. He is quite pleased to be here, and is very calm, unlike Odell who does not worship Wee Jas. Chevan is curious about why the PCs have come, and will happily make polite small talk with them while they share the meal.

Chevan Shessan: hp 34; see Appendix #1.

Odell is a wizard from the City of Greyhawk. He is especially nervous as he was attempting to steal a number of tomes from the Grey College in that city when he appeared here without the tomes he had already liberated. He is on edge and after introductions are made, he will nervously question the PCs how they got in, and if it is possible to get out that way. He questions become more heated as time goes on, eventually rising to the level of demands that the PCs liberate him immediately; forsaking their quest. Chevan of course just shakes his head at his companion's behavior but does not become involved. As the meal progresses, Odell will become violent in a mad effort to force the PCs to save him. Chevan will continue eating his meal while the combat rages around him, and Wee Jas will reward him for it. No harm will come to him, or the table for that matter, as long as he stays at his place. If asked about why he is not fighting he will say that Wee Jas has rules, and they must always be obeyed. Now is the time for eating, so he can do nothing else.

Note that Odell is under the effect of a extended maximized *hero's feast* (20th caster level) from eating breakfast. These modifiers are accounted for in his statistic block.

APL 10 (EL 13)

☛ **Odell Elmstar:** hp 66 (100 with *false life* and *hero's feast*); see Appendix #1.

☛ **Moonlight:** hp 33 (58 with *false life* and *hero's feast*); see Appendix #1.

Tactics: When Odell eventually begins combat, it triggers both his *contingency* (affecting him and Moonlight with *greater invisibility*) but Moonlight's *contingency* (sharing *stoneskin* between them). Odell casts a quickened spell (like *magic missile*) and uses a dipped candle (such as the one that casts *greater dispel magic* followed by a chained *bands of steel*). Moonlight also casts a spell as appropriate (usually starting off with a *shield*). The pair stays together, moving around as much as possible, and casting as many spells as possible each round using quickened spells and dipped candles.

APL 12 (EL 15)

☛ **Odell Elmstar:** hp 76 (110 with *false life* and *hero's feast*); see Appendix #1.

☛ **Moonlight:** hp 38 (63 with *false life* and *hero's feast*); see Appendix #1.

Tactics: When Odell eventually begins combat, it triggers both his *contingency* (affecting him and Moonlight with *greater invisibility*) but Moonlight's *contingency* (sharing *stoneskin* between them). Odell casts a quickened spell (like *magic missile*) and uses a stripped candle (such as the one that casts *greater dispel magic* and a chained *bands of steel*). Moonlight also casts a spell as appropriate (usually starting off with a *shield*) and a quickened spell (quickened *magic missile*). The pair stays together, moving around as much as possible, and casting as many spells as possible each round using quickened spells and striped candles.

APL 14 (EL 17)

☛ **Odell Elmstar:** hp 120 (154 with *false life* and *hero's feast*); see Appendix #1.

☛ **Moonlight:** hp 60 (85 with *false life* and *hero's feast*); see Appendix #1.

Tactics: Odell has precast a *moment of prescience*. When Odell eventually begins combat, it triggers both his *contingency* (affecting him and Moonlight with *greater invisibility*) but Moonlight's *contingency* (sharing *stoneskin* between them). Odell casts a quickened spell (like *magic missile*), followed by a *shapechange* to become a choker giving him an extra partial action, which he uses to light a stripped candle (such as the one that casts *greater dispel magic* and a chained *bands of steel*). Moonlight also casts a spell as appropriate (usually starting off with a *shield*) and a quickened spell (quickened *magic missile*). The pair stays together, moving around as much as possible, and casting as many spells as possible each round using quickened spells and striped candles. Each round, Moonlight casts one spell and one quickened spell to she runs out. Odell casts one quickened spell and lights two striped candles each round. This means they generally lob seven spell effects per round.

APL 16 (EL 19)

☛ **Odell Elmstar:** hp 135 (169 with *false life* and *hero's feast*); see Appendix #1.

☛ **Moonlight:** hp 67 (92 with *false life* and *hero's feast*); see Appendix #1.

Tactics: Odell has precast a *moment of prescience*. When Odell eventually begins combat, it triggers both his *contingency* (affecting him and Moonlight with *greater invisibility*) but Moonlight's *contingency* (sharing *stoneskin* between them). Odell casts a

quickened spell (like *magic missile*), followed by a *shapechange* to become a choker giving him an extra partial action, which he uses to light a stripped candle (such as the one that casts *greater dispel magic* and a chained *bands of steel*). Moonlight also casts a spell as appropriate (usually starting off with a *shield*) and a quickened spell (quickened *magic missile*). The pair stays together, moving around as much as possible, and casting as many spells as possible each round using quickened spells and striped candles. Each round, Moonlight casts one spell and one quickened spell to she runs out. Odell casts one quickened spell and lights two striped candles each round. This means they generally lob seven spell effects per round.

Development: In addition to gaining the benefit of the *hero's feast* from eating the meal provided, any harmful lingering spell effects (besides hit point or ability damage or death) are also canceled, regardless of the duration. For example, a *forcecage* or *baleful polymorph* would end but hit point damage from a *cone of cold* or negative levels from *energy drain* would not.

Treasure: The PCs are free to take all of Odell's belongings. His death forfeits his right to them, and Chevan will point out no one likely has any use for them in this place.

APL 10 – *amulet of health* +2 - (333 gp), *cloak of resistance* +3 - (750 gp), *headband of intellect* +2 - (333 gp), *heward's handy haversack* - (167 gp), *lesser silent metamagic rod* - (417 gp), *ring of deflection* +1 - (167 gp).

APL 12 – *amulet of health* +2 - (333 gp), *cloak of resistance* +3 - (750 gp), *headband of intellect* +2 - (333 gp), *heward's handy haversack* - (167 gp), *lesser silent metamagic rod* - (417 gp), *ring of deflection* +1 - (167 gp), *ring of freedom of movement* - (3333 gp).

APL 14 – *amulet of health* +6 - (3000 gp), *cloak of resistance* +3 - (750 gp), *headband of intellect* +2 - (333 gp), *heward's handy haversack* - (167 gp), *lesser silent metamagic rod* - (417 gp), *ring of deflection* +1 - (167 gp), *ring of freedom of movement* - (3333 gp).

APL 16 – *amulet of health* +6 - (3000 gp), *cloak of resistance* +3 - (750 gp), *headband of intellect* +2 - (333 gp), *heward's handy haversack* - (167 gp), *lesser silent metamagic rod* - (417 gp), *ring of deflection* +1 - (167 gp), *ring of freedom of movement* - (3333 gp), *robes of the archmagi (grey)* - (6250 gp).

Encounter Six: Tests of the Stern Lady (EL 10)

As dinner ends, a gong sounds, drawing attention to the main hall. From the nearby gallery railing you

can see that the frozen woman has returned to her position on the bifurcated landing. "The Stern Lady has considered your request. You will partake of the Trials I set down and should you succeed, your questions shall know their answers." With a gesture, a large door on the ground floor to the right of the stair opens wide. Only darkness lies beyond.

Boreal has few details for the PCs. The choice to the PCs is whether to accept the trials or to leave. If the players ask, Boreal can tell them that the Trial she offers is different from the Test administered by Wee Jas, although the results could be fatal. However, as there are multiple adventurers, they stand a better chance of having someone live to the end and receive the blessings of Wee Jas. As the PCs leave, Chevan wishes them good luck.

Stepping into the dark room, a chill wind swirls about your ankles and out the entrance. A sheet of ice, the surface reminiscent of many translucent bones, rapidly covers your exit. A flickering light from no obvious source increases in intensity, bringing the circular chamber into view. The floor appears to be made of rounded, pale white stones that as the light increases, becomes more obvious as the tops of thousands of skulls. The walls are a simple gray stone pierced by simple stone doors; one for each of you. There is writing on each door.

There is one door present for each party member (four to six). If there are less than six PCs, the DM may eliminate any two of the doors. For example, should a table of five not include any spellcasters or rogues, the DM would exclude the "Magic" door. There is no obvious handle or lock for any of the doors. The first person to touch a door causes a bright flash of light, and the writing on the door, along with that PC, disappears. Once a door is chosen, no one else may choose that door. When all the PCs have chosen a door (and thus disappeared) proceed with the Trials. Each trial is done separately. The players may not help each other. No magic that allows communication or transport between the PCs functions. Wee Jas simply does not allow it.

Door 1: Vanity

A single word of dripping blood covers this stone door.

This door has a single word written in Infernal. It reads "Vanity." If someone touches the door, they disappear in a flash of ruby light.

You sit upon a comfortable bed in a small room, completely surrounded by freestanding mirrors. A small stool rests before each mirror. At the foot of the bed is an open trunk. Inside the trunk you can see fine cloths sized for you, and exotic powders and pigments for your face.

There are four mirrors, each the size of the wall. Should the PC choose to look behind it, they see only the stone wall. There are no doors. The mirrors all radiate strong necromancy magic (*detect magic*, DC 23 Spellcraft). All of the mirrors show the PC as they appear unless they begin to use the make-up and put an on the clothes.

Any PC who uses the make-up and wears the fine clothing appears differently in each of the four mirrors. In the first mirror they look old and ugly as though they are near death. In the second mirror, mirror they look just as they do normally. In the third, they are fat and their face bulbous. In the fourth mirror, they are perfect. Their image is the PC without any of their normal faults. Should they sit upon any of the stools before a mirror, while wearing the fine clothing and make-up, they trigger the trap (or the way out). Sitting before mirror one, two, or three triggers the trap.

↗ **Horrid wilting trap:** CR 10; magical; location trigger; automatic reset; *horrid wilting*, 20th caster level (20d6); Fort save halves damage (DC 22); Search (DC 33); Disable Device (DC 33).

Those that sit before the fourth mirror, which shows them as perfect, trigger the way out of the room.

As you sit before the mirror, your perfect countenance reflected, you feel yourself as perfect. Are you truly not the most beautiful of Oerth. While these thoughts fill your mind, you note that a wooden door has appeared, its reflection showing it to be in the mirror behind you.

Indeed, in the center of the mirror that reflects the truth, there is a simple wooden door. It is not locked, and does not radiate magic. When opened, the PC ends up in the circular stone room where they started.

Door 2: Death

Fire blackened finger bones spell out a single word on this stone door.

This door has a single word written in Common. It reads "Death." If someone touches the door, their bodies rapidly rots, and they crumble to dust.

You stand within in a tomb. Two torches burn in iron wall sconces close by, shedding a light that barely drives back the shadows. A sarcophagus rises up from the floor upon a nearby dais.

There are no secret doors or obvious paths out of the room. A closer examination of the sarcophagus will note that it bears the PC's name and lists deeds that appear to be theirs. In addition to their deeds, there is an invocation to Wee Jas, as protector of the dead who only claims those when it is there time. Should the PC open the sarcophagus, there is nothing inside it but a small vial of thick green liquid. The liquid gives off a horrible acrid scent. The green slime regenerates in the bottle five rounds after destroyed or removed. A DC 19 Knowledge (Dungeoneering) check successfully recognizes the green slime for what it is.

To exit this tomb, and the trial, the PC must seal themselves into the sarcophagus and drink the vial of poison accepting that Wee Jas will only take them if it is their time. Anyone drinking the green slime while sealed in the sarcophagus will find himself or herself standing in the circular room.

Those PCs that get the green slime upon him or herself while not sealed with in the sarcophagus takes 1d6 points of CON per round as normal. If the PC does nothing else but wait, they will eventually starve to death and die. Wee Jas will not allow any magic that replenishes the PC's food.

Door 3: Magic

Blue eldritch fire burns without consuming this stone door. The fire spells out the letters of a single word.

This door has a single word written in Draconic. It reads "Magic." If someone touches the door, they are immolated in a blue fire and disappear.

Cluttered tables surround you; bottles and beakers, bubbling liquids, and powders in crucibles. A circle surrounded by candles is inscribed upon the floor in chalk. Piles of scrolls and books crowd the central table.

Nothing radiates magic in this room beyond the minor aura surrounding the various magical components found in the room. Amongst the pages of the desk, there is an incomplete scroll. It appears as if someone began

researching a spell to free himself or herself from some sort of imprisonment. A DC 24 Spellcraft suggests it is similar in nature to the *freedom* spell. To escape this trap, the PC must cast the spell and complete the missing section of the scroll. This requires the PC to succeed in a DC 24 Knowledge (Arcane), Spellcraft or Use Magic Device skill check. Each time they fail to properly complete the words, they trigger malignant effect inherent in the miscasting of the spell. They eventually succeed or die.

↗ **Horrid wilting trap:** CR 10; magical; spell trigger; automatic reset; *horrid wilting*, 20th caster level (20d6); Fort save halves damage (DC 22); Search (DC 33); Disable Device (DC 33).

Door 4: Law

Perfect inset crystal letters spell out a single word on this stone door.

This door has a single word written in Formian. It reads “Law.” If someone touches the door, they are frozen in a sheath of ice, and then shatter to nothingness.

It appears that you are in a poorly lit government hall of some sort. You sit in the accused's seat before the magistrate's chair. On the magistrates desk rests two gavels and a scroll.

Upon the desk there are two gavels. One on the right is labeled innocent and the other guilty, both in Infernal. Nothing in the room radiates magic. Upon the scroll are the PC's deeds written in common. Everything they have ever done in their life is listed. Every person they ever killed, regardless of the reason, every law they ever broke.

The eyes of Wee Jas, anyone who breaks a law is guilty, regardless of the situation that caused them to break it. To exit this realm, the PC must slam down the guilty gavel. If so, they appear in the circular room. The trap affects those that slam down the innocent gavel.

↗ **Wail of the banshee trap:** CR 10; magical; location trigger; automatic reset; *wail of the banshee*, 17th caster level; Fort save negates (DC 23); Search (DC 34); Disable Device (DC 34).

Door 5: Knowledge

A small bronze plaque is attached to this stone door. Upon the plaque, letters are stamped into the metal spelling a single word.

This door has a single word written in Celestial. It reads “Knowledge.” If someone touches the door, they simply fade from view.

You stand in a small cluttered library, not more than the length of three horses on each side. Books and scrolls fill the shelves, and stairs lead up to a small balcony where more freestanding shelves wait behind a wooden rail. Several blank scrolls rest next to a pot of ink and some quills at a desk near a lit hearth.

There are books throughout the library on a wide variety of subjects from defeating magical traps to biographies of rogues who escaped magical prisons. It seems as if the library has a theme pertinent to the PC's current predicament. Unfortunately, each time a book is opened, it triggers the *horrid wilting* trap. None of the books radiate magic, but the hearth radiates strong necromancy (*detect magic*, DC 23 Spellcraft).

↗ **Horrid wilting trap:** CR 10; magical; spell trigger; automatic reset; *horrid wilting*, 20th caster level (20d6); Fort save halves damage (DC 22); Search (DC 33); Disable Device (DC 33).

To escape, the PC must simply add to the knowledge of the library and write a book describing their method of escape. Once they have penned the tome and closed the book, they find themselves back in the circular room where they started.

Door 6: Guardianship

Iron rods set into this stone door spell out a single word.

This door has a single word written in Ancient Suel. It reads “Guardianship.” If someone touches the door, they turn to stone, and then crumble to dust.

You sit in a wooden rocking chair in a small nursery. Toys are placed lovingly about the room. A blue woolen blanket is draped over the side of a beautifully carved crib.

The room is filled with toys for a small child, but except for the crib and the chair there is no furniture. Nothing in the room radiates magic. Inside the crib is a fair-haired male Suel infant. The child is covered with pustules, vermin and filth. While the child is awake and alert, it is not crying. A DC 15 Heal check can determine that the child has a deadly disease spread by touch. If the PC picks up the child, they will likely catch the disease, but

if they don't, the child will likely die in the crib in the near future. If they turn their back on the child, they trigger the *wail of the banshee*, however if they pick up the child, they find themselves standing in the circular room that they started in.

Development: Each time a PC is successful, the flaming skull holy symbol of Wee Jas appears on the door. When the Trials are completely, all PCs appear in the circular chamber at the same time. Those who were slain in their pursuit awaken in their own bed, in the Dancing Steed. They have lost a level, as though they had died, but they did not need to expend any gold to receive this benefit.

Encounter Seven: Revelation

You stand in the circular chamber of doors. <Insert number of successful trials> stone doors bear the flaming skull of Wee Jas, but the curtain of ice no longer blocks the entrance to this hall of trials. The frozen woman waits once again on the landing, her eyes downcast as you exit the room. "You have passed the Trials I sent before you, worthy mortals. Ask me your questions again, and I shall give you your answers."

Boreal can give the following answers to questions asked by the PCs. Should the PCs ask a question far afield from these details, she will say that the answer to that question was not won by the PCs in the trial.

- The woman's name is Boreal, an ice weird and she but a simple servant of the Ruby Sorceress of little consequence.
- The Imp Zezaxittaz is working for himself, although the fruits of his labor indirectly benefit the Lords of Hell who seek to disrupt the goals of the Old One.
- The portals being built in the lands of the Old One are a new form of magic item, very similar in nature to the portal that is beneath Old Wicked's palace in Dorakaa.
- The portals all go to the Abyss, albeit different places in that chaotic place. They let out anywhere his target has a stronghold.
- He prepares his cold iron golems, cold iron weapons, and the elixir of holy essence for his war against other fiends.
- The target of the Old One's machinations is his sometime ally Pazuzu, Demon Prince of the Aerial Kingdoms of the Abyss. Also known as Pazrael and Pazuzeus by some, this fell lord owns the sky of every layer of the Abyss (that possesses a sky), as well as a layer of his own. The Old One seeks to depose him and take his

place as the largest owner of territory in the Abyss. If successful, he will become unkillable on the Prime Material.

- Since Iuz acquired the Codex of Infinite Planes as a result of the ether threat to the Prime, his powers over the planes have begun growing. This plot is well within that deity's capability while he wields that artifact.
- The marilith Avehovna and the vrock Rzasanet, Master of the Blood-Drenched Sky and all of those who live in the Castle of Foul Breezes are minions of Pazuzu (NPCs found in *IUZ3-06 Every Passing Breeze*). They are among his most wary and talented agents short of the Wings of Pazuzu, his six Balor generals.
- Wee Jas has decided to involve herself because Iuz has the potential to disrupt the balance, effectively gaining the power of a lesser or intermediate god by control a huge portion of the Abyss, but because he is still a demi-god, he can still remain on Oerth.

Once the PCs questions are answered, Boreal will make one more offer.

As your questioning draws to a close, Boreal's head snaps back as though she had been roughly grabbed by some unseen force. Visibly relaxing, she continues, her voice now somewhat ragged. "If any of you wish, the purity of your soul may be tested by the Witch Queen herself. She offers each individual who wishes it, a meeting. You may leave now or proceed as you wish. Those that proceed should know now that only the greatest of her faithful may be touched by her presence, and not be consumed by it. I shall speak no more." The frozen woman melts away into the icy stairs and moments later a pillar of black flame rushes up from behind the staircase. In the center of the fire, an ephemeral door of sculpted snow awaits, the flaming skull of Wee Jas prominent on the door. Chevan looks down at you from the gallery.

"You are truly blessed. It seems you will have the opportunity to feel Wee Jas' fiery embrace before I. Good luck to you, should any of you choose this test."

Those that walk this path must do so singly. The DM is encouraged to speak with each PC that attempts this foolish and brave thing separately, and to emphasize the harsh nature of Wee Jas' judgment. None of them return until all that intend to go have walked through the door.

Stepping through into the fire, your flesh begins to sizzle and pop, scorched with the heat of a god. You

grasp the door handle and it as cold as the emptiness of the void. It freezes your hand and you can barely move your arm. Forcing you way through the door, you are in a lush and well-appointed sitting room. You are unharmed. A dazzling woman sits upon a divan, her flaming hair red like the setting sun. As her eyes pass to you, your body stretches taunt, all of your muscles clenched tightly, strangling you with her beauty. She stares at you intently, burning you from within. You struggle to breath, to scream, but you cannot. Though her mouth does not move, you hear a breathy voice like thunder in your head, forcing tears of pain from your eyes.

"You should great vanity in coming here mortal." Blood drips from your nose. The sound of your joints popping echoes in your ears. "In one word, what do you offer me?" the vision of exquisiteness inquires in your mind. There is silence, only the stretching of your body makes any noise.

If the PC wishes to speak (and thinking the answer will not do) they must success at a DC 39 Will save. If the PC possesses any, they may add their ranks in Knowledge (arcane) or Knowledge (religion), whichever is higher, as a competence bonus to this saving throw. In addition, they receive a +4 circumstance bonus to the role if their deity is Wee Jas. Those that fail this saving throw cannot speak and automatically fail the test. Wee Jas expects only one answer. "Obedience." (Accept compliance, servitude, submission, worship, or any other word that means about the same.) There is no roll to be made to know the correct answer.

Those that fail are erased from existence for their vanity. Their PC is removed from play permanently.

The pain suddenly ends. You realize you are looking at your limbs. They are not attached to your body. All goes dark.

If the PC answers correctly, continue:

The pain suddenly ends, replaced by a gentle peace. Hear voice echoes again in you mind, but this time gently, and without agony. "Perhaps you do belong at my side mortal, but your time has not yet come. Take my blessings and return to your world." The room fades into darkness, the only light is from a flaming skull that recedes into the night. You are standing at the base of the icy stairs. All is quiet, and the great doors to the outside are open. Chevan looks down at you from the gallery. "You are truly the blessed of Wee Jas. I am honored to have met you."

Those that succeed in the Test receive the **Blessings of the Stern Lady** on their Adventure Record. Chevan will not leave with the PCs regardless of their wishes. He desires to be tested as well. No means available to mortal PCs can successfully transport Chevan across the threshold to the outside.

Conclusion: Once Again Into the Storm

Leaving behind the cold and ephemeral Cabal Macabre, you once again trudge through the biting ice winds of Acheron. Across the endless place of strange and twisted ice, you make your way to what remains of the Dancing Steed. The inn has been better, being severally battered, its shutters have been broken in and several holes are now evident in the roof. Ice shards bristle from its exterior like some nightmarish frozen porcupine. Picking your way safely through the sharp ice, with needles stinging your face and blurring your vision, you find your way to your beds. Covered in ice, and open to the winds now, there is little comfort to be found. Pulling the thick furs over your face, you can't wait to be home again. And then, the wind is gone. You are in your bed in the Dancing Steed. An afternoon sun streams through the shutters and the sounds of joyous revelry echo from the streets below. "The Old One is defeated in Quaalsten! Long fly the Green and White!" You can only hope that soon the Old One will be defeated elsewhere as well.

All PCs wake up with their cloths covered in ice needles from the bladestorm. The largest of these never melts and can be found on the PC's AR (Shard of Acheron Ice).

The End

Experience Point Summary

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

Encounter Three

Defeat the Steel Predators

- APL 10: 390 xp;
- APL 12: 450 xp;
- APL 14: 510 xp;
- APL 16: 570 xp.

Encounter Five

Defeat the mage Odell Elmstar

APL 10: 390 xp;
APL 12: 450 xp;
APL 14: 510 xp;
APL 16: 570 xp.

Encounter Six

Survive the traps and solve the Trial (awarded individually)

APL 10: 300 xp;
APL 12: 300 xp;
APL 14: 300 xp;
APL 16: 300 xp.

Story Award

The PCs discover the purpose of the portals

APL 10: 270 xp;
APL 12: 315 xp;
APL 14: 360 xp;
APL 16: 405 xp.

Total possible experience:

APL 10: 1,350 xp;
APL 12: 1,515 xp;
APL 14: 1,680 xp;
APL 16: 1,845 xp.

Treasure Summary

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

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

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

coin total is subtracted from the encounter totals given below.

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

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

Encounter Six

APL 10: M: 2167 gp
APL 12: M: 5500 gp
APL 14: M: 8167 gp
APL 16: M: 14,417 gp

Total Possible Treasure

APL 10: Total: 2,167 gp
APL 12: Total: 3,300 gp (5,500 gp)
APL 14: Total: 6,600 gp (8,167 gp)
APL 16: Total: 9,900 gp (14,417 gp)

Special

Favor of Philidor: The agents of the Blue Archmage are numerous, and they will reward your efforts against the Old One. You may designate one item on this AR as meta-regional: _____. You may not change that item once you have designated it.

Shard of Acheron Ice: You have a shard of the blue-black ice of Acheron. This ice that never melts acts as a planar fork for that plane. This ice has no gold piece value.

Unpaid Debt to Zezaxittaz: This PC owes a debt to the lowly imp Zezaxittaz for his aid in escaping the Castle of Foul Breezes, but refused to repay that debt. As such the imp has sold your debt to him to a much more powerful devil. They will come to collect.

Trial of the Witch Queen AR

Karma: Your PC has been snuffed out of existence by a god. Such things ripple through the natural order of things. Where one hero falls, another rises. Wee Jas has marked someone close to you: a sibling, a cousin, or possibly a friend. You may create this individual as your next PC. The PC you create is recognized by all followers of the Stern Lady as one of her chosen who has been marked for great things. All Suel feel a rightness about you, regardless of your actual race. In most situations clerics of Wee Jas will be in awe of you and the destiny the Ruby Sorceress holds for you. In the future, the karma of your death will reflect in blessings to this new PC in future adventures. This AR should be the first AR for this new PC.

Blessings of the Stern Lady: You have been tested by Wee Jas, the Ruby Sorceress herself. She has found you sufficient. She has chosen to reward you with access to new magic. If you are a cleric, sorcerer, or wizard, you may place the spell *catastrophic counterspell* (printed below) on your spell list. If you are not a cleric, sorcerer, or wizard, one time you may cast *catastrophic counterspell* as a spell-like ability as a sorcerer of your character level. In addition, any PC that has the Blessings of the Stern Lady has met the special requirement for the contemplative prestige class for the goddess Wee Jas. You have been touched by the Stern Lady and she plans to reward you with more knowledge in the future. []

Catastrophic Counterspell

Illusion (Shadow)

Level: Sor/Wiz 4, Clr 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One spellcaster

Duration: 1 min./level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

While under the effects of this illusion the target is defended against attempts to counterspell his spells by creating the illusion of casting another spell altogether. When the spellcaster attempting to counterspell the target of this effect attempts to identify a spell and succeeds, he must make a Will save. If successful, they perceive the correct spell and may attempt to counterspell as normal. If caster attempting to counterspell fails the Will save, they are affected by the *catastrophic counterspell* and the enemy attempts to counterspell an incorrectly perceived spell. This counterspelling fails and interacts with the shadow

energies protecting the target in a devastating way, causing 2d6 points of damage plus 2/per level (max +20). The *catastrophic counterspell* automatically ends when the energy is discharged regardless of any remaining duration.

For example, before entering combat Ruestian, an 8th-level wizard casts *catastrophic counterspell* upon himself. Three minutes later, Julis, an enemy sorcerer, sees Ruestian attempting to casting a spell. Julis has a *fireball* ready for a counterspelling attempt and succeeds in his Spellcraft check, but fails his Will save. Julis identifies the spell as a *fireball* and unleashes his *fireball* as a counterspell. The *catastrophic counterspell* and the *fireball* counterspell interact badly inflicting 2d6+16 points of damage to Julis and Ruestian's *lightning bolt* spell goes off as planned.

Items for the Adventure Record

Item Access

APL 10:

Cloak of resistance +3 (Adventure, DMG)

Heward's handy haversack (Adventure, DMG)

Lesser silent metamagic rod (Adventure, DMG)

APL 12: (All of APL 10 plus the following)

Ring of freedom of movement (Adventure, DMG)

APL 14: (All of APLs 10-12 plus the following)

Amulet of health +6 (Adventure, DMG)

APL 16: (All of APLs 10-14 plus the following)

Robes of the archmagi (grey) (Adventure, DMG)

Appendix #1: NPC Statistics

Encounter Three

APL 14

Advanced Steel Predator: CR 15; Large Outsider; HD 16d8+80; hp 154; Init +9; Spd 50 ft.; AC 30 (touch 14, flat-footed 25) [-1 size, +5 Dex, +16 natural]; BA/G +16/+27; Atk +23 melee (3d6+7/19-20, bite); Full Att +23 melee (3d6+7/19-20, bite) and +21 melee (2d4+3, 2 claws); Face/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake 1d6+3, roar, sundering bite; SQ Blindsight 30 ft., darkvision 60 ft., deaf, immunity (electricity, sonic and petrification), magic sense, resistance cold and fire 20, scent, DR 15/magic and silver; AL N; SV Fort +15, Ref +15, Will +13; Str 25, Dex 21, Con 20, Int 10, Wis 16, Cha 12.

Skills and Feats: Balance +29, Climb +26, Hide +28, Jump +26, Listen +22, Move Silently +28, Search +19, Spot +22; Improved Critical (Bite), Improved Initiative, Improved Natural Attack (Bite), Improved Sunder, Multiattack, Power Attack

Languages: Terran (speak & read only, not understand)

Pounce (Ex): If a steel predator leaps upon a foe during a charge, it can make a full attack even if it has already taken a move action.

Rake (Ex): A steel predator that gets a hold can make two rake attacks (+21 melee) with its hind legs for 1d6+3 points of damage each. If a steel predator pounces on an opponent, it can also rake.

Roar (Su): A steel predator can emit a titanic roar every 1d4 rounds. All creatures within a 30-foot cone take 12d6 points of sonic damage and are deafened for 2d6 rounds (Fort DC 22 half; success negates deafness). Any exposed brittle or crystalline creature takes twice the indicated damage; creatures holding fragile objects can negate damage to them with successful Reflex saves (DC 20).

Sundering Bite (Ex): When it uses its bite to attack a weapon, shield, or other held item, the steel predator gains a +4 bonus on the opposed attack roll and deals double normal damage.

Deaf (Ex): A steel predator is incapable of perceiving sound, and thus is immune to language-dependant effects and sonic effects dependant on hearing. This creature has adapted to this limitation and thus takes no penalty on initiative checks because of its deafness.

Magic Sense (Su): A steel predator can sense the presence of any metallic magic item within 120 feet. It considers such an item to be a delicacy and rarely

passes up an opportunity to consume it (using its sundering bite to destroy the item first).

APL 16

Advanced Steel Predator: CR 17; Huge Outsider; HD 20d8+140; hp 234; Init +9; Spd 50 ft.; AC 32 (touch 13, flat-footed 27) [-2 size, +5 Dex, +19 natural]; BA/G +20/+38; Atk +30 melee (4d6+11/19-20, bite); Full Att +30 melee (4d6+11/19-20, bite) and +28 melee (2d6+5, 2 claws); Face/Reach 15 ft./10 ft.; SA Improved grab, pounce, rake 1d8+5, roar, sundering bite; SQ Blindsight 30 ft., darkvision 60 ft., deaf, immunity (electricity, sonic and petrification), magic sense, resistance cold and fire 20, scent, DR 15/magic and silver; AL N; SV Fort +19, Ref +17, Will +15; Str 33, Dex 20, Con 24, Int 10, Wis 16, Cha 12.

Skills and Feats: Balance +33, Climb +29, Hide +28, Jump +30, Listen +26, Move Silently +32, Search +23, Spot +26; Ability Focus (Roar), Improved Critical (Bite), Improved Initiative, Improved Natural Attack (Bite), Improved Sunder, Multiattack, Power Attack

Languages: Terran (speak & read only, not understand)

Pounce (Ex): If a steel predator leaps upon a foe during a charge, it can make a full attack even if it has already taken a move action.

Rake (Ex): A steel predator that gets a hold can make two rake attacks (+28 melee) with its hind legs for 1d8+5 points of damage each. If a steel predator pounces on an opponent, it can also rake.

Roar (Su): A steel predator can emit a titanic roar every 1d4 rounds. All creatures within a 30-foot cone take 12d6 points of sonic damage and are deafened for 2d6 rounds (Fort DC 26 half; success negates deafness). Any exposed brittle or crystalline creature takes twice the indicated damage; creatures holding fragile objects can negate damage to them with successful Reflex saves (DC 20).

Sundering Bite (Ex): When it uses its bite to attack a weapon, shield, or other held item, the steel predator gains a +4 bonus on the opposed attack roll and deals double normal damage.

Deaf (Ex): A steel predator is incapable of perceiving sound, and thus is immune to language-dependant effects and sonic effects dependant on hearing. This creature has adapted to this limitation and thus takes no penalty on initiative checks because of its deafness.

Magic Sense (Su): A steel predator can sense the presence of any metallic magic item within 120 feet. It considers such an item to be a delicacy and rarely

passes up an opportunity to consume it (using its sundering bite to destroy the item first).

Encounter Five

All APLs

Chevan Shessan: Male human (Suel) Wiz11; CR 11; Medium humanoid (human); HD 11d4; hp 34; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11) [+2 Dex, +1 deflection]; BA/G +5/+5; Atk +6 melee (1d4+1/19-20, dagger) or +8 ranged (1d4+1/19-20, dagger); Full Att +6 melee (1d4+1/19-20, dagger) or +8 ranged (1d4+1/19-20, dagger); SA [Short descriptions of special attacks, complex descriptions go under Special Attacks]; SQ [Short descriptions of special abilities, complex descriptions go under Special Qualities]; AL LE; SV Fort +3, Ref +5, Will +8; Str 8, Dex 15, Con 10, Int 20, Wis 13, Cha 12.

Skills and Feats: Concentration +18, Decipher Script +19, Knowledge (Arcane) +19, Knowledge (History) +8, Knowledge (Nature) +19, Knowledge (Religion) +19, Knowledge (the Planes) +19, Spellcraft +19; Brew Potion, Combat Casting, Craft Wand, Greater Spell Focus (Enchantment), Greater Spell Penetration, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Possessions: *Dagger +1, ring of deflection +1, scroll of fly, scroll of grease, potion of cure moderate wounds*, red robe, spell component pouch.

Physical Description: Chevan is thin, scholarly Suel man with white hair and lavender eyes. In general he is always polite, even when in the company of lesser such as non-humans.

Spells Prepared (4/6/5/5/4/3/1; base DC = 15 + spell level, 17 + spell level for Enchantment): 0th – *daze, detect magic, detect poison, read magic*; 1st – *charm person, color spray, feather fall, mage armor, magic missile, shield*; 2nd – *daze monster, resist energy, scorching ray, tasha's hideous laughter, web*; 3rd – *dispel magic, fireball, fly, heroism, hold person*; 4th – *charm monster, confusion, enervation, ice storm*; 5th – *dominate person, feeblemind, hold monster*; 6th – *mass suggestion*.

APL 10

Odell Elmstar: Male high elf wiz5/cndlcastr8; CR 13; Medium humanoid (elf); HD 13d4+26; hp 66 (100 with *false life* and *hero's feast*); Init +6; Spd 30 ft.; AC 19 (touch 13, flat-footed 17) [+6 *mage armor*, +2 Dex, +1 deflection]; BA/G +6/+7; Atk +7 melee (1d4/19-20, dagger) or +9 ranged (1d4/19-20, dagger); Full Att

+7/+2 melee (1d4/19-20, dagger) or +9/+4 ranged (1d4/19-20, dagger); SQ Dipped candle, empower candle, enlarge candle, extend candle, heightened candle, quick light, scribe candle, unfettered candle; AL CN; SV Fort +10, Ref +12, Will +15; Str 10, Dex 14, Con 12 [14], Int 21 [23], Wis 12, Cha 8.

Skills and Feats: Concentration +18, Craft (candlemaking) +22, Decipher Script +14, Knowledge (arcane) +22, Knowledge (the Planes) +22, Sense Motive +14, Spellcraft +22; Alertness, Chain Spell, Great Fortitude, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation).

Languages: Abyssal, Common, Draconic, Elf, Infernal, Orc.

Possessions: dagger, spell component pouch, 100 tindertwigs, familiar, *headband of intellect +2, ring of deflection +1, cloak of resistance +3, heward's handy haversack, amulet of health +2, lesser silent metamagic rod, dipped candle (greater dispel magic followed by a chained bands of steel), dipped candle (waves of exhaustion followed by heightened (+3) slow), dipped candle (chain lightning followed by power word blind), dipped candle (empowered cone of cold followed by disintegrate)*.

Physical Description: Odell is a nervous high elf with dark hair and frantic eyes. He alternates between staring into the flame of a candle and glancing rapidly around the room.

Spells Prepared (4/6/6/5/5/4/3/1; base DC = 15 + spell level, 16 + spell level for Conjuration and Evocation): 0th – *detect magic, detect poison, light, mage hand*; 1st – *expeditious retreat, magic missile, ~~protection from good~~, ray of enfeeblement, shield, shocking grasp*; 2nd – *false life, glitterdust, resist energy, scorching ray, see invisibility, web*; 3rd – *daylight, dispel magic, fireball, ~~greater mage armor~~, haste*; 4th – *catastrophic counterspell, Evard's black tentacles, ice storm, dimension door, enervation*; 5th – *dominate person, quickened magic missile (x2), wall of force*; 6th – *greater dispel magic, ~~imbue familiar with spell ability~~, quickened scorching ray*; 7th – *mass hold person*.

Contingency: *improved invisibility* at start of combat

Moonlight: Weasel Familiar; CR -; Tiny magical beast; HD 13d8; hp 33 (58 with *false life* and *hero's feast*); Init +2; Spd 20 ft., climb 20 ft.; AC 23 (touch 14, flat-footed 21) [+6 *mage armor*, +3 natural, +2 size, +2 Dex]; BA/G +6/-5; Atk +9 melee (1d3-4, bite); Full Att +9/+4 melee (1d3-4, bite); SA Attach; SQ Deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells, speak with master; AL CN; SV Fort +5, Ref +7, Will +12; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +16, Decipher Script +7, Hide +11, Knowledge (arcane) +15, Knowledge (the Planes) +15, Move Silently +8, Sense Motive +14, Spellcraft +15, Spot +3; Weapon Finesse.

Spells Imbued (base DC = 15 + spell level, 16 + spell level for Conjunction and Evocation): 1st – *protection from good, shield*; 3rd – *dispel magic, haste*.

Contingency: share stonesskin at start of combat with master

APL 12

Odell Elmstar: Male high elf wiz5/cndlcastr10; CR 15; Medium humanoid (elf); HD 15d4+30; hp 76 (110 with *false life* and *hero's feast*); Init +6; Spd 30 ft.; AC 19 (touch 13, flat-footed 17) [+6 *mage armor*, +2 Dex, +1 deflection]; BA/G +7/+8; Atk +8 melee (1d4/19-20, dagger) or +10 ranged (1d4/19-20, dagger); Full Att +8/+3 melee (1d4/19-20, dagger) or +10/+5 ranged (1d4/19-20, dagger); SQ Dipped candle, empower candle, enlarge candle, extend candle, heightened candle, maximize candle, quick light, scribe candle, striped candle, unfettered candle; AL CN; SV Fort +11, Ref +13, Will +16; Str 10, Dex 14, Con 12 [14], Int 21 [23], Wis 12, Cha 8.

Skills and Feats: Concentration +19, Craft (candlemaking) +22, Decipher Script +14, Knowledge (arcane) +23, Knowledge (the Planes) +23, Sense Motive +17, Spellcraft +23; Alertness, Chain Spell, Great Fortitude, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Conjunction), Spell Focus (Enchantment), Spell Focus (Evocation).

Languages: Abyssal, Common, Draconic, Elf, Infernal, Orc.

Possessions: dagger, spell component pouch, 100 tindertwigs, familiar, *headband of intellect* +2, *ring of deflection* +1, *cloak of resistance* +3, *heward's handy haversack*, *amulet of health* +2, *ring of freedom of movement*, *striped candle* (greater *dispel magic* followed by a chained *bands of steel*), *striped candle* (maximized *cone of cold* and *confusion*), *striped candle* (chain lightning and *power word blind*), *striped candle* (heightened (+3) *mind fog* and *dominate person*).

Physical Description: Odell is a nervous high elf with dark hair and frantic eyes. He alternates between staring into the flame of a candle and glancing rapidly around the room.

Spells Prepared (4/6/6/5/5/5/4/2/1; base DC = 15 + spell level, 16 + spell level for Conjunction, Enchantment, and Evocation): 0th – *detect magic, detect poison, light, mage hand*; 1st – *expeditious retreat, magic missile, ~~protection from good~~, ray of*

enfeeblement, ~~shield~~, shocking grasp; 2nd – *false life, glitterdust, resist energy, scorching ray, see invisibility, web*; 3rd – *daylight, dispel magic, fireball, ~~greater mage armor~~, ~~haste~~*; 4th – *catastrophic counterspell, Evard's black tentacles, ice storm, dimension door, enervation*; 5th – *cone of cold, quickened grease, quickened magic missile (~~x2~~), wall of force*; 6th – *chain bands of steel, greater dispel magic, ~~imbue familiar with spell ability~~, quickened scorching ray*; 7th – *forcecage, mass hold person*; 8th – *chain hold monster*.

Contingency: improved invisibility at start of combat

Moonlight: Weasel Familiar; CR -; Tiny magical beast; HD 15d8; hp 38 (63 with *false life* and *hero's feast*); Init +2; Spd 20 ft., climb 20 ft.; AC 23 (touch 14, flat-footed 21) [+6 *mage armor*, +3 natural, +2 size, +2 Dex]; BA/G +7/-4; Atk +10 melee (1d3-4, bite); Full Att +10/+5 melee (1d3-4, bite); SA Attach; SQ Deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells, speak with master; AL CN; SV Fort +6, Ref +8, Will +13; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +17, Decipher Script +7, Hide +11, Knowledge (arcane) +16, Knowledge (the Planes) +16, Move Silently +8, Sense Motive +17, Spellcraft +16, Spot +3; Weapon Finesse.

Spells Imbued (base DC = 15 + spell level, 16 + spell level for Conjunction and Evocation): 1st – *protection from good, shield*; 3rd – *dispel magic, haste*; 5th – *quickened magic missile*.

Contingency: share stonesskin at start of combat with master

APL 14

Odell Elmstar: Male high elf wiz7/cndlcastr10; CR 17; Medium humanoid (elf); HD 17d4+68; hp 120 (154 with *false life*); Init +6; Spd 30 ft.; AC 19 (touch 13, flat-footed 17) [+6 *mage armor*, +2 Dex, +1 deflection]; BA/G +8/+9; Atk +9 melee (1d4/19-20, dagger) or +11 ranged (1d4/19-20, dagger); Full Att +9/+4 melee (1d4/19-20, dagger) or +11/+6 ranged (1d4/19-20, dagger); SQ Dipped candle, empower candle, enlarge candle, extend candle, heightened candle, maximize candle, quick light, scribe candle, striped candle, unfettered candle; AL CN; SV Fort +14, Ref +14, Will +17; Str 10, Dex 14, Con 12 [18], Int 24 [26], Wis 12, Cha 8.

Skills and Feats: Concentration +22, Craft (candlemaking) +22, Decipher Script +18, Knowledge (arcane) +25, Knowledge (the Planes) +25, Sense Motive +17, Spellcraft +25; Alertness, Chain Spell,

Great Fortitude, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Enchantment), Spell Focus (Evocation).

Languages: Abyssal, Common, Draconic, Elf, Infernal, Orc.

Possessions: dagger, spell component pouch, 100 tindertwigs, familiar, *headband of intellect +2*, *ring of deflection +1*, *cloak of resistance +3*, *heward's handy haversack*, *amulet of health +6*, *ring of freedom of movement*, *striped candle* (greater dispel magic followed by a chained *bands of steel*), *striped candle* (maximized *cone of cold* and *confusion*), *striped candle* (chain lightning and *power word blind*), *striped candle* (heightened (+3) *mind fog* and *dominate person*), *striped candle* (heightened (+3) *phantasmal killer* and maximized *enervation*).

Physical Description: Odell is a nervous high elf with dark hair and frantic eyes. He alternates between staring into the flame of a candle and glancing rapidly around the room.

Spells Prepared (4/6/6/6/5/5/5/4/2/1; base DC = 16 + spell level, 17 + spell level for Conjuration, Enchantment, and Evocation): 0th – *detect magic*, *detect poison*, *light*, *mage hand*; 1st – *expeditious retreat*, *magic missile*, ~~*protection from good*~~, *ray of enfeeblement*, ~~*shield*~~, *shocking grasp*; 2nd – ~~*false life*~~, *glitterdust*, *resist energy*, *scorching ray*, *see invisibility*, *web*; 3rd – *daylight*, *dispel magic*, *fireball*, ~~*greater mage armor*~~, ~~*haste*~~, *lightning bolt*; 4th – *catastrophic counterspell*, *evard's black tentacles*, *ice storm*, *dimension door*, *otiluke's resilient sphere*, *enervation*; 5th – *cone of cold*, quickened *grease*, quickened *magic missile* (~~x2~~), *wall of force*; 6th – chain *bands of steel*, *disintegrate*, *greater dispel magic*, ~~*imbue familiar with spell ability*~~, quickened *scorching ray*; 7th – quickened *fireball*, *forcecage*, *mass hold person*; 8th – chain *hold monster*, ~~*moment of prescience*~~; 9th – *shapechange*.
Contingency: *improved invisibility* at start of combat

Moonlight: Weasel Familiar; CR -; Tiny magical beast; HD 17d8; hp 60 (85 with *false life*); Init +2; Spd 20 ft., climb 20 ft.; AC 24 (touch 14, flat-footed 22) [+6 *mage armor*, +4 natural, +2 size, +2 Dex]; BA/G +7/-4; Atk +11 melee (1d3-4, bite); Full Att +11/+6 melee (1d3-4, bite); SA Attach; SQ Deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells, speak with master, speak with weasels; AL CN; SV Fort +7, Ref +9, Will +14; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +18, Decipher Script +10, Hide +11, Knowledge (arcane) +14, Knowledge (the Planes) +14, Move Silently +8, Sense Motive +17, Spellcraft +17, Spot +3; Weapon Finesse.

Spells Imbued (base DC = 16 + spell level, 17 + spell level for Conjuration and Evocation): 1st – *protection from good*, *shield*; 3rd – *dispel magic*, *haste*; 5th – quickened *magic missile*.

Contingency: *share stonesskin* at start of combat with master

APL 16

Odell Elmstar: Male high elf wiz9/cndlcastr10; CR 19; Medium humanoid (elf); HD 19d4+76; hp 135 (169 with *false life*); Init +6; Spd 30 ft.; AC 19 (touch 13, flat-footed 17) [+6 *mage armor*, +2 Dex, +1 deflection]; BA/G +9/+10; Atk +10 melee (1d4/19-20, dagger) or +12 ranged (1d4/19-20, dagger); Full Att +10/+5 melee (1d4/19-20, dagger) or +12/+7 ranged (1d4/19-20, dagger); SQ Dipped candle, empower candle, enlarge candle, extend candle, heightened candle, maximize candle, quick light, scribe candle, striped candle, unfettered candle, +2 caster level checks; SR 18; AL CN; SV Fort +16, Ref +16, Will +19; Str 10, Dex 14, Con 12, Int 24 [26], Wis 12, Cha 8.

Skills and Feats: Concentration +23, Craft (candlemaking) +22, Decipher Script +22, Knowledge (arcane) +26, Knowledge (the Planes) +26, Sense Motive +17, Spellcraft +26; Alertness, Chain Spell, Great Fortitude, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Enchantment), Spell Focus (Evocation).

Languages: Abyssal, Common, Draconic, Elf, Infernal, Orc.

Possessions: dagger, spell component pouch, 100 tindertwigs, familiar, *headband of intellect +2*, *ring of deflection +1*, *cloak of resistance +3*, *heward's handy haversack*, *amulet of health +6*, *ring of freedom of movement*, *robes of the archmagi* (grey) *striped candle* (greater dispel magic followed by a chained *bands of steel*), *striped candle* (maximized *cone of cold* and *confusion*), *striped candle* (chain lightning and *power word blind*), *striped candle* (heightened (+3) *mind fog* and *dominate person*), *striped candle* (heightened (+3) *phantasmal killer* and maximized *enervation*).

Physical Description: Odell is a nervous high elf with dark hair and frantic eyes. He alternates between staring into the flame of a candle and glancing rapidly around the room.

Spells Prepared (4/6/6/6/5/5/5/5/3/3; base DC = 16 + spell level, 17 + spell level for Conjuration, Enchantment, and Evocation): 0th – *detect magic*, *detect poison*, *light*, *mage hand*; 1st – *expeditious retreat*, *magic missile*, ~~*protection from good*~~, *ray of enfeeblement*, ~~*shield*~~, *shocking grasp*; 2nd – ~~*false life*~~, *glitterdust*, *resist energy*, *scorching ray*, *see invisibility*,

web; 3rd – *daylight*, *dispel magic*, *fireball*, ~~*greater mage armor*~~, ~~*haste*~~, *lightning bolt*; 4th – *catastrophic counterspell*, *evard's black tentacles*, *ice storm*, *dimension door*, *enervation*; 5th – *cone of cold*, quickened *magic missile* (x3), *wall of force*; 6th – *chain bands of steel*, *disintegrate*, *greater dispel magic*, ~~*imbue familiar with spell ability*~~, quickened *scorching ray*; 7th – quickened *displacement*; quickened *fireball*, *forcecage*, *mass hold person*; 8th – *chain baleful polymorph*; *chain hold monster*, ~~*moment of prescience*~~; 9th – *energy drain*, *shapechange*, *wail of the banshee*.

Contingency: improved invisibility at start of combat

Moonlight: Weasel Familiar; CR -; Tiny magical beast; HD 17d8; hp 67 (92 with *false life*); Init +2; Spd 20 ft., climb 20 ft.; AC 25 (touch 14, flat-footed 23) [+6 *mage armor*; +5 natural, +2 size, +2 Dex]; BA/G +8/-3; Atk +12 melee (1d3-4, bite); Full Att +12/+7 melee (1d3-4, bite); SA Attach; SQ Deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells, speak with master, speak with weasels; AL CN; SV Fort +8, Ref +10, Will +15; Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +19, Decipher Script +15, Hide +11, Knowledge (arcane) +16, Knowledge (the Planes) +16, Move Silently +8, Sense Motive +17, Spellcraft +19, Spot +3; Weapon Finesse.

Spells Imbued (base DC = 16 + spell level, 17 + spell level for Conjunction and Evocation): 1st – *protection from good*, *shield*; 3rd – *dispel magic*, *haste*; 5th – quickened *magic missile* (x2).

Contingency: share stonesskin at start of combat with master

Appendix #2: New Rules

New Creature

Steel Predator

(Fiend Folio, p. 163, updated for 3.5)

Large Outsider

Hit Dice: 12d8+48 (102 hp)

Initiative: +9

Speed: 50 ft. (10 squares)

AC: 30 (-1 size, +5 Dex, +16 natural), touch 14, flat-footed 25

Base Attack/Grapple: +12/+23

Attack: Bite +19 melee (2d6+7/19-20)

Full Attack: Bite +19 melee (2d6+7/19-20) and 2 claws +17 melee (2d4+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d6+3, roar, sundering bite

Special Qualities: Blindsight 30 ft., deaf, immunities, magic sense, outsider traits, resistances, scent, DR 15/magic and silver

Saves: Fort +12, Ref +13, Will +11

Abilities: Str 25, Dex 21, Con 19, Int 10, Wis 16, Cha 12

Skills: Balance +25, Climb +22, Hide +24, Jump +22, Listen +18, Move Silently +24, Search +15, Spot +18

Feats: Improved Critical (bite), Improved Initiative, Improved Sunder, Multiattack, Power Attack

Climate/Terrain: Any land (Acheron)

Organization: Solitary, pair, pride (6-10)

Challenge Rating: 13

Treasure: -

Alignment: Always neutral

Advancement: 13-18 HD (Large); 19-36 HD (Huge)

The steel predator wanders the scarred metallic cubes of Acheron in search of fresh metal to consume. Resembling an iron-muscled great cat, this creature shares many characteristics with its terrestrial equivalents, including incredible strength and agility. Despite its deafness, its powers of scent are so great as to allow it to detect nearby creatures with ease.

Steel predators speak a harsh, growling dialect of Terran.

Combat

If a steel predator gains surprise, it opens combat with a roar attack in the surprise round, followed by a pounce and a full attack. It attempts to sunder its opponent's weapon's whenever possible.

Improved Grab (Ex): If a steel predator hits an opponent at least one size category smaller than itself

with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple +23). If it gets a hold, it can attempt to rake on its next grapple check. Alternately, the steel predator has the option to conduct the grapple normally, or simply use its bite to hold the opponent (-20 penalty on grapple check, but the steel predator is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bit damage.

Pounce (Ex): If a steel predator leaps upon a foe during a charge, it can make a full attack even if it has already taken a move action.

Rake (Ex): A steel predator that gets a hold can make two rake attacks (+17 melee) with its hind legs for 1d6+3 points of damage each. If a steel predator pounces on an opponent, it can also rake.

Roar (Su): A steel predator can emit a titanic roar every 1d4 rounds. All creatures within a 30-foot cone take 12d6 points of sonic damage and are deafened for 2d6 rounds (Fort DC 20 half; success negates deafness). Any exposed brittle or crystalline creature takes twice the indicated damage; creatures holding fragile objects can negate damage to them with successful Reflex saves (DC 20).

Sundering Bite (Ex): When it uses its bite to attack a weapon, shield, or other held item, the steel predator gains a +4 bonus on the opposed attack roll and deals double normal damage.

Deaf (Ex): A steel predator is incapable of perceiving sound, and thus is immune to language-dependant effects and sonic effects dependant on hearing. This creature has adapted to this limitation and thus takes no penalty on initiative checks because of its deafness.

Immunities (Ex): A steel predator is immune to electricity and sonic damage, as well as to petrification effects.

Magic Sense (Su): A steel predator can sense the presence of any metallic magic item within 120 feet. It considers such an item to be a delicacy and rarely passes up an opportunity to consume it (using its sundering bite to destroy the item first).

Outsider Traits: A steel predator has darkvision (60-foot range). It cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Resistances (Ex): A steel predator has cold and fire resistance 20.

Skills: A steel predator has a +4 racial bonus on Balance, Hide, and Move Silently checks.

New Feat

Chain Spell [Metamagic]

You can cast spells that arc to other targets in addition to the primary target.

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifically targets a single target and has a range greater than touch can be chained so as to affect the primary target normally, then arc to a number of secondary targets equal to your caster level (maximum twenty). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, none of which may be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half of much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the saving throw DCs against the arcing effects are reduced by 4. For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

New Prestige Class

Candle Caster

(*Tome and Blood*, p. 52)

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Scribe Candle, +1 caster level
2 nd	+1	+0	+0	+3	Extend Candle, +1 caster level
3 rd	+1	+1	+1	+3	Unfettered Candle, +1 caster level
4 th	+2	+1	+1	+4	Enlarge Candle, +1 caster level
5 th	+2	+1	+1	+4	Dipped Candle, +1 caster level
6 th	+3	+2	+2	+5	Empower Candle, +1 caster level
7 th	+3	+2	+2	+5	Quick Light, +1 caster level
8 th	+4	+2	+2	+6	Heightened Candle, +1 caster level

9 th	+4	+3	+3	+6	Striped Candle, +1 caster level
10 th	+5	+3	+3	+7	Maximize Candle, +1 caster level

Hit Die: d4

Requirements:

Skills: Craft (candlemaking) 6 ranks

Feats: Great Fortitude

Spells: Ability to cast spells of 3rd level or higher

Special: The candle caster must initially possess a supply of at least 100 tindertwigs.

Class Skills:

Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Sense Motive (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features:

Weapon and Armor Proficiency: A Candle Caster gains no additional proficiency in any weapon or armor.

Spells per Day: When a new candle caster level is gained, the character gains new spells per day as if she had gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however gain any other benefits a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a candle caster, she must decide to which class she adds the new level for purposes of determining spells per day.

Scribe Candle: The candle caster can store spells in candles. Each candle holds one spell. Effectively, the candle caster gains the Scribe Scroll feat using an alternative medium. All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. A candle normally illuminates a 5-foot-radius and burns for 1 hour, but a scribed candle burns as noted below. A burning candle cannot be extinguished unless the candle caster wills it (although *dispel magic* still suppresses the effect as it would for any other magic item).

To have any chance of activating a stored spell, the candle caster must meet the usual requirements for successfully reading a scroll. The stored spell must be

of a type she can cast and on her class list, and she must have the requisite ability score to cast the spell (for example Intelligence 15 for a wizard casting a 5th-level spell). Even then, she must make a caster level check (DC = scribed candle's caster level +1) to cast the spell correctly. If she fails, the spell is lost, and she must make a Wisdom check (DC 5) to avoid a mishap.

Identify the Candle: To activate a prepared candle, the candle caster must first identify it. This requires a Spellcraft check against a DC of 15 + spell level. (If it is a candle she scribed, this step is unnecessary).

Light the Candle: Lighting the candle is best done using a tindertwig. Doing so is a standard action, which is subject to disruption just as casting a spell would be. Lighting the candle by a slower method, such as flint and tinder or even a magnifying glass, is a full-round action under the best of circumstances, and definitely draws an attack of opportunity.

A candle caster can "light defensively" by making a successful Concentration check (DC 15). This preempts an attack of opportunity, but if she fails the check she does not light the candle. Alternatively, the candle caster can suffer the attack of opportunity and if hit, attempt a Concentration check (DC 10 + points of damage taken) to light the candle anyway.

Candle Effect: A successfully lit candle automatically activates the stored spell at the action in the beginning of the candle caster's action in the next round (which does not draw an attack of opportunity). It works exactly like a spell prepared and cast the normal way. However, since she lit the candle during the previous round, the candle caster can take a normal action on the same round the spell takes effect.

The flame of the burning candle mimics the triggered spell's duration. Thus, an instantaneous spell causes the candle to flare and burn out immediately, while a candle scribed with a spell having a longer duration burns for that length of time. However, if the flame is extinguished before the spell expires, the spell's duration is cut short.

A scribed candle may incorporate any number of the special enhancements noted below, as long as their combined requirements do not make the spell take up a spell slot higher than the caster's normal maximum.

Extend Candle: At 2nd level, the candle caster can extend the duration of spells stored in a candle. Effectively, she gains the Extend Spell metamagic feat, but only when scribing candles. All the rules that apply to using Extend Spell also apply to extended candles, and the scribed spell takes up a spell slot one level higher than the spell's actual level.

Unfettered Candle: At 3rd level, the candle caster learns how to store spells in candles that can be triggered by people other than herself. Effectively, the

candle caster gains the Brew Potion feat using an alterative medium. All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability. Like a potion, only spells of 3rd level and lower can be scribed in an unfettered candle. Any creature who successfully lights the unfettered candle, following the procedure described above, is targeted by the candle's stored spell at the beginning of the creature's next turn in the round. An unfettered candle otherwise works exactly like a normally scribed candle.

Enlarge Candle: At 4th level, the candle caster can double the range of spells she stores in a candle. Effectively, she gains the Enlarge Spell metamagic feat, but only when scribing candles, and the scribed spell takes up a spell slot one level higher than the spell's actual level.

Dipped Candle: At 5th level, level, the candle caster has refined her chandler's craft to the point where she can store two spells in the same candle. She must scribe each spell separately, paying full XP and gp costs for both, and must specify the order in which the spells take effect. The first spell is triggered normally by successfully lighting the scribed candle; when the duration of the first spell ends, the second power stored in the candle automatically triggers. If the first spell is suppressed by *dispel magic* or the candle caster ends the effect voluntarily, the second effect does not trigger but is not lost. The candle caster can trigger the second effect by relighting the candle. If the second spell requires a target, the candle caster can target the effect when it activates as if casting the spell normally, as long as she is within 30 feet of the lit candle. Otherwise, the candle is the default center of effect. The two spells may be differentiated by color, for example, the top half of the candle is yellow while the bottom is blue.

Empower Candle: At 6th level, the candle caster can increase all variable, numeric effects of a spells she stored in a candle. Effectively, she gains the Empower Spell metamagic feat, but only when scribing candles. All the rules that apply to using Extend Spell also apply to extended candles, and the scribed spell takes up a spell slot two levels higher than the spell's actual level.

Quick Light: At 7th level, the candle caster learns to activate her candles more quickly. The act of lighting the candle takes no less time, but the stored spell takes effect as soon as the candle is lit (not on the candle caster's next turn).

Heighten Candle: Upon reaching 8th level, the candle caster can increase the effective level of a spell stored in a candle. Effectively, she gains the Extend Spell metamagic feat, but only when scribing candles. All the rules that apply to using Heighten Spell also

apply to extended candles, and the scribed spell takes up a spell slot at the new level.

Striped Candle: At 9th level, level, the candle caster further refines her ability to store two spells in the same candle. She must still scribe each spell separately, paying full XP and gp costs for both. Successfully lighting the scribed candle triggers both stored spells simultaneously, and the candle caster chooses any targets for both effects. The two spells may be differentiated by color, for example, the left half of the candle is green while the right is red.

Maximize Candle: At 10th level, the candle caster reaches the pinnacle of her craft, gaining the ability to maximize all variable, numeric effects of spells she stored in a candle. Effectively, she gains the Maximize Spell metamagic feat, but only when scribing candles. All the rules that apply to using Maximize Spell also apply to extended candles, and the scribed spell takes up a spell slot three levels higher than the spell's actual level.

New Spells

Bands of Steel

Reference: Complete Arcane, page 98.

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

You conjure a number of shining metallic bands out of thin air, encircling a medium or smaller creature. The victim must succeed on a Reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled).

A creature immobilized by the bands can attempt escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Strength check or a DC 13 Escape Artist check. Large or larger creatures are too big to be captured or impeded by the bonds.

Material Component: Three small silver hoops, interlocked.

Catastrophic Counterspell

A New Spell

Illusion (Shadow)

Level: Sor/Wiz 4,Clr 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One spellcaster

Duration: 1 min./level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

While under the effects of this illusion the target is defended against attempts to counterspell his spells by creating the illusion of casting another spell altogether. When the spellcaster attempting to counterspell the target of this effect attempts to identify a spell and succeeds, he must make a Will save. If successful, they perceive the correct spell and may attempt to counterspell as normal. If caster attempting to counterspell fails the Will save, they are affected by the *catastrophic counterspell* and the enemy attempts to counterspell an incorrectly perceived spell. This counterspelling fails and interacts with the shadow energies protecting the target in a devastating way, causing 2d6 points of damage plus 2/per level (max +20). The *catastrophic counterspell* automatically ends when the energy is discharged regardless of any remaining duration.

For example, before entering combat Ruestian, an 8th-level wizard casts *catastrophic counterspell* upon himself. Three minutes later, Julis, an enemy sorcerer, sees Ruestian attempting to casting a spell. Julis has a *fireball* ready for a counterspelling attempt and succeeds in his Spellcraft check, but fails his Will save. Julis identifies the spell as a *fireball* and unleashes his *fireball* as a counterspell. The *catastrophic counterspell* and the *fireball* counterspell interact badly inflicting 2d6+16 points of damage to Julis and Ruestian's *lightning bolt* spell goes off as planned.

Greater Mage Armor

Reference: Complete Arcane, page 114.

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Imbue Familiar with Spell Ability

Reference: Complete Arcane, page 112.

Universal

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to transfer a number of your spells, and the ability to cast them, into your familiar. Spontaneous spellcasters, such as sorcerers, can imbue a familiar with any spells you know how to cast. Arcanists who prepare spells, such as wizards, can imbue a familiar with any spell they currently have prepared. In either case, you can imbue a maximum of one spell per three levels, with a maximum spell level of one-third of your caster level, rounded down (maximum 5th level). Multiple castings of *imbue familiar with spell ability* have no effect on these limits.

The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level. Once you cast *imbue familiar with spell ability* on your familiar, both the spell slot from which you cast the spell and the spell slots of transferred spells remain unavailable for the preparation or casting of new spells until the familiar uses the transferred spells or *imbue familiar with spell ability* expires.

This spell can be dispelled; if the spell fails, the spells transferred are lost as if the familiar had cast them. In an *antimagic field*, the familiar loses the ability to cast the imbued spells but regains it again if he leaves the field (so long as the spells' duration hasn't expired).

If any transferred spell requires a focus or material component, you must have it on your person when the spells are cast (components are consumed as normal without requiring you to bring them to hand). Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

Appendix #3: Enc. One NPC Personalities

The Dm is encouraged to consult these descriptions of the NPCs personalities and motivations to aid in role-playing in **Encounter One**.

Allus Whispersnapothumblelus (Male gnome clr2): This young cleric of Ehlonna is well into his cups and has since turned from a shy penitent of the Forest Mistress to everybody's friend. It takes very little to get him to launch into a slurring gnomish song or tell bawdy jokes, for which he is quite embarrassed a few moments later. Despite his inebriation, Allus becomes bashful and fumbling around attractive women; a source of much amusement for many of the other bar patrons.

Airith Riverstone (Female high elf ftr2/rog2): One of Octiven's bodyguards, Airith is an attractive woman in tight leather armor. She is witty and behaves flirtatiously toward all the other bar patrons. However, she harbors secret feelings for her partner Zarhere, but has not been able to confess them. Someone who could help her do so would win her support in most any endeavor.

Balmor Kenna (Male human (suel) Brd3): Balmor is a bard traveling from the Duchy of Urnst toward the Baklunish West. While passing through Highfolk he heard of the elvish Court and thought it an interesting thing to see. Since that stop over, he has been observing the war and writing an epic based upon the struggles of the elves here. Balmor is quite the historian and is happy to discuss the history of the Suel or Bakluni peoples in as much depth as any PC wishes. He is also happy to question the PC on current events of the war. Balmor is also looking to visit a temple or shrine to Lydia, the Suel goddess of music, knowledge and daylight. While he will ask after one, none exist in the region. PCs may have met Balmor previously in *HIG4-02 Losing the War We've Won*.

Eilig, Glon, Monic Sharpaxe (Male mountain dwarf ftr4): These three brothers arrived from the hidden city of Dargas Mor (Highfolk Interactive *Do Golems Dream of Iron Sheep*) to fight as part of the Warriors of the Protector's Moon; a name they find frilly and laughable, but that's elves for you. These three gruff dwarves had never seen the surface before the start of this recent campaign and are fascinated with the other races and their lives. In particular they are especially interested in the foreign spirits the surfaces dwellers create and how they consume them. These three brothers are the driving force behind the drunken party currently going on in this inn. They encourage more drinking and singing whenever

possible. The one topic that sobers them quickly is Law's Forge. Anyone with information about this fallen dwarven hold in the Shieldlands quickly gets their attention.

Fezemi Omurdat (Male human (baklunish) Exp2): Fezemi had traveled east from Ket with the intention of going to Greyhawk to study when he got caught up in the fighting. Truly not much of combatant, he is a skilled scholar and trained in the mundane ways healing. While many years past his prime, this elderly Bakluni sees himself as quite the philosopher, particularly in the area of relationships. He is more than happy to offer his advice and many opinions to anyone whom he feels would benefit from his vaunted knowledge.

Giela Xerlos (Female gray elf ftr2/rog7): Giela is here observing the people in Quaalsten in the wake of the victory. Some PCs may recognize her as the maid of Avereen Volmiryth (Highfolk House Divided module series), the matriarch of Clan Volmiryth; a group of arcane using elves from the Vesve. A select few PCs (those that possess Avereen's Spider Token) may even know that Giela is far more than she claims. This simple maid sits quietly in the corner and will even make polite conversation, but she tries to not become too distracted from her true purpose. Her mistress has sent her to watch for those who might be attempting to infiltrate the Feathered City for the Old One. Those making any flippant comments about the Old One may find her particularly attentive to their conversations.

Halfred (Male human (actually elf) wiz25): This doddering but friendly codger is secretly the wizard Philidor the Blue under the affect of a *shapechange* spell. While enjoying himself, he is looking to speak with the various people in the inn to find those whom he believes are right for the adventure he has in mind. Until such time as he makes himself known, in the next encounter, he is simply an old wizard of moderate skill. Should anyone have cause to look at him with a *true seeing* or similar effect, he appears as a blue-skinned elf of indeterminate age.

Ilcus Wood (Male halfling exp2/ftr1): Ilcus is related to the famed Wood family of Stoutstump, but hasn't seen any of them for over a year. He moved to Quaalsten to ply his trade as a carpenter, but then the siege began. Since then he hasn't done anything else but help repair the wooden walls. This particularly dangerous job has lead him learning some martial skills. Ilcus looks forward to going back to living a comfortable life of making things with his hands and if he never sees another wooden wall in his life, he will die quite happy.

Isemay (Female half-elf Com1): Isemay is the overworked but cheerful barmaid. Having lived in Quaalsten all her life, she feels strongly about the defense of her home. She knows that in some places her mixed heritage would be a source of derision but in Highfolk she is celebrated and welcomed. She is friendly and hard working and always ready with a smile and witty jibe for her friends.

Jowyn Evenmoon (Male human (mixed) com3): Jowyn is the proprietor of the Dancing Steed Inn and like many of the others in Quaalsten has spent the last year fighting on the wooden walls of that town against undead and other monsters. He is happy to finally be back behind his bar and while he is weary, his is filled with joy and pride that so many important people have continued the celebration in his inn. This has lead to many free rounds, on the house. Jowyn has a cousin in Chendl and is interested in any detail the PCs might be able to tell him about that city. He has heard rumors that there is some sort of trouble there, but has been rather busy of late.

Magliana (Female human (Oeridian) rog3/enc3): Magliana has gone a long way since her beginnings as the leader of the Wyvern's Sting bandit gang (*HIG1-07 Highway, Low Way*). She managed to put several adventurers into her debt (*HIG3-01 As Luck Would Have It*) and then parlay that into a position in one of the elven noble Houses (*HIG4-02 Losing the War We've Won*). Magliana enjoys the celebration acting only vaguely the part of Octiven's servant and often behaving more his equal. Those who question this receive only a wink and a flip of her auburn hair as she floats off to another part of the celebration. She's definitely up to something, but she isn't sharing just yet.

Lord Octiven Hharp (Male high elf Rng2): Octiven is the new Lord of the Krysalyn, a clan of Vesve elves that works most closely with humans. He has ascended to his position when his uncle Evnal Hharp was slain in the Fall of Flameflower a little a year ago; his father having renounced the throne five years ago when he chose to marry a human druidess. Now that Octiven has finally reached the age of majority, he sees it as his duty to motivate the elves to a more proactive stance concerning the war. He is the consummate politician. Making grandiose promises and always proffering large smiles. In particular he desires the support of the common people, realizing that his youth is not likely to gain him the aid of the entrenched older elven lords. He believes that wide popular support will propel him to the forefront of elven politics and give him power; power that he plans to use to help people as he believes they should be helped. PCs may have met Octiven previously in

HIG4-02 Losing the War We've Won as well as numerous Highfolk interactive. Octiven has traveled to Quaalsten in the company of his maid Magliana and his two personal guards.

Zarhere Crystalbow (Male high elf ftr2/rng2): One of Octiven's bodyguards, Zarhere is equally comfortable on the battlefield or the taproom. He is generally friendly but more realistic than Octiven and likely to be well liked by other adventurers. He has a number humorous or exciting stories that he can be prompted to tell. He is entirely unaware of the feelings that Airith bares for him.

Appendix #4: NPC Squares

The large numbers of NPCs can be difficult for some PCs, but visual representations can help. Cut out these one-inch square tokens for use during the role-playing encounters in the inn and Wee Jas' court.

Allus Whispersnap- othumblelus	Airith Riverstone	Balmor Kenna	Eilig Sharpaxe	Glon Sharpaxe	Monic Sharpaxe	Fezemi Omurda t
Giela Xerlos	Halfred	Ilcus Wood	Isemay	Jowyn Evenstar	Magliana	Lord Octiven Hharp
Zarhere Crystalbow	Female Quaalfolk #1	Female Quaalfolk #2	Female Quaalfolk #3	Female Quaalfolk #4	Female Quaalfolk #5	Male Quaalfolk #1
Male Quaalfolk #2	Male Quaalfolk #3	Male Quaalfolk #4	Male Quaalfolk #5	Chevan Shessan	Odell Elmstar	Boreal