

The Last Gods

by Kevin Wilson

The night air is chilly, but the crackling fire you've started warms your bones comfortably. Crickets chirp, and you smile up at the stars, glad for the quiet evening.

There is a loud roar, and you are blinded momentarily as the campfire suddenly surges up into the air. The flames split down the middle, revealing an abyss that leeches the warmth from your soul. Out of this hellish place stumbles a black-cloaked figure clutching a scythe. Quickly, you reach for your weapons.

The strange apparition staggers for a moment. Then, gathering its strength, it pulls back the hood on its cloak. Beneath is a bleached skull with stars for eyes.

"I am Azrael, Lord of the Undead," it hisses. "Or rather, I will be Azrael, after Time itself has died."

Even as Azrael speaks, decay begins to eat away at its body, and the god shudders. Holding one arm up to watch as tiny fissures form in its bones, the deity sighs, "Ah, sweet Entropy, come to claim me at last."

Its gaze sweeps back to you. "But no, not just yet. First, I must set events in motion."

Weakness begins to overcome Azrael, and it sinks to one knee. "Long ago, I became the most powerful of all the gods, in spite of my enemies' efforts to stop me. Delirious with power, I destroyed the other gods and eventually fell to feasting upon the souls of their worshippers. After devouring every living creature, I consumed the planets and, eventually, the stars themselves, until I was left alone, in darkness."

The god struggles to finish its message as its bones turn to dust and blow away, "Unexpectedly, I felt remorse for what I had done. I grieved for the universe I had destroyed, but I lacked the power to recreate it. So, I have come to you, to beg you to do what I cannot."

Azrael reaches into its cloak and produces a leather sack. "Take these items and use them."

As Azrael dissolves, it gasps out, "Kill me tonight, or tomorrow will never dawn."

All that remains is a pile of dust and a leather bag.

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Requires the use of the *Dungeons & Dragons® Player's Handbook, Third Edition*, published by **Wizards of the Coast®**

The Last Gods is a d20 System® adventure booster designed for 4-6 characters levels 9-12. It can be played as a stand-alone adventure or dropped into any ongoing campaign setting.



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How to Use This Product

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a single session, and it makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

Dungeons and Dragons®

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.



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DM Background

This adventure is intended for four to six characters of 9th to 12th level. The party should be well-rounded, preferably including a rogue, a fighter-type, a divine spellcaster, and at least one arcane spellcaster.

The back cover of this adventure contains the player introduction, the text you read to your players at the start of the game. Take a moment to read it aloud.

Everything Azrael said was the truth. The characters are going to have to kill a deity to complete this adventure and save their universe. Fortunately for them, the leather bag that Azrael left behind contains the items they need to accomplish this great task.

The Leather Bag

The leather bag contains a scroll, a plain, gray dagger, and a large diamond. The dagger is a magical item known as the *Reckoner* [described fully on page 15]. The characters are going to need it to destroy Azrael.

The diamond is a magical transportation device. When smashed, it transports the heroes to location #1 (page 2), where they begin their quest. This is a one-way trip, only completing the adventure allows the heroes to return home.

As for the scroll, read the players the following when the heroes examine it:

"I have chosen your group because I think you are the most likely to succeed in killing me. My past self hopes to journey to the Mausoleum of the Gods, avoiding the guardians placed on the path leading there, and reach the Lethe Archway, where the Gem of Oblivion rests.

"When gods wish to die, they journey to the mausoleum and step through the archway. Their powers are stripped from them by the gem, and their souls are sent on to their final reward. My past self plans to steal the godly powers accumulated within the gem.

"The diamond I have left you will transport your group to the mausoleum if you crush it. Unfortunately, it's a one-way trip. You must find your own way back.

"I realize that this quest seems impossible, but do not despair. I have also left you a powerful weapon in the form of Reckoner. If you use the blade to attack while my past self is distracted fighting with the Lord of Death, you may be able to strike the decisive blow.

"By now, I've already begun my progress toward the Archway. You must hurry."



The Guardians

When the heroes crush the diamond, there's a flash of bright light. When the light fades, they find themselves standing on a narrow path leading off into the distance. On either side of them is a sheer drop thousands of feet to rocks below. Off in the distance, they can just make out an enormous building that must be the Mausoleum of the Gods. However, to get there, the heroes must pass by its guardians first.

1. Xerxanck

The ground suddenly rumbles beneath your feet as everything lurches up and then falls back down. Hurling near the edge of the path, you can see the cause for the disturbance. What you thought was rocky ground is actually the skin of some enormous creature. The rumbling was the movement caused by the opening of its city-sized eye. Pupil dilating, the eye moves to focus on your party. Other than staring at you, however, the creature makes no overtly hostile moves.

The mausoleum is built on an enormous creature named Xerxanck. This immense beast is a beholder the size of a small moon. The *antimagic cone* from its main eye (which is currently staring at the characters) is so powerful that even magic used by a god is canceled. Once the heroes get inside the mausoleum, they are no longer affected by this ray, but until then, they can't use any magic or magic items, not even artifacts. Nothing the characters do can hurt Xerxanck.

2. The Meme Bridge

The path leads to a gap several hundred feet across. Reaching the end of the road and looking down, you can make out a narrow bridge long enough to span the gap. Unfortunately, the bridge rests on the ground far below you. A glow catches your eye, and you notice several rings attached to chains leading into the cliff face. There is one ring for each member of your party.

To continue, each character in the party must grasp one of the rings and pull. Doing so causes the bridge below to rise up until it is flush with the path, allowing the characters to cross. However, pulling the chain also sends a signal to Xerxanck. The beholder raises one of its smaller eye stalks to look at the party, and it emits a *ray of soul transference* that shuffles the characters' souls between their bodies.

To reflect this, have each player pass his character sheet to the player to his left. They must now play each other's characters, as all their abilities have been swapped because of the eye. This effect lasts until the end of the adventure and cannot be dispelled in any manner, including the use of a *wish* spell. This is intended to keep the players somewhat disoriented and panicked throughout the adventure. To aid this effect, don't give them much time to think things through when a situation calls for a snap decision.



Wayfickle the Cloud Giant: CR 11. SZ H (giant: air); HD 17d8+102; hp 238; Init +1 (Dex); Spd 50 ft.; AC 21 (-2 size, +1 Dex, +12 natural); Atk: morningstar +22/+17/+12 melee (4d6+18); Face 10 ft. by 10 ft.; Reach 15 ft.; SA None (that he can use); SQ rock catching, scent; SV Fort +16, Ref +6, Will +6; Str 35, Dex 13, Con 23, Int 12, Wis 12, Cha 13; AL NE. Skills: Climb +18, Concentration +12, Jump +12, Spot +8. Feats: Cleave, Combat Reflexes, Great Cleave, Power Attack, Sunder.

3. Wayfickle the Giant

An enormous man bars your way. His skin is light blue and his hair silvery white. He carries a gargantuan morningstar that swings menacingly at his hip. Frowning at you, he grumbles, "I am Wayfickle, Guardian of the Mausoleum. Leave or perish." Behind him, you can make out the stone steps of what must be the mausoleum itself.

Wayfickle is a **cloud giant (hp 238)** assigned to protect the mausoleum from mortals. He doesn't hurl rocks, and Xerxanck's eye prevents him from casting magic, so he relies on his great strength to win. He fights to the death, then rises back up one hour after he is killed. However, after the heroes beat him once, he will not molest them again.

The Mausoleum of the Gods

To enter the mausoleum, the party passes through a large, marble door. It is unlocked and untrapped. Any deity that touches this door immediately has its powers suppressed while inside the mausoleum. It has no effect on mortals.

Once within, the heroes are safe from Xerxanck's *antimagic ray*, but they are still hopelessly trapped in each other's bodies. Worse yet – although they don't know it – they've got a stowaway. Azrael's past incarnation has noticed them and has decided to use the party to sneak into the mausoleum without having its powers drained away by the mausoleum. It is currently hiding on one of the characters, disguised as a single mote of dust, but that isn't revealed to them until later.

4. The Nine-Keyed Door

Before you stands a 50-foot-tall door, forged from some black metal that you are unfamiliar with. At its base is a series of nine locks arranged in three rows of three. The locks are numbered 1-9. Worked into the door's frame are enormous sculptures of a nymph and a dragon. In addition, there are smaller doors to your left and right. The door to your left has three locks on it, numbered 1-3.

All doors with keyholes in the mausoleum are utterly impossible to pick or open without using the proper keys, which are currently scattered throughout the outer rooms of



the mausoleum. If any of the characters approach or touch the nine-keyed door, the metal dragon and nymph worked into its frame begin to speak in unison, saying the following:

“The nine-keyed door opens only two ways:
To the touch of gods come to die,
Or a mortal armed with the keys of days.
Step forth, if to pass you would try.”

If all nine keys found in this adventure are inserted in the large door in any order, the door unlocks and opens. The smaller door to the left, on the other hand, can be opened using only the first three keys found in the mausoleum.

5. The Mirrored Key

The room is bare of furniture, but two mirrors hang on the walls across from each other. A silver key is reflected in each, hanging in the center of the room, but you cannot see anything where the key should be to cast such a reflection. The only other object of note in the room is a heavy, ornate rug that covers the center of the floor.

There is nothing but bare floor under the rug, a finely crafted piece worth 1,500 gp. If the two reflected keys are examined closely, the heroes notice that the keys each have the number “1” inscribed on them, but that the key on the right has the number reversed.

The two mirrors are unbreakable. To make the key appear, the characters must cover one of the mirrors, possibly using the rug in the room.

If the characters cover the mirror on the right, the real key appears floating in the center of the room, the number “1” inscribed correctly on it. It can be plucked from the air.

If the characters cover the left mirror, a reversed key inscribed with a backwards “1” appears floating in the center of the room. Like the other key, it can be taken easily, but it doesn’t work in any of the locks in the mausoleum. In fact, the first time it is inserted in a lock and turned, it bursts into flames and dissolves, inflicting 3d6 damage to the person holding it.

If both mirrors are covered at once, nothing happens.

As each key is taken, its reflection disappears from the mirror it’s shown in. The keys cannot be replaced by any normal means.

6. The Glass Cage

In the center of this room is a large crystalline structure that vaguely resembles a cage or a puzzle box. The sides of the box are clear, and inside you can make out the form of a silver key floating in its center.



The glass box is made entirely of transparent glass and is put together like a really elaborate puzzle. There are parts that slide, rotate, push, pull, and twist.

The cage can be opened in one of several ways. The first and most obvious way is to break it open. This works fine, but only a magical weapon can break the glass, and the weapon then shatters as well, so this isn’t the best option the heroes could opt for.

The next option is to solve the puzzle by hand – a long and tedious task. The character must make two Disable Device checks at DC 30 to work out the intricate method by which the box can be opened.

Another method is to cast *knock* on the box. However, a single spell can’t open it. Four castings are required, or only two if one successful Disable Device check has been made. Other magical spells do not affect the box.

Lastly, a character with Bardic Music can sing (if female) or use his instrument to play a high note in order to shatter the box. This inflicts 1d6 damage to anyone standing within 5’ of the box.

The key has the number “2” inscribed on it.

7. The Spawn of Xerxanck

As you open the door, a sizzling blast of energy whizzes past your ear. Leaping to one side, you catch a brief glimpse of a floating creature with many eyes on stalks protruding from its skull.

The **beholder** (hp 60) is a spawn of the god-beholder Xerxanck, and as such, it has different eye rays than most beholders. Its *charm person*, *charm monster*, *sleep*, *slow*, *inflict moderate wounds*, and *fear* rays are normal, but the last four eyes all emit *soul transference* rays similar to that of Xerxanck. However, this spawn isn’t as powerful as its master. To simulate its eye rays, have each player roll 1d20 at the start of each round. If two or more players roll the same number, have those players pass their character sheets clockwise among themselves. In addition, the beholder’s main eye has been permanently blinded and cannot emit its antimagic cone.

Once the beholder is killed, if the characters cut it open, they find inside the monster’s gullet a silver key with the number “3” inscribed on it.

Beholder (1): CR 12. SZ L (aberration); HD 11d8+11; hp 60; Init +4 (Improved Initiative); Spd 5 ft., fly 20 ft. (good); AC 20 (-1 size, +11 natural); Atk: eye rays +7 ranged touch, bite +2 melee (2d4); SA Eye rays; SQ all-around vision, antimagic cone, fly; SV Fort +4, Ref +3, Will +11; Str 10, Dex 10, Con 12, Int 17, Wis 15, Cha 15; AL LE. Skills: Hide +7, Knowledge (arcana) +10, Listen +15, Search +18, Spot +20. Feats: Alertness, Flyby Attack, Improved Initiative, Iron Will, Shot on the Run.



8. The Test of Wit

There are three tables here. Sitting on each table are four small, glowing boxes. Each box is currently open and empty. Lying on the ground in front of the tables are the remains of a human who obviously died in agony.

The corpse is the remains of a previous adventurer who wasn't quite careful enough in this room. His spirit cannot be spoken with.

Each of the boxes is a magic item that serves a specific purpose while it is open, but it ceases to function once shut. An *identify* spell is the simplest way to figure out what each box does, but other methods such as *analyze dweomer* or the Spellcraft Skill can also work.

The boxes cannot be moved, destroyed, or damaged. They can only be opened or closed. The charts below shows what each box does. Reveal this information to the players as the nature of each box comes to light.

Closing the boxes at random is dangerous and can result in several very nasty spells being cast on the person foolish enough to try. You may wish to mock up some boxes for this encounter so the players can have a hands-on experience.

The Left Table:

Upper Left (Square, Gold): This box negates all effects from round boxes while open.

Upper Right (Round, Silver): This box casts *imprison* on the nearest being once every minute while open.

Lower Left (Rectangular, Silver): This box negates all effects from four-sided boxes while closed.

Lower Right (Triangular, Copper): This box gives the key in this room substance once it has appeared, so that it can be taken. The key has the number "4" inscribed on its side.

The Center Table:

Upper Left (Round, Gold): This box reopens every box on this table once every minute while open.

Upper Right (Triangular, Silver): This box negates all effects from boxes on the left and right tables while open. In addition, it is the strongest of the boxes, and it overrides all the others.

Lower Left (Round, Copper): If this box is closed or negated, a *death* spell is cast on the nearest being.

Lower Right (Triangular, Gold): This box negates all effects from square boxes while open, and rectangular boxes while closed.

The Right Table:

Upper Left (Square, Silver): This box causes the key in this room to appear while open, but the key still lacks substance and cannot be taken.

Upper Right (Rectangular, Gold): This box casts a *death* spell on the nearest being once every minute, whether open or closed.

Lower Left (Rectangular, Copper): This box causes all triangular boxes to open once every minute while open.



Lower Right (Square, Copper): This box negates all effects from gold boxes while open.

The best course of action for the characters to take is to set up all the boxes on the left and right tables first, then close the upper, right-hand box on the center table. Assuming that they've carefully arranged it so that no deadly spells go off and the key appears and is given form, it materializes out of thin air and fall to the ground. This puzzle looks harder than it really is.

9. The Wooden Men

A row of wooden mannequins are lined up on both walls along the length of this room. They are standing in fighting stances and facing toward each other. There is just enough room for one person to squeeze between them and make her way to the other end of the room, where a silver key hangs on the wall.

The wooden men here are automatons that are skilled in fighting. When any character tries to pass between them, they animate and attempt to pummel the trespasser with their wooden fists. It takes three rounds to move between them to reach the key, and then another three rounds to return with it. Only one character can make the attempt at a time. However, once the key is reached, there is a small area of safety where the character can rest until ready to return.

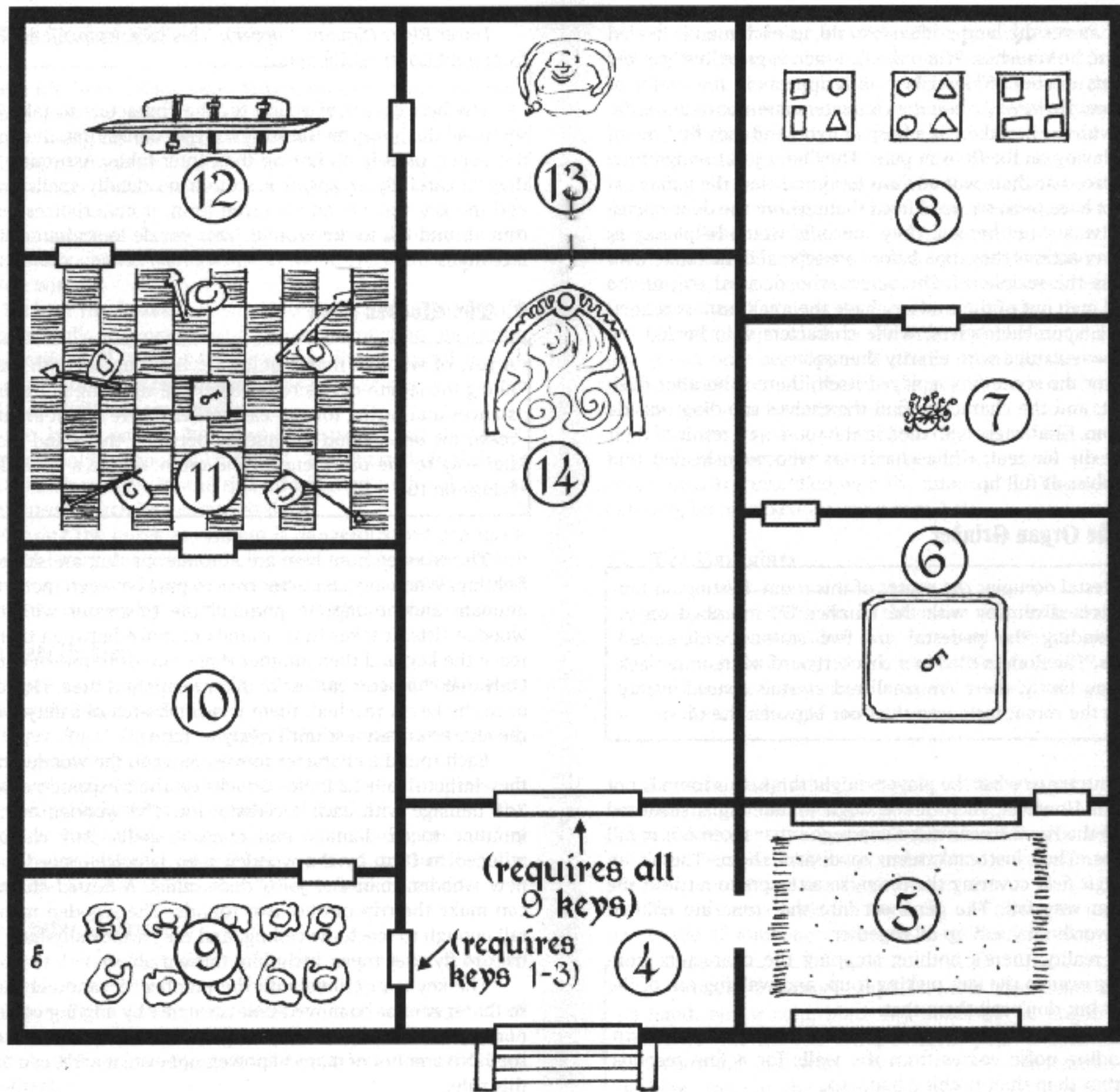
Each round a character moves between the wooden men, they inflict five +12 melee attacks on the trespasser, dealing 2d8 damage with each successful hit. The wooden men are immune to all damage and magical spells. Any character reduced to 0 hp by the wooden men is *polymorphed* into a new wooden man and joins their ranks. A *hasted* character can make the trip in only two rounds. The wooden men are tall enough to reach the ceiling, and they attack anything that tries to fly over them, including thrown objects.

The key is inscribed with the number "5" and enchanted so that it cannot be moved unless carried by a living creature, nor can it be transported by magic, such as a *dimension door* spell. No amount of magical power, not even a *wish*, can break this rule.

10. Do Unto Others...

Scattered about this room are over a dozen men, each bleeding heavily from gaping wounds. Their constant moans of pain fill the air as they thrash feebly about, seeking to end their torment.

The men in this room are spirits placed here to test the charity of those mortals. Spells such as *know alignment*, *detect evil*, or *detect trap* fail, and the men speak an unknown language that spells cannot translate. The characters can tell that the injured men are pleading for help. The heroes must decide what to do with no further information.



The Mausoleum of the Gods





Whatever the heroes choose to do, as each man is healed or killed, he vanishes. When the last man is gone, a silver key with the number "6" inscribed on it appears in the center of the room. However, when the characters attempt to leave the room with the key, there is a flash of light, and they find themselves laying on the floor in pain. They have just enough time to realize that their wounds are fatal and that their magical abilities have been stripped from them before the door opens, and in walks: the heroes. They can only watch helplessly as whatever actions they took before are repeated, this time with them as the recipients. Characters who decided to put the injured men out of their misery have their callousness reflected back upon themselves, while characters who healed the men are rewarded with charity themselves.

After the scene has replayed itself, there is another flash of light, and the characters find themselves standing outside the room. Characters who died in the room as a result of their cruelty die for real, while characters who were healed find themselves at full hp.

11. The Organ Grinder

A pedestal occupies the center of this room. Resting on top of it is a silver key with the number "7" inscribed on it. Surrounding the pedestal are five statues with raised spears. The floor is tiled in a checkerboard white-and-black pattern. Lastly, there are small red crystals spaced evenly about the room, inset into the floor between the tiles.

Contrary to what the players might think, this room is not trapped. However, there are enough telltale signs scattered around the room to convince any rogue that the room is full of traps. They just can't seem to disarm them. There's an *antimagic field* covering the room, so attempts to retrieve the key that way fail. The gems set into the stone are colored glass, worth maybe 5 gp all together.

In reality, there's nothing stopping the characters from walking over to the key, picking it up, and walking out of the room – but don't tell them that.

One final surprise is sprung when the key is picked up. A grinding noise comes from the walls for a few seconds, but other than that, nothing happens.

12. A Friend in Need

There is a large, stone slab with a pendulum blade swinging above it in the center of the room. With a flash, *<randomly selected hero's name>* disappears, then reappears strapped to the slab by heavy, black, metal bindings. The pendulum blade slowly begins to descend. Glancing quickly around the room, you notice several oddly-shaped levers, each with a large blade hanging over it.

Nothing the characters attempt can free their friend from the stone slab. The pendulum blade continues to descend, and neither brute force nor magic can stop it.



There is one lever for each of the free characters. Unless directly pulled upon by a character, the levers do not move. In addition, each lever has an odd device that holds the character's hand in place once it is pulled down halfway. After having his hand locked in place, a character must decide whether or not to pull the lever the rest of the way down. Releasing the lever snaps it back to its original position and frees his hand. Pulling it all the way down causes a sharp guillotine blade to fall from the ceiling and cuts the hero in half, instantly killing him – or so it appears. In reality, it's just an illusion, and the character is really unconscious on the floor, but there's no way for the others to realize that.

The pendulum blade is the only real blade in the room, and it can only be stopped if all the levers in the room are pulled. Each lever pulled slows the pendulum just a little, and no one lever can be pulled twice.

Once the imprisoned character has been freed or killed, a secret compartment in the pendulum blade opens up, revealing a key inscribed with the number "8." The door here can only be unlocked by using keys 1-8.

13. The Bargainer

A grossly fat creature sits in this room with its back to the far wall. It twirls a silver key, inscribed with the number "9," on a chain around one of its taloned fingers. Smiling toothily as it sees you enter, it says, "One soul, freely given, for one key. No haggle, no barter. Is fair price."

As with many other creatures in the mausoleum, this creature cannot be harmed and is completely immune to magic. Moreover, the characters can't just take the key from the beast, because with a wave of its hand, it can summon the key back from anywhere they've taken it.

The only way to get the key is for one character to volunteer to die. If someone volunteers, read the following:

As *<character's name>* steps forward, the creature lifts its hand, and a cold, black ray oozes out to engulf your comrade. The flesh is stripped from your friend's bones in an instant, and with a howl, *<name>* fades away to nothing. Smiling, the creature throws the key at your feet, saying, "One keeps the bargain."

The character is well and truly dead. Nothing can bring her back to life except for the intervention of a god. Fortunately, such an intervention lies in the near future.

14. The Lethe Archway

As the door swings open, it reveals a large room with an alabaster arch at the far end. Serving as the keystone for the arch is a huge diamond which can only be the Gem of Oblivion. Torches hang in brackets on the walls, lighting the room...



A plain-looking man blocks your path. His skin is slightly pale, and his hair is pitch black, but his eyes draw your gaze, staring right through you, dissecting and weighing your entire being in an instant. He frowns at your presence, "Why have you come to see the Death of Gods?" His voice is soft, but his words rattle your skull like a handful of dice.

The torches flicker in a sudden gust of wind, and Azrael appears between you and the somber Death.

"They came because I bid them do so, my shadow."

The Death of Gods squints at him, seeming rather confused. "Azrael? I had not expected you for many millennia yet. Why do you seek the mercy of the Lethe Arch so soon?"

Azrael laughs, "You singleminded fool, I don't seek the arch. I've come for the gem and the power accumulated inside it, built up there over unimaginable eons like a pearl in an oyster. Once I have the gem, the other gods will have no chance against me, and the universe will be mine at last!" Azrael laughs, throwing back his head in triumph. "This day, all my dreams come true!"

The Death of Gods holds out its hand, and a glittering black scythe materializes in its grasp. "No. They will not."

Azrael sneers at its foe, "Don't delude yourself. You can't stop me. Not at my full power. These fools opened the way, and I made it past all the guardians without a scratch." Azrael gestures and a shadowy scythe appears in his hand.

Casting that appraising look across you once again, the Death of Gods smiles at Azrael. "They are hardly fools just because they opened the way for you. I am the greater fool, for I failed to see your approach and stop you. But no matter. Your quest ends here."

With that, the two deities leap forward, swinging their scythes at each other. Your ears shriek in pain as the blades scrape against each other with the screams of a thousand souls. For now, they seem to be paying you no mind.

The two gods battle for five rounds before the Death of Gods is overwhelmed and killed by Azrael unless the characters intervene. In this conflict, Azrael has 65 hp, and the Death of Gods has 50 hp. Every round that the characters do not distract Azrael, he inflicts 10 hp to the Death of Gods with his scythe. If the Death of Gods is killed, the characters have one final round in which to do something before Azrael absorbs the power of the Gem of Oblivion, at which point they – and the universe – are doomed.

For the Death of Gods to win the battle, the characters must distract Azrael long enough to allow him a successful strike. Every time they manage to distract Azrael, the Death of Gods gets in a blow inflicting 2d10 damage. There are a number of ways that they can accomplish this:

Attack Azrael with *Reckoner*: Azrael's AC is 15 in respect to the characters, since most of the god's attention is focused on the Death of Gods. After suffering a wound from *Reckoner*, Azrael waves a hand at the heroes, hurling them across the room and into a wall. They must make a Will save (DC 21) to hold on to their weapon, and they suffer 5d6 damage.

Attack Azrael with a Normal Weapon: Although the attack inflicts no damage, Azrael is distracted by the charac-



ter's presence long enough for the Death of Gods to successfully attack. Azrael reacts in the manner listed above.

Cast a Spell on Azrael: If a character casts an offensive 4th-level or higher spell on Azrael, the evil god pauses a moment to reflect the spell at its caster, allowing the Death of Gods to attack successfully.

Attacking the Gem of Oblivion: Trying to hack at the Gem with weapons or spells genuinely angers Azrael. He casts a *finger of death* spell at the character attacking the gem (Fortitude save at DC 25 to only suffer 3d6+30 damage). However, Azrael is so distracted that the Death of Gods inflicts 3d10 damage this round.

Bluff Azrael: A character can make a Bluff check (DC 27) to distract Azrael for a round. Annoyed, Azrael then raises his hand slightly, and the character's mouth and nose seal shut.

When Azrael is reduced to 0 hp, the god becomes angry and summons a **Servant of Azrael (hp 56)** [see page 14 for complete statistics] for each of them to fight. Then it telekinetically knocks *Reckoner* out of its wielder's hands. The weapon lands over near the archway.

Run two rounds of combat with the servants distracting the characters and Azrael wounding the Death, then read the players the following text, putting the name of the character who sacrificed himself to the Bargainer (#13):

Azrael knocks the scythe out of the Death of Gods's hands and towers over it, pausing to savor the moment before striking. "You see, Death of Gods, your little playmates have proven useless in the end. I still stand triumphant. Who's going to help you now?"

The Death of Gods smiles up at Azrael and makes a tiny gesture. "We'll see."

At that moment <character's name> stumbles out of the Lethe Archway behind Azrael, near *Reckoner*. The Lord of Undeath has yet to notice your comrade.

As a reward for his sacrifice earlier, the hero gets a chance to really save the day. All he has to do is pick up *Reckoner* and attack either Azrael or the Gem of Oblivion to deal the Lord of Undeath a crushing defeat. If the characters are victorious, read them the following text:

Azrael screams in horror, stretching its skeletal hands out towards the Gem of Oblivion, "No! Not this way! Not by a handful of mortals!"

Standing up, the Death of Gods extends its hand, and its dark scythe flies to its grip. Grinning, it swings the scythe in a glittering arc, slicing Azrael neatly in two. The evil god's scream lingers in the air as its body is reduced to ashes and drawn into the Lethe Archway. Finally, it is done.

Assuming the party wins, the Death of Gods thanks them for their assistance, returns party members to life, dispelling all magical effects and healing them fully, and then grants each party member a *wish*. After they make their *wishes*, the characters are returned to camp where this all started.

Servant of Azrael

Medium-Size Undead (Incorporeal)

A servant of Azrael resembles a black-cloaked, hooded humanoid carrying a scythe. They are created by Azrael to serve their lord in many capacities, most often as shock troops. If an opponent pulls down the hood of a servant of Azrael, she finds nothing within, not even a ghostly figure. The cloaks are entirely empty, but they fight with reckless abandon nonetheless.

Combat

The servants of Azrael attack their opponents with their ghostly scythes, never missing with even a single blow.

Ghostly Scythe (Su): In combat, the servant of Azrael swings its ghostly scythe at one opponent every round, automatically hitting it. Damage reduction may still apply, but the scythe is considered to be a +2 weapon for this purpose. No one but the servant of Azrael can touch its scythe, and it dissolves upon the creature's demise.



Hit Dice: 9d12 (56 hp)
 Initiative: +7 (+3 Dex, +4 Improved Initiative)
 Speed: 40 ft., fly 30 ft. (good)
 AC: 17 (+3 Dex, +4 deflection)
 Attacks: Ghostly scythe
 Damage: 2d8
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: Ghostly scythe, create spawn
 Special Qualities: Undead, incorporeal, immune to turning, unnatural aura, sunlight powerlessness
 Saves: Fort +2, Reflex +5, Will +7

Abilities: Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15
 Skills: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13
 Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative
 Climate/Terrain: Any land and underground
 Organization: Solitary or gang (2-4)
 Challenge Rating: 7
 Treasure: None
 Alignment: Always LE
 Advancement Range: 13-14
 HD (medium-size)

Create Spawn (Su): Any humanoid slain by a servant of Azrael becomes a servant of Azrael in 1d4 rounds. Spawn are under the command of the servant that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Unnatural Aura (Su): Wild and domesticated animals can sense the unnatural presence of a servant of Azrael at a distance of 60 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Servants of Azrael are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A servant of Azrael caught in sunlight cannot attack and can take only partial actions.

Reckoner

Reckoner is a plain, gray dagger. It does not radiate magic, and it has no bonuses to hit or damage. What it does have is one of the most subtle and awesome powers the future Azrael could imbue it with.

Simply put, *Reckoner* can injure any being: living, dead, or undead. The dagger ignores all damage-reduction abilities, including such aspects as incorporeality. Even the very gods must fear its sting!

Reckoner can also damage inanimate objects such as golems or stone. It can even shave slivers off a diamond or a lump of adamantium ore. Given enough time, any wall can be tunneled through, and any chain can be cut.

Its primary drawback is that, in spite of this truly mighty enchantment, it still only inflicts normal dagger damage. *Reckoner* cannot be recreated by any mortal spellcaster. It is considered a major artifact.

