

YEO5-07

Blighted Souls

A One-Round D&D® LIVING GREYHAWK™

Yeomanry Regional Adventure

Version 1.2

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Storm clouds gather over the Yeomanry. Seers, oracles and soothsayers are struck dumb, or can only speak of the end of the land. In the darkest hours of the night, dreams turn into nightmares. Amid rumor and speculation, the adventurers gather against the dangers of oncoming night at the base of the towering Escarpment. Shouts call out as a lone figure approaches out of the night. A Yeomanry regional adventure for APLs 6-16, and part of the Asberdies storyline.

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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RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

| 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 | |

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.org>.

ABOUT THE ESCARPMENT

The Escarpment is a natural fault in the otherwise flat land of the Yeoman interior that manifests itself as a sheer cliff ranging from 80 to 150 feet high (the lands to the east are lower). It originally ran for several leagues in a fairly north-south direction; following the Landstraad, the Escarpment has lengthened to nearly twice its original distance. Along the bottom of the northern end of the escarpment lay several patches of thick marsh and swampland.

Prior to the Landstraad, the Escarpment was impassible to caravans traveling between Loftwick and Longspear, and merchants had to add two to three days extra travel to their journey to go around it. However, in 583 CY, a long, sturdy ramp (named Farrier's Ramp, after its designer) was built to allow merchants to save time. In order to fund the project, the Council of Grosspokesmen agreed to levy a small toll to those utilizing the ramp, but the days saved are well worth the price for most merchants. The government is in the process of designing and building a keep at the top of the

Escarpment adjacent to Farrier's Ramp to protect travelers as they cross and to keep vandals away.

Despite the recent construction, the region surrounding the Escarpment is relatively unpopulated, and various monsters and bandits loom about in hopes of an easy meal or ambush. Furthermore, the face of the Escarpment is dotted with countless caves. Most of them are so small that only birds can lair therein, but others are much larger and potentially could house something much more dangerous. Some of the caves are rumored to spread for miles under the fertile Yeoman plain, and the Landstraad almost certainly has created new ones to be explored.

BACKGROUND

The history of the region which would become the Yeomanry begins with the destruction of the Suloise Empire in the Rain of Colorless Fire in CY -421. After the Suel migrated into the Sheldomar Valley, many of their number chose a more peaceful existence, eschewing the retreating Noble Houses and their ambitions to the north and east. Instead these peoples, primarily lowborn peasantry, did not venture far from where they emerged into the Flanaess. They settled the high valleys between the Jotens and the Tors and mixed with the local Flan. These new lands, stretching all the way out to the Javan River, had been well explored by the Suel prior to the Twin Cataclysms. The explorers had established mining enclaves and listening outposts decades before the onset of the war, some of which produced notable settlements such as Melkot in the Tors. Certainly, dissident individuals had been escaping imperial influence to the shores of Jeklea Bay over the dormant Hellfurnaces for centuries, but these lands were not of great importance until the destruction of the empire.

In the century following the migrations, the humble folk who settled these lands were conquered and subjugated by a powerful Suel mage who mercilessly swept through their realm from the east. Lord Asberdies, as the tyrannical wizard was known, had emerged from the Dreadwood after the terrible destruction of his noble house, the infamous Malhel, some years earlier. Asberdies ruled the land and its people with cold-blooded ruthlessness in a vain attempt to resurrect a vestige of the glory of the Old Empire. The tyrant was eventually cast down after years of dominion, during which his outrages ultimately grew unbearable. The Yeoman farmers banded together into small cadres of around a dozen fighters to overcome the forces of the mage in piecemeal fashion through relentless guerrilla strikes upon his forces. Legend speaks of their leader, an Oeridian warrior renowned for wielding a magic sword of tremendous power, known to history as The Deliverer. The Deliverer was assisted by two fellow heroes, known to history as The Voice and The Guardian. The Voice wielded a magic spear of great power, while The Guardian carried a wondrous magic shield. With their leadership, Asberdies was soon harried from his throne by the insurgents, who

were eventually able to besiege his stronghold and force him from the land entirely in CY -258. In the aftermath of securing their independence, these citizen-warriors realized that they had essentially formed the framework of a government. They elected their own spokesmen, who in turn chose leaders to direct the affairs of the realm. The Grosspokesmen, as these leaders would come to be called, established the officer of Freeholder, who was essentially an administrator elected to run the government, military, and conduct foreign policy.

In CY 591, (Year One of Yeomanry Living Greyhawk adventures), a crop blight afflicted parts of the Yeomanry. This blight was eventually traced from outlying farms to the southern part of the Escarpment. There, in a newly excavated dig by the Dustdiggers, a gigantic sphere of mud had been discovered. Digging into part of the sphere, the Dustdiggers uncovered the true surface of the stone, exposing a luminous green, pockmarked exterior and releasing a malefic wind.

With some difficulty the stone was recovered and the blight halted. The object, now called the *Blightstone*, was moved by the Dustdiggers to a secure location in their guildhall located in Loftwick.

In CY 592, (Year Two of Yeomanry Living Greyhawk adventures) a massive earthquake struck the Yeomanry, called the Landstraad, or "land terror," by locals.

While the epicenter was almost directly under the town of Hardwick, its effects could be felt as far east as Longspear. The Escarpment has extended to nearly twice its earlier length to the South, swallowing Hardwick whole. The village of Slue was been badly damaged, as was Wicker and Wymeswold. The Yeomanry was plunged into a state of chaos.

In the wake of the Landstraad, the survivors of Hardwick have attempted to rebuild. Two massive elevators now rise against the flanks of the Escarpment. Constructed of stone and wood, with the help of the Whirgirn dwarves, the elevators carry all but the heaviest of cargoes. Much to their irritation, merchants must climb the stairs. Just South of the Old Hardwick Road and the elevators, the Sule River crashes over the Escarpment, carving out a giant water-filled grotto at its base, before disappearing into the depths of the crevasse. What happens to the Sule between the Escarpment and its reemergence some miles away is unknown.

While the majority of Hardwick's population perished or has relocated, there are many who have rebuilt their homes at the top of the Escarpment, while the abandoned homes below are used as people come and go to the area. One enterprising soul, Matteas Ferpeps, has commandeered several of the rustic homes below which stand at one side of the basin of the falls as a honeymoon locale.

In Loftwick, the gigantic sphere called the *Blightstone* seemed to collapse in on itself on a particularly humid day. During the clean up of the enormous pile of mud, a

large fracture in the foundation of the building was discovered. Presumably, the actual stone itself was stolen sometime during or after the Landstraad.

Now, in the Underoerth below the Yeomanry, an evil force has been constructed, poised to wreak the final destruction on the Yeomanry League. The *Blightstone*, purloined from the hands of the Dustdiggers, rests with three other stones in a gigantic magical mechanism. These *Stones of Ruin* have been placed here by Asberdies over the ages. They are the *Blightstone*, a cloudy emerald green, drawing its power from the disharmony between air and earth. The *Maelstone* is dark gray, powered by earth and opposed by air. The *Pyrestone* is blood red, powered by the disharmony between its base, fire, and water. Finally, the *Vilestone* is powered by water and opposed by fire, and is murky blue in color.

Once placed in Asberdies' mechanism, the *Stones* would have granted him enough power to raze the Yeomanry to bedrock. Unfortunately, the *Blightstone* attracted a number of 'worshippers' before it was placed in the machine, and has come to form a sense of self—a consciousness. It has no intention to serve as slave for anyone. Although it is loathe to directly opposed Asberdies (a confrontation the *Blightstone* understands it would have slim chance of winning), it has for some time now been secretly subverting the power of the Great Machine, causing inexplicable failures.

Unfortunately for the Yeomanry, Asberdies is fiercely intelligent, and certain to discover the cause of these failures.

ADVENTURE SUMMARY

Encounter 1

PCs encounter a blighted one with the fall of night. The blighted one approaches peaceably, and if it is parleyed with will explain (as best it can) its purpose, and ask the PCs for help. Note that if the PCs do not parley, they can kill numerous undead blighters for the remainder of the night, and the adventure is effectively over.

Encounter 2

The PCs follow the blighted one to the cyst where their bodies will stay while traveling to the node.

Encounter 3

The blighted one casts the *astral projection* spell and the PCs enter the Astral Plane and travel to the Great Machine's node.

Encounter 4

The PCs receive the scrolls necessary to free the *Stones of Ruin* and enter the elemental node.

Encounter 5

The PCs arrive in the node and get the basic layout of the place.

Encounter 6

The PCs enter the "green" path, where the *Blightstone* rests. While there they encounter the hollyphant.

Encounters 7 to 9

These three chambers house the other *Stones of Ruin* (*Maelstone*, *Pyrestone* and *Vilestone*) and their guardians. In each, the PCs must defeat the guardians; they will fight without quarter and cannot be parleyed with.

Encounter 10

With the disappearance of the *Blightstone*, the Great Machine begins to disintegrate. The PCs arrive at the central spire and find a way out.

Encounter 11

Above the main disk, the PCs find a control room, and encounter the shadow of Asberdies. They can flee or they can confront the shadow mage.

Encounter 12

The great round-up—the PCs are debriefed by several "worthies" of the Yeomanry.

PREPARATION FOR PLAY

Review entries in the *Dungeon Master's Guide* on the Astral Plane and its traits, as well as the spell *astral projection* from the *Player's Handbook*.

For the purposes of this adventure, the node which the Great Machine resides in is considered a plane, and the PCs will form new material bodies and equipment. All items the character possesses are recreated without exception or limitation. Any use-items (wands, staves, rods, etc.) on which a character expends a charge is used on the Material Plane as well.

However, due to the nature of the *astral projection* spell, any PC killed while in the Great Machine's node are not killed, but simply awoken on the Material Plane, per the spell. Do **NOT** reveal this to the players.

Is This a Military Adventure?

This adventure begins without the knowledge of Yeoman officials. As such, inform the players that it is **NOT** a military adventure. However, in the aftermath of the adventure, officials will inform the adventurers that their time does qualify, and they can count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

Similar to military considerations, the Dustdiggers have no advance knowledge of the actions of the

adventurers. This adventure will count toward any annual TU commitment required by their enlistment. As above, tell players it is NOT until after the adventure.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoo.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

THE ASTRAL PLANE

See the *Dungeon Master's Guide*, page 154.

The Astral Plane is the space between the planes. When a character moves through an interplanar portal or projects her spirit to a different plane of existence, she travels through the Astral Plane. Even spells that allow instantaneous movement across a plane, such as *dimension door*, briefly touch the Astral Plane.

The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Large tube-shaped clouds slowly coil into the distance, some appearing like thunderheads and others looking like immobile tornadoes of gray wind. Erratic whirlpools of color flicker in midair like spinning coins. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

Both planar travelers and refugees from other planes call the Astral Plane home. The most prominent denizens of the Astral Plane are the githyanki, an outcast race which preys on travelers throughout the plane.

The Astral Plane has the following traits:

- Subjective directional gravity.
- Timeless. Age, hunger, thirst, poison, and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.
- Mildly neutral-aligned.
- Enhanced magic. All spells and spell-like abilities used within the Astral Plane may be employed as if they were improved by the Quicken Spell feat. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.

ELEMENTAL NODE OF THE GREAT MACHINE

The eventual destination for the party is the elemental node of the Great Machine. The node is an elemental pocket drifting in the Astral Plane.

The central chamber of the node holds much of the gearworks. Four elemental conduits radiate from the central chamber, each accessed by bridgeworks of glowing lines of energy. Down each corridor is a control room, guardian room and finally the power room, where the four Stones of Ruin rest. PCs must defeat the guardian and destroy the shackles which hold the stones in place.

The elemental node has some peculiar qualities. Throughout the open areas of the node, there is little gravity. What gravity there is, localizes to virtually every surface. This effect is such that PCs can walk on any surface as if it were the ground. Any vertical surface, such as the central spire of the machine can be easily climbed.

The elemental node and the great machine were created long ago, and only recently (relatively at least), appropriated by Asberdies. Whoever created the machine did not want surprise visitors. The elemental node cannot be penetrated from without by any teleportation magic. Once inside, however, such magics work normally, but again cannot penetrate outside the elemental node. The DM should take note that this will prevent the creatures in this adventure from summoning additional help.

Note that, due to the nature of the node, and how it is accessed, the creatures inside it are not normal. The remains of the creatures will fade away to nothing upon defeat, leaving only their effects behind. In addition,

although these creatures are normally of good alignment, they have been corrupted and should be treated as if evil, usually the opposite alignment.

INTRODUCTION

Dusk comes early in the shadow of the Escarpment. Late afternoon sunlight softens the dark shade in the lee of the great cliff, and bright sky can be seen above. The Escarpment's shadow can be seen stretching further East with each moment, and soon night will arrive with a vengeance.

Around you, various men and some women are camped, gathered at the base of the new elevators that rise from the foot to the top of the Escarpment, where the sun give a bright, warm glow to the elevator framework.

Several of you gather together as night comes closer, setting watch rotation to guard over the impromptu camp. Although it is in the heart of the Yeomanry, the damage done by the Landstraad has opened countless caves and fissures into the Night Below, and the area is no longer a safe haven for farmers and travelers.

Nearby to the south, in some of the salvaged homes that lay at the foot of the Escarpment, honeymooners watch the rainbow that's formed in the play of spray and sunshine. The Sule River drops here into a fissure at the Escarpment's base that swallows it whole, not to re-emerge for several miles.

At this point allow the players to introduce their PCs as necessary. Get the watch rotation from the players.

Starting with the first watch, begin sending blighted ones to the PCs' encampment, one each hour. The blighted ones will try to approach the camp in a friendly fashion, although their appearance may deter the players from parley for a while.

If the PCs never engage in parley, morning will come, and the PCs are free to pursue their various paths. The adventure is essentially over.

Proceed to Encounter 1 as the blighted ones approach.

ENCOUNTER 1: THE DARKNESS OF GREEN

With the advent of full night, you are left in near complete darkness. Turning away from the lights placed around camp, you let your eyes adjust to the moonless night.

Strange. Although the moons set over there, you can see a greenish glow coming from that direction. And it seems to be advancing, growing brighter than

a moon would and much more quickly. With a start, you realize that the glow is traveling on the ground and approaching camp!

A solitary figure walks with a shambling gait, surrounded with a bilious green glow. The figure leans over to one side, like a candle that has melted and slumped. An arm is held out to the other side for balance as it walks. As it gets closer, you can see the nightmarish halo of tangled knots that was hair, surrounding a face gone slack and expressionless. You feel it would be drooling if it could.

Closer it comes, raising its arm to you.

PCs may not wait to determine what kind of gesture the blighted one is making. It is in fact raising its arm in greeting, attempting to parley with the PCs. If they do not wait, allow the party to attack the blighted one; it's easily killed (treat as a skeleton, zombie, wight or wraith, depending on APL—this is not intended as a challenge to the PCs, but as a nuisance).

In the next hour another blighted one will approach in similar fashion. Feel free to improvise these approaches. Make certain that the blighted ones can be seen as approaching to talk, if the PCs take the time to examine the situation.

If at any time the PCs attempt to negotiate with the blighted one, read the following text:

The glowing figure stops near you, but out of easy weapon range; you could shoot it, but what good do most arrows do to creatures such as this? It lowers its arm slowly, not so much to put you at ease you think, but because that might be as fast as it can move.

The thing opens its slash of a mouth, and you can hear a soft rasp of escaping air. All around you a voice sounds, you have to strain to hear it, or rather perhaps it in your head.

In a voice that of surprisingly low timbre, you hear the voice, "say to interlopers and sons of suel: be easy."

Softly, so softly that you strain to understand let alone hear, the glowing figure rattles its dead breath at you. Perhaps it said "Be easy."

The low, deep voice sounds again, "say to them, its comes peace. comes help you."

Again, you hear the fetid noise from the creature that could be words, repeating the voice you all hear within your head.

"tell the undeads: i make deadwind; i make the others like its; its belong me; its and others like its make me."

The glowing creature breathes the soft, raspy message and the voice comes again, "say to them: we

used others me. fleshless one turned us against stone. no why."

Again the creature before you mumbles in a soft breath that stinks of the grave, before the voice continues, "others shackled. but its slackened shackled me. no freedom. know freedom."

The now familiar hiss-breath of the glowing blighted one comes and the air roils with the smells of dead flesh. The voice in your head continues, "tell non-its: me come with its tell. say to non-its help. take non-its down in chamber dreaming. show prison."

"show non-its others used. non-its free others me. me go non-its safe. me go master. prison break fleshless one stop."

"fleshless one make others me dance. me go find master. leave no harm stone. No harm wind. change place."

"non-its come chamber dreaming?" The last words repeated by the blighted one sound almost like a question. The glowing undead creature stands, waiting, swaying on its feet.

At this point, the players may examine **Player Handout #1**, which has the basics of the conversation above. If need be, the PCs may ask questions of the blighted one; through it the *Blightstone* will answer as best it can. Some sample questions are below with answers. Note that the *Blightstone* does not refer to itself as such, only as me or i.

Under no circumstances will the *Blightstone* identify the "fleshless one" as Asberdies. Not even if the PCs correctly guess the truth; it simply will not answer. The *Blightstone* will not answer any questions regarding the master. Remember that all answers from the blighted one maintain the strange dual speech from the low-timbre voice, and the hissing death rasp of the creatures.

To summarize, the *Blightstone* refers to things in the following ways: **its** are blighted ones; **Undeads**, **interlopers**, **non-its**, etc. are PCs or non blighted ones; the **fleshless one** is Asberdies (see note above); the **others** are the other *Stones Of Ruin*; the **chamber dreaming** is a small crystal cyst in the Escarpment; the **prison** is the Great Machine built by Asberdies to house and use the *Stones Of Ruin*; the **dance** is the great spell working which will raze the Yeomanry unless the PCs are successful.

Also, note that the *Blightstone* has no understanding that the PCs can hear it talking to the blighted ones. However, the PCs may not be able to figure this out either. This may be significant later on in the adventure.

Q. What is the deadwind?

"deadwind flow small hole. deadwind make its. its make me."

Q. What are its?

"its," and the glowing blighted one points at its chest.

Q. How did the its make you?

"its make me. see its world. know its. understand its."

Q. What are the others?

"others like me but different same."

Q. How were you turned against stone?

"fleshless one join me other. send to stone. no room hurt. crack stone. make wide."

Q. Why were you turned against stone?

"no why."

Q. What is shackling you?

"fleshless one."

Q. What made your shackles loosen?

"its. its think me. me think."

Q. What is "chamber dreaming?"

"place dream. take you you dream take you prison down break."

Q. Who is your master?

"master create me others"

Q. What is the prison?

"prison place me others non its come."

Q. What kind of dance do you do?

"dance fleshless one make"

Q. What/How were you made?

"not know."

Once the PCs have agreed to help the *Blightstone*, they will be escorted to the chamber of dreams by the blighted one. It will no longer answer questions, having lost the attention of the *Blightstone*. The walk to the cyst is not terribly far, but it does take some time due to the blighted one's slow gait.

ENCOUNTER 2: CRYSTAL COLUMNS

As the PCs approach the chamber of dreams, they also approach dawn:

You've been walking behind the blighted one for most of the night. Plodding really, as if its slow, dead gait had infected everyone. The Escarpment has remained to your right as you traveled South, a looming presence. To the East, you can see the first

signs of the sky lightening, and just perhaps the pace of the blighted one has picked up a bit.

Abruptly, the blighted one stops and twists to the right. You can barely see a cleft in the wall of the Escarpment, set some one or two feet below you and at most 10 feet from the close edge of the split; the Escarpment runs close together this far South. The blighted one walks to the cleft and turns waiting for you.

Looking down into the crevasse that is typical of the Escarpment, you can see that here at least it is different. The earth at the Southern end of the great crack must be looser. It's filled in the crevasse, so that the bottom is no more than 20 feet below, rather than the echoing depths in the Northern reaches of the Escarpment.

The cleft in the wall of the Escarpment looks large enough to fit one person at a time. Farther back, you can see crystalline protrusions.

The PCs must make their way across the crevice at the base of the Escarpment to gain entry to the Chamber of Dreams. The cyst is large enough for one person to enter at a time.

Inside, several protrusions can be used to secure a rope, or a spike can easily be driven into the soft earth. Treat the crossing as a Climb check, DC 15. If the PCs attempt to jump across, it is an easy jump, but it's difficult to "target" the small opening (Jump DC 20).

Once all the PCs are inside the cyst, read the following:

As the first rays of sunshine clear the horizon, the blighted one makes a dash, and jumps down into the crevasse. It scrambles up the side of the Escarpment, digging its claws into the earth. With a horrible shriek, it scurries over the lip of the cyst, slightly burned in the morning light.

The blighted one crawls to one side of the small cave as the light splashes across the crystal columns, throwing vivid colors across the walls and your fellow adventurers. The light slowly diminishes as the opening of the cleft slowly closes. In the morning sun, the columns at the front of the small cave look like translucent teeth as the cyst slowly swallows you!

Assuming that someone provides a source of light, continue with the following:

The slow movement of the earth grinds to a halt with a low "clack" of stone on stone. In the dim light that filters through the crystal teeth you can sense movement as the blighted one slowly slumps to the dirt floor. You feel a soft waft of air against your face from gaps in the crystal teeth.

You squint against the sudden, sharp light provided by your companions. The blighted one sits amongst you, arms stretched. The soft hiss of the thing's voice fills the small dirt cave. "tell non-its to join. begins journey to prison."

Alert PCs may notice a bag laying next to the blighted one (Spot DC 20). If the PCs investigate this, they will find three scrolls, used in the upcoming descent to the prison. Each scroll is written at 9th level ability: *burning hands*, a reversed form of *burning hands* which inflicts cold damage via Energy Substitution, and a special version of *magic missile* which fires jagged bits of stone. Note that these scrolls are oddly written, and can't be scribed, although anyone who can cast arcane spells can use them.

Once the party has joined hands (or is touching each other in some way), the blighted one begins casting a spell: *astral projection*.

ENCOUNTER 3: IN THE BELLY

The breath of the blighted one falls like the last dead leaves before winter as it begins casting the spell. Slowly fingers of power reach through you and close around your heart; your soul. In your mind's eye, you can see ghostly, green arms reaching from the blighted one, gathering you and your companions together.

Spellcasters have the usually chance of recognizing the spell via Spellcraft. It is recommended that players **NOT** be allowed to check the description of the spell if they don't have the ability to cast it themselves (hopefully this will facilitate the suspense of the adventure).

Give the PCs a chance to refuse to accept the spell. Assuming the PCs accept the spell from the blighted one, continue with the following:

With a numbing wrench, you feel your stomach pulled up and out. Before you even have the chance to look down on your motionless body, you feel another pull. Like a curtain parting, the edges of the world part around you, pieces of reality brushing your face, and an endless silvery gray vista opens before you.

"we go," comes the sibilant cough of the blighted one, and you feel the gray morass flowing against your immaterial skin. Behind you, a silvery cord stretches far into the distance.

After traveling for some immeasurable time, you see something in the distance. As it grows in front of you, your vision is filled not with your destination, but with the sight of [insert appropriate text, see below], which grows and grows as you get closer. Perception and distance have played tricks on your vision, and you are upon each other before you can react.

- APL 6: *a small pack of hounds, leaping toward you*
- APL 8: *insubstantial black forms, arms wavering and clutching for you*
- APL 10: *a massive skeletal figure with strands of mummified flesh hanging from its bones and insubstantial black forms, arms wavering and clutching for you*
- APL 12: *a lone mass of darkness shaped like a bat*
- APL 14: *humanoid giant composed of pure darkness*
- APL 16: *immense worm covered with plates of dead black*

APL 6 (EL 8)

☛ **Shadows Mastiffs** (3): hp 33 each; see *Monster Manual*, page 222.

APL 8 (EL 10)

☛ **Shadows, Greater** (2): hp 81 each; see *Monster Manual*, page 221.

APL 10 (EL 12)

☛ **Devourer** (1): hp 108; see *Monster Manual*, page 58.

☛ **Shadows, Greater** (2): hp 81 each; see *Monster Manual*, page 221.

APL 12 (EL 14)

☛ **Nightwing** (1): hp 179; see *Monster Manual*, page 197.

APL 14 (EL 16)

☛ **Nightwalker** (1): hp 221; see *Monster Manual*, page 196.

APL 16 (EL 18)

☛ **Nightcrawler** (1): hp 263; see *Monster Manual*, page 195.

Treasure: None of the creatures have treasure.

ENCOUNTER 4: THE TEMPEST BECKONS

Beyond the creature(s), you can see a strange shape. Different from the occasional “color coins” you’ve seen spinning in the gray void, this shape becomes clearer—and grows twice as tall as a man—as you approach.

You see a small tempest, somewhat spherical in shape; a slightly flattened ovoid. Across the ovoid, colors play in sweeps and washes on the otherwise

colorless, roiling surface. Great goutts of colored light erupt from the surface, like jagged bursts of lightning. Where the blasts spring from the tempest, the colors ripple away like waves on a lake, in great swaths of red, yellow, blue and green. The tempest itself is an agonizing mixture of shape and color, excruciating to the eye, and completely chaotic in shape and behavior. After studying it for some minutes, you realize that it has no pattern, no regular movement, and is completely random in nature. You feel faintly nauseated as you look away.

Give the PCs as much time to study the node as they need. The blighted one will only point at the node itself without comment.

Before the PCs enter the node, the blighted one will give them the satchel with the scrolls:

As you move to enter the tempest, the blighted one gestures for you to come closer. It holds a small, bloodstained satchel, which it hands to you. Inside you see three elaborate scrolls. Each scroll has a spindle carved with cavorting figures. The scrolls are written on fine skins, if perhaps a bit worse for the wear. While the endwrap may be covered with blood spatter, the interior is written in a fine, even script.

The scrolls are titled burning hands, freezing hands, and elemental stone missile. “non-its no fool guardians. goodly visage, evil still. non-its guardians kill. Metal-glass tree no matter.” The blighted one points at the scrolls, “beyond shackles. use skins each for other. shackles kill non-its fight.”

The blighted one begins to change, the faint green color draining from it, its skin continuing to corrupt and mortify. “shackles broken, non-its flee. leave down and out.”

With this last effort at speaking, the form of the blighted one rots away to tatters, slowly tumbling away in the gray void.

Assuming the PCs enter the tempest, proceed to the next encounter.

ENCOUNTER 5: A CLOCKWORK GREEN, ... RED, BLUE, AND YELLOW

No matter where they decide to enter into the node, the PCs will drop into the “top.” Give PCs a Reflex save (DC 12 + APL) to enter the sphere when it is green (the color of the blightstone and the blighted one). All other colors will inflict a varying degree of damage, randomly determined (1d6) between fire (1-2), electricity (3-4), and cold (5-6), but the PCs will be able to enter the node of the Great Machine.

APL 6: 4d6 damage

APL 8: 6d6 damage

APL 10: 8d6 damage

APL 12: 10d6 damage

APL 14: 12d6 damage

APL 16: 14d6 damage

You fall through the tempest, buffeted and slapped by energies far more powerful than you'd imagined.

As you emerge from the swirling mass of color and light, feeling the touch of a thousand fingers against your body, you glimpse an enormous, shining wheel spread out below you. You land with a soft thump on the "ground."

The floor below you is a giant wheel, a cog really, similar to the gears you've seen or heard about in the Gnome Clocktower in Loftwick. The gear has a metallic sheen, but as you take a closer look, you can see that the floor has a strange feel, and rings with a clear sound like glass or crystal.

At the center of the enormous wheel is a massive spire, made of the same strange material. It dominates this central room. The ends of the spire are lost above in the wall of elemental force, while below the spire descends past view into the ethereal miasma.

Radiating from the central wheel are four struts at the end of which are thick spokes of energy. The spokes are a bridgework of pulsing energy lines, chaotic and intertwining, that pierce the ethereal miasma. One spoke is dark and slightly tinted a bilious green. Curiously, each of the others has a distinctive lighting, each different; red, blue and yellow. A cold wind blows along the blue spoke, and from the red a hot wet wind. From the yellow spoke, a smell of ozone and an electric feel make the hairs on your arms stand up.

PCs may examine the structure of the gear and spire. Although they may try, nothing the PCs currently have will affect the structure, including *wish* and *miracle*.

As the PCs move down the various "corridors," proceed to the encounters below.

ENCOUNTER 6: GREEN MEANS GO

Although the PCs may enter this corridor with some trepidation, it is essentially already subdued by the awakened power of the Blightstone. The PCs as its agents may use the Blightstone "chambers" as a refuge as needed.

This spoke is dark, with only a slight hint of green tingeing your view. You come first to a circular area, dominated by a massive bronze

column stretching from floor to ceiling. Again, the floor here resembles a great gear, made up of many smaller pieces of clockworks; gears and cogs. Several windows pierce the face of the column from top to bottom inset with clear crystal.

Behind the crystal, you can see a sluggish stream of green energy flowing in chaotic patterns up and down the shaft.

Beyond this "chamber," the bridgework of energy continues. Thick lines of energy, dim green in color end at another gear-like floor. Hovering in the center is a small, winged figure. It looks like a small, golden furred elephant about two feet long, with a pair of shining white wings sprouting from its back. Its coat shimmers and gleams, and its eyes dance with a rainbow of colors.

This is, of course, a hollyphant. The Blightstone has exerted its influence to weaken the domination of the hollyphant. The hollyphant has been weakened in its struggle with the Great Machine, but it is no longer controlled by it. The PCs have no need to fight this hollyphant. If the PCs specifically ask the hollyphant for help, he can offer the following:

- He doesn't know who created the Great Machine.
- He cannot leave the Blightstone chambers, until the Blightstone is freed.
- He can identify any guardians the PCs find in the other chambers once the PCs describe them to him.
- He will help the PCs by describing the guardians' abilities, once he has identified them.
- He knows killing the guardians will release them from control and return them to their plane of origin.
- He will help the PCs in any way that doesn't "break" the adventure (use your discretion).

All APLs (EL 8)

☞ **Hrolduff:** hp 41; see Appendix 7.

Hrolduff does not count towards any count of freed celestials (see the Conclusion) as he is freed by the Blightstone, not the PCs.

Again, a chaotic collection of energy lines, dim green in color, mark the way through the ethereal miasma to the next chamber. You see at the end of the bridgework a great, concave wheel. This structure is massive and thick, made of the same strange alloy as the entry chamber.

Resting in the center of the bowl is a great stone. It is a bilious green, and wisps of greenish smoke rise from it occasionally. Unlike the rest of the chambers, the stone is bright and pulsing; you can feel the energy of the enormous thing.

The base of the stone is covered by brown earth, and thick tendrils of earth wrap around the Blightstone, holding it in place.

If any PCs are afflicted with Construct Contagion, read the following (it concerns only those afflicted, of course):

As you examine the Blightstone, you feel a growing surge of energy. Suddenly, the green orb pulses and flares, and you are struck by thick tendrils of bilious green material. The green sludge spreads across your face and chest, working its way into and under your clothing or armor.

A gentle lassitude spreads through your body. Warm pulses flow across your skin, through your blood, and you feel light headed. Slowly the afflicted parts of your body begin to slough off, leaving fair, unblemished skin and unencumbered limbs. You are whole and hale again.

The Blightstone has cured any PCs who had contracted the Construct Contagion (see the AR effect, Cured!).

The hollyphant knows through its interaction, limited as it has been, that the Blightstone is held by “shackles” of earth. Once the other stones have all been freed, the Blightstone will begin tearing its way loose from the Machine. This will cause heavy tremors throughout the Great Machine as it begins to crumble apart. The tremors are harmless, though the PCs shouldn't know that.

Once the binding placed on the Blightstone is removed, it will immediately translate away from the Great Machine. If the PCs are struggling to free all three of the other stones, feel free to have the Blightstone free itself after only one or two stones have been freed; in this case, any other stones that the PCs have not been able to free will remain. Although the Great Machine will slowly be torn apart, the stones will still exist.

Make note of the status of the other stones when the Blightstone is released. Immediately following the absence of the Blightstone, the party should get the hint to exit the Great Machine. Go to Encounter 10, unless the PCs insist on exploring the rest of the machine.

Treasure: None of the creatures have treasure.

ENCOUNTER 7: BLOODRED

Pulsing red light radiates from the broad energy bridge. Unlike the green bridge, this one seems resilient; in fact it springs somewhat with each step, not unlike a rope bridge. You can see another chamber in the dim light down the way. You are unable to see any further; a great column of bronze blocks your view.

Nothing in the hallway itself is a danger, though the players may fear traps all along the way.

A hot, moist wind blows against your face, as you start down the way. Small flames sputter and flare across the energy bridge, as if you walked through a piece of the elemental plane of fire itself.

The bridgework alights at the edge of a large, thick disk, again clockwork in nature. The disk is made from the pieces of a thousand clocks and other gearworks. A great column of bronze stands at the center of this disk, pierced by crystal windows at irregular points along its length. Through the windows, a coruscating red energy, brighter and more red than any fire you've ever seen, rushes up and down the column in a chaotic fashion. It reminds you of the elemental wall you first stepped through to enter this place.

Peering around the column, you can see another short hall, and what seems to be a larger chamber. As you are about to look away, you can see movement in the distant chamber. Something awaits.

Down the hall is the guardian chamber, where the corrupted creature awaits.

Slowly you creep down the glowing bridgework. The arch of the red energy bridge just touches the thick disk, similar to the previous chamber. Resting at the center of the disk is a beautiful humanlike creature, extremely tall, with long, feathery wings and a very supple and lithe body (or serpent-like body at APL 6) that glows with an inner power that makes it hard to look at directly.

The being looks at you, and a wide grin splits its face. Strangely, while the being would be utterly beautiful normally, its smile has transformed its visage into a mockery of itself. “It has been ages since visitors came. Perhaps you will die with less squealing.”

The creature(s) have been corrupted by the ancient magic of the Great Machine as well as Asberdies' summoning spells. Like the other guardians, they are tasked with the protection and incarceration of the stones; no guardian can be reasoned with or set free by the PCs in any way (other than by defeating them). Even *break enchantment* will be of no use.

APL 6 (EL 7)

👉 **Lillend:** hp 53; see *Monster Manual*, page 168.

APL 8 (EL 9)

👉 **Deva, Movanic:** hp 45; see *Appendix 2*.

APL 10 (EL 12)

👉 **Devas, Movanic (2):** hp 45 each; see *Appendix 3*.

APL 12 (EL 14)

☛ Devas, Monadic (2): hp 98 each; see Appendix 4.

APL 14 (EL 16)

☛ Devas, Astral (2): hp 108 each; see Monster Manual, page 11.

APL 16 (EL 18)

☛ Planetars (2): hp 137 each; see Monster Manual, page 11.

Farther on, past the great wheeled chamber, the last segment of the energy bridge alights at another concave disk. This disk too is created out of many gears and parts of clocks and other mechanisms.

Resting at the center of the shallow bowl is a great, red stone. The stone pulses with a dull red light. Flowing across and around the stone are thick swaths of water, reaching up from the base where the water seems to grasp the stone firmly.

The Pyrestone is powered by fire and countered by water. Using the burning hands scroll will break the shackles that bind the stone.

Treasure: The possessions of the creatures remain once they are defeated. They are the only treasure here.

ENCOUNTER 8: FOLLOW THE YELLOW ENERGY BRIDGE

Back in the central wheeled chamber, the yellow path of energy leads through the ethereal miasma, and ends at the same disc of strange metal. Again a massive column, seemingly of bronze, pierced by clear crystal windows.

Within the column, you can see yellow clouds of energy flowing up and down the length of the column. The energy is chaotic and riotous; you feel vaguely nauseated just looking at it.

Beyond, the energy bridge continues into another larger chamber. You see ...

(APLs 6 or 8) ... *a figure at rest. It stands at least as tall as an ogre, but there the resemblance ends. It has white fur, a bear-like head, and eyes like gleaming black opals. Its broad white paws end in razor-sharp jet-black claws. The creature is clad in fearsome full plate engraved with blackened symbols of holiness and virtue.*

(APLs 10 or 12) ... *a figure, ruggedly handsome, resembling an oversized human with glorious feathered wings. Its goodly visage becomes fierce as it gives a predatory glance. Arms spread, its forearms transform into sharp, fiery blades that ripple the air around it.*

(APLs 14 or 16) ... *a figure, towering and regal, with fair hair, flawless golden skin, and glowing blue eyes. Its goodly visage becomes fierce as it gives a predatory glance. It bears a massive greatsword etched with runes and an ornate suit of golden gull plate.*

APL 6 (EL 8)

☛ Archon, Warden: hp 66; see Appendix 1.

APL 8 (EL 10)

☛ Archons, Warden (2): hp 66 each; see Appendix 2.

APL 10 (EL 11)

☛ Archon, Sword: hp 83; see Appendix 3.

APL 12 (EL 13)

☛ Archons, Sword (2): hp 83 each; see Appendix 4.

APL 14 (EL 15)

☛ Archon, Throne: hp 116; see Appendix 5.

APL 16 (EL 17)

☛ Archons, Throne (2): hp 116 each; see Appendix 6.

In the chamber beyond, you follow the yellow energy lines again. Another large chamber surrounds the now familiar disk shaped into a shallow bowl.

An enormous gray stone sphere rests in the center of the disk. Solid ropes of some clear substance cover the stone like a net, and more of the stuff cups and holds the stone in place. As you approach closer, you can see that the "ropes" look like solid strands of air.

As with the other prison chambers, the shackles which hold the Maelstone in place can be broken with the proper spell; in this case, from the scroll of elemental stone missile. Elemental stone missile is a modified version of magic missile; it cannot be scribed.

Treasure: The possessions of the creatures remain once they are defeated. They are the only treasure here.

ENCOUNTER 9: MY BLUE HEAVEN PURGATORY

You cross the chasm from the central gear on intertwining lines of blue energy. Down the blue pathway of energy, you notice that the flow of energies is smoother, less chaotic.

The sound of water comes to you down the pathway, growing louder as you move out along the bridgework. Here, in the next chamber, the center of the chamber is dominated by another bronze column, again shot through with crystal windows.

Inside the shaft, watery energy flows unchecked up and down, a dreamy mass of fluidity.

Once over the next bridge, you arrive again at the edge of a great disk. It too is made of clockwork pieces and stretches to the ethereal miasma around you. Resting in the center of the geared disk, stands a creature, reminiscent of the elves.

(APL 6) ... *They are short, stocky for an elf, broad in the shoulders, but quick and nimble. Their hair is a bright silver-white, and their eyes are an ever-changing rainbow of hues.*

(APLs 8 and 10) ... *He is red-haired, with brightly glowing eyes that hold flickering, dancing flames.*

(APLs 12, 14, 16) ... *The creature resembles an elf of noble bearing. It has pearly, opalescent eyes and seems to give off a radiant aura.*

APL 6 (EL 8)

☛ **Eladrins, Bralani** (2): hp 48 each; see *Monster Manual*, page 93.

APL 8 (EL 10)

☛ **Eladrin, Firre**: hp 72; see *Appendix 2*.

APL 10 (EL 12)

☛ **Eladrins, Firre** (2): hp 72 each; see *Appendix 3*.

APL 12 (EL 13)

☛ **Eladrin, Ghaele**: hp 75; see *Monster Manual*, page 94.

APL 14 (EL 15)

☛ **Eladrins, Ghaele** (2): hp 75 each; see *Monster Manual*, page 94.

APL 16 (EL 17)

☛ **Eladrins, Ghaele** (4): hp 75 each; see *Monster Manual*, page 94.

Beyond the guardian's room, you see the last pathway of energy, leading away into the ethereal miasma. Emerging from the miasma, you see the usual concave shaped disk, this time with a mottled blue stone resting at the center.

Lines of flame, thick and twisting, cover the stone sphere like a fisherman's net. The flames coalesce at the base, firmly locking the stone to the shallow bowl.

These shackles of fire can be shattered with the proper scroll: *freezing hands*. As with the other scrolls, the spell is written strangely and can't be scribed.

Treasure: The possessions of the creatures remain once they are defeated. They are the only treasure here.

ENCOUNTER 10: PARTING OF THE WAYS

Immediately after the Blightstone disappears, you feel the first tremor. You can see parts and pieces of clockwork gears and such crumbling away and falling off.

Give the players plenty of time to consider their next move. Obviously the *Blightstone* has started the process of destroying the Great Machine, but players may want to stay and "finish" the adventure. If they do so, let them, but they should be encouraged by increasing tremors and disintegration of the Great Machine node. Give them time to try to free all of the guardians and stones, but if they stop moving in an urgent manner, it is time to move to the destruction of the Machine and their attempt to escape it.

If the PCs do not make their way out of the Great Machine, it will fall apart altogether and the PCs will fall into the ethereal miasma below. This will essentially accomplish what the blighted one had directed the PCs to do before they entered the Great Machine: "shackles broken, non-its flee. leave down and out."

Unfortunately, dropping down and through the ethereal miasma is a trap, a poisonous gateway to the Plane of Shadow. Taking this passage will force a saving throw (Fort save DC 10 + APL) or the PC dies. The PCs will be stranded on the Plane of Shadow after passing through the gateway. If they possess a method of planar travel, this only inconveniences them, otherwise the PCs lose 1d4 TUs to making their way home (see the AR effect, **Lost in Shadow**).

Instead the way out of the Great Machine's node is at the top of the central spire. The elemental wall of energy is gone with the banishment of the corrupted celestial guardians and absence of the *Blightstone*.

Racing along the bridgework of energy, back to the central room, you feel the tremors increase in frequency and strength. A moment of shock races through you as you realize the energy lines you're on just flickered and almost failed.

Arriving at the great gear disk, you can see that the Great Machine is crumbling apart; more pieces fall off each moment. Below, the ethereal miasma coils and drifts.

Give the PCs a Spot check (DC 15) to realize that the elemental wall of energy is gone.

With some surprise, you can see that the elemental tempest that you passed through to enter this place is gone. Instead, far above along the spire rests another geared wheel.

PCs can climb the central spindle however they prefer. Once climbing, the PCs will realize that the localized gravity here helps keep the PCs on the spire.

As you begin to climb the spire, you realize that you can easily keep hold of the strange metal. Slowly you make your way up; holding fast to the spire as the entire structure trembles and shakes. Climbing through the gaps in the spokes of the wheel above, you find yourself on a smallish gear.

ENCOUNTER 11: WITHIN THE SHADOW'S GRASP

At the edges of the upper disk, the ethereal miasma presses close. At four equidistant points, great bronze shafts rise up and out of the miasma. The shafts are half-buried in the disk itself, and converge upon one another, into a sphere perhaps a dozen feet across. Though the shafts are pierced by crystal windows, they are dark.

From the top of the sphere, another shaft rises straight up. You can see a stairway circling the shaft, and it rises up into the darkness. Far above, a glimmer of pearly light beckons.

Slow measured steps echo across the wheel, and a dark figure steps out of the darkness. "What? Who let YOU in?!" The voice is cold and measured. You feel the breath of the grave as the figure steps into what dim light there is. Dark gray robes flow around the figure though no wind disturbs the still air. Stray wisps of ashen hair cling to its head in a wild halo. Skin is stretched taut across the skull and the lips are pulled away in the rictus of death.

The dark being walks with a hitch in its gait, dragging one leg behind it, and its arms are held ready at its side. Strangely, though the figure has stepped into the light, it is dark, and appears to be made of shadows.

The PCs are confronting the final guardian left by Asberdies. A dark shadow of the mage himself, created ages ago, the creature is essentially a shadow with sorcerer levels. Over the course of time, the shadow has lost most of its power, but is still a formidable opponent.

The PCs can choose to run for the portal up the stairs, or stay and fight the shadow of Asberdies. If they run, they can escape automatically, as the shadow is as surprised to see them, as they are it. If the PCs stay and fight, a wall of force blocks the way to the portal, and will not disappear until the shadow mage is defeated.

Killing this shadow mage will actually weaken the real Asberdies. Its death is the final straw for the Great Machine, which will explode in a fearsome display of undirected power. If the PCs run, the Great Machine could be rebuilt using new elemental captives.

APL 6 (EL 9)

☛ **Shadow of Asberdies:** Shadow Sor7; hp 48; see Appendix 1.

APL 8 (EL 11)

☛ **Shadow of Asberdies:** Shadow Sor9; hp 54; see Appendix 2.

APL 10 (EL 13)

☛ **Shadow of Asberdies:** Shadow Sor11; hp 60; see Appendix 3.

APL 12 (EL 15)

☛ **Shadow of Asberdies:** Shadow Sor13; hp 66; see Appendix 4.

APL 14 (EL 17)

☛ **Shadow of Asberdies:** Shadow Sor15; hp 72; see Appendix 5.

APL 16 (EL 19)

☛ **Shadow of Asberdies:** Shadow Sor17; hp 78; see Appendix 6.

Note: Any PC who possesses the Ring of Asberdies from YEO4-06 By Brick and Mortar must make a Will save (DC 12 + APL) or suffer as if affected by a confusion spell while in the presence of the shadow of Asberdies. Note that this effect is independent of the shadow (the ring was created by Asberdies himself).

PCs who defeat the Shadow of Asberdies are marked permanently (see the AR effect, **Lost in Shadow**).

Treasure: The possessions of the Shadow remain and materialize once it is defeated. They are the only treasure here.

ENCOUNTER 12: THE ROAD HOME

If the PCs ran for the portal immediately, read the following, otherwise, skip down to the next section:

You charge past the shadowed figure, making a dash for the stairs. Racing upward and around, you duck as random splatters of magic and bolts of energy spray against the metal of the spire.

As you take the final turn, you see an archway at the top of the stairs. Elaborate ironwork frames the portal. Arcane symbols and draconic script twine together around the ironwork, edges dimly glowing with power. Within the arch is a pearly glow, and you can see a dim image of some landscape.

More bolts of energy spatter against the archway. Below you see the shadow mage climbing the stairs.

If the PCs stayed and fought the shadow mage, read the following instead:

After defeating the shadow mage, you climb the stairs to the portal. As you take the final turn, you

see an archway at the top of the stairs. Elaborate ironwork frames the portal. Arcane symbols and draconic script twine together around the ironwork, edges dimly glowing with power. Within the arch is a pearly glow, and you can see a dim image of some landscape.

The PCs have the initiative to enter the portal. Once they have done so, they will be greeted by several important personages:

You find yourself back in the cyst in the earth. Slowly the translucent crystal "teeth" split open. To one side of the cyst, you see the remains of the blighted one. Sunlight spills down from above. If what you suspect is true, either a whole day has passed, or only a few moments.

Climbing up out of the cleft you find a solitary knight waiting for you. Coal black hair frames a broad face, and a smile of relief sparkles too in his deep blue eyes. Clad in full plate mail, a shield rests on the ground before him, bearing the device of the Freeknights. He is younger than you would expect for a Freeknight's squire. This Freesquire is clearly waiting for you.

"I bear greetings from the acting Freeholder and several Grosspokesmen. If you would come with me, they are waiting for you a short distance away." The Freesquire gestures to the northeast, waiting for you all to join him, and sets off.

Although you question him mercilessly, the Freesquire can only smile and say, "The worthies will explain all."

Over a rise to the east, you walk down into a shallow vale. Some distance further, near a quiet brook, several pavilion sized tents stand. From the colors, you can recognize tents for the military, the Church of Seven Faiths, the College of High Magic and the Dustdiggers. Your heart gives a leap as you recognize the Freeholder's colors on one standard, until the wind dies down, and you see the red diagonal slash on the standard. 'Acting freeholder,' the Freesquire had said.

The Freesquire strides through the camp, weaving along the way between pavilions. You arrive at the central tent. On either side of the tent, you see the standards of the Militia and Army. Across the way, Melinda Windomere's tent stands, the red-slashed standard displayed proudly.

Guards at the military's tent pull the flaps back, while one says "Freesquire Ormley, and the adventurers, Sir." As you follow the Freesquire under the flaps, you can feel the curious eyes of the guards on you.

CONCLUSION

Inside the tent behind a small desk, sit two people. On one side, acting Freeholder Melinda Windomere scowls, arms crossed in front of her. By the insignia, a Free Captain of Battles awaits alongside the clearly agitated Windomere. These worthies are surrounded by representatives of the organizations whose standards you saw outside. Curiously, your eye is drawn to one, a halfling woman, who seems to be trying to keep out of the way.

After the introductions have been made, the Captain clears his throat, but Melinda Windomere interrupts. "Thank you, Free Captain Maetren." Turning to you, she continues, "Once again brave Yeomen have stepped into the very maw of danger. From your valor, we are all saved."

"So, please, tell us what befell once you entered the earthen burrow?" With a dismissive glance at the halfling woman, she waves airily, "We were assured that a band of adventurers would hearken to the call of, of..."

The Free Captain takes her hesitation as an opportunity to interrupt in turn. "The call of the Blightstone. For that, Provinda Dornish, please convey to Grosspokeswoman Oakbessel our gratitude for her miraculous vision. She continues to provide us an edge without which we would surely suffer in our duties to our free peoples."

Once the PCs have given what information they choose to give to the assemblage, the captain continues:

The Free Captain of Battles continues, much to Melinda Windomere's displeasure. "Much is known of our land's early days, of the Deliverer and our struggle to wrest freedom from the Tyrant. How our very government grew out of those freedom fighters and their struggles, banding together for protection against the dread mage lord."

"What most do not know is our more recent history. Of the time after the Lord Asberdies was driven out of the Yeomanry. Driven out, but not defeated, not banished, and as we learned much, much later, undying. Many years ago, no one knows for sure how long ago, the tyrant accomplished several goals. Through his evil deeds and necromantic research, he succeeded in becoming a lich."

The Captain holds up his hand to quiet the acting Freeholder, "No, Windomere, they above all deserve the full story."

The Captain turns back to you, "He was spurred on this path in his quest for power, his greed for conquest and an eternal fear of death to match his desire for existence, any kind of existence. He was also driven by a desire to possess and control certain

objects he encountered in his travels: the four Stones of Ruin. Through the dedicated research of the Dustdiggers, several seers and bards, we have pieced together some of their history."

"Many of you are familiar with the crop blight that struck the lands South of the Escarpment nigh on three years ago. Certainly you are all familiar with the recent upheaval in that area, when the Escarpment nearly doubled in size during the Landstraad. Both of these events we can directly attribute to the workings of the fell mage, and the Stones of Ruin."

If the PCs freed the Blightstone and at least one other stone, read the following:

"So, not only the Blightstone, but some of the others as well? This is fine news, and excellent work on your part. This defeat will set the old bones back many a year. It's a shame you couldn't free them all; that would have really devastated him."

If the PCs freed all of the other stones, read the following:

"So, not only the Blightstone, but the others as well? This is fine news, and excellent work on your part. This defeat will set the old bones back for a long time. You've devastated his plans, that's for sure!"

If the PCs have defeated the shadow of Asberdies add the following:

"The news you bring of the defeat of this shadow thing is welcome indeed." After consulting with the College of Mages representative, he continues, "Almost certainly this was a piece of Asberdies himself. His defeat will weaken the Tyrant for many years to come, and perhaps we can turn our attention to other pressing concerns without fear of attack from within."

If the PCs instead fled from the shadow of Asberdies add the following:

"Do not feel that you have failed. Even the shadow of one such as Asberdies is to be greatly feared. Rather, remember that you alone have brought word of this diabolic construction."

The Captain continues, "Although we must mount an effort to recover or destroy the remaining stones. Be ready for our summons, each of you."

"Thank you, Captain, I believe that covers the essentials." Melinda Windomere gestures to you and your companions. "Of course you all have played the pivotal role in this series of events. We most certainly have rewards for you, commensurate with your success."

Windomere turns to the Free Captain, "So, Maetren, I believe you can have the Army stand

down here. Move the men back to Singleton to secure our interests there.

"As for you all," the Grosspokeswoman continues, "See my man at my pavilion; those of you who serve in the military or the church, will of course need to see your superiors."

Treasure: PCs are rewarded with gold and three AR effects (Emblem of the Yeomanry League, Favor of the Yeomanry Government, Freedom from Corruption). Those who defeated the Shadow of Asberdies and possess the correct item receive the AR effect, Reward of Ghostrender / Twin Dooms / Fury. Those who freed all the celestials receive two AR effects (Enlightenment of the Celestials, Contemplation of the Heavens and Hells).

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat the creatures.

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.

Encounters 7 to 9

Defeat any one of the guardians.

APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.
APL 14: 450 xp.
APL 16: 510 xp.

Encounter 11

Defeat the shadow of Asberdies.

APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.
APL 14: 510 xp.

APL 16: 570 xp.

Story Award

Free all of the celestial guardians (by defeating them)

APL 6: 90 xp.
APL 8: 115 xp.
APL 10: 140 xp.
APL 12: 165 xp.
APL 14: 190 xp.
APL 16: 215 xp.

Discretionary Roleplaying Award

APL 6: 90 xp.
APL 8: 110 xp.
APL 10: 130 xp.
APL 12: 150 xp.
APL 14: 170 xp.
APL 16: 190 xp.

Total possible experience

APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.
APL 14: 1,800 xp.
APL 16: 2,025 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 adventure, 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 7:

APL 6: L: 2 gp, C: 0 gp, M: 0 gp.

APL 8: L: 0 gp, C: 0 gp, M: +1 *flaming greatsword* (696 gp).

APL 10: L: 0 gp, C: 0 gp, M: 2 +1 *flaming greatswords* (696 gp each).

APL 12: L: 0 gp, C: 0 gp, M: 2 *maces of smiting* (6,276 gp each).

APL 14: L: 0 gp, C: 0 gp, M: 2 +3 *disruption heavy maces* (4,193 gp each).

APL 16: L: 0 gp, C: 0 gp, M: 2 +3 *large greatswords* (1,533 gp each).

Encounter 8:

APL 6: L: 0 gp, C: 0 gp, M: *large +1 light fortification full plate* (596 gp).

APL 8: L: 0 gp, C: 0 gp, M: 2 *large +1 light fortification full plates* (596 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 0 gp.

APL 12: L: 0 gp, C: 0 gp, M: 0 gp.

APL 14: L: 0 gp, C: 0 gp, M: *large +4 full plate* (1,596 gp), *large +1 vorpal greatsword* (6,033 gp).

APL 16: L: 0 gp, C: 0 gp, M: 2 *large +4 full plates* (1,596 gp each), 2 *large +1 vorpal greatswords* (6,033 gp each).

Encounter 9:

APL 6: L: 0 gp, C: 0 gp, M: 2 +1 *holy scimitars* (1,526 gp each), 2 +1 *holy composite longbows* (+4 Str Bonus) (1,567 gp).

APL 8: L: 0 gp, C: 0 gp, M: +3 *greatsword* (1,529 gp), 4 +5 *javelins* (4,192 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 2 +3 *greatswords* (1,529 gp each), 8 +5 *javelins* (4,192 gp each).

APL 12: L: 0 gp, C: 0 gp, M: +4 *holy greatsword* (6,029 gp).

APL 14: L: 0 gp, C: 0 gp, M: 2 +4 *holy greatswords* (6,029 gp each).

APL 16: L: 0 gp, C: 0 gp, M: 4 +4 *holy greatswords* (6,029 gp each).

Encounter 11:

APL 6: L: 0 gp, C: 0 gp, M: *cloak of charisma* +2 (333 gp), *metamagic rod – lesser extend* (250 gp).

APL 8: L: 0 gp, C: 0 gp, M: *cloak of charisma* +2 (333 gp), *metamagic rod – lesser extend* (250 gp), *ioun stone – dusty rose prism* (417 gp).

APL 10: L: 0 gp, C: 0 gp, M: *cloak of charisma* +2 (333 gp), *metamagic rod – lesser extend* (250 gp), *ioun stone – dusty rose prism* (417 gp), *metamagic rod – lesser empower* (750 gp).

APL 12: L: 0 gp, C: 0 gp, M: *cloak of charisma* +4 (1,333 gp), *metamagic rod – lesser extend* (250 gp), *ioun stone – dusty rose prism* (417 gp), *metamagic rod – lesser empower* (750 gp).

APL 14: L: 0 gp, C: 0 gp, M: *cloak of charisma* +6 (3,000 gp), *metamagic rod – lesser extend* (250 gp), *ioun stone – dusty rose prism* (417 gp), *metamagic rod – lesser empower* (750 gp), *staff of abjuration* (5 charges) (542 gp).

APL 16: L: 0 gp, C: 0 gp, M: *cloak of charisma* +6 (3,000 gp), *metamagic rod – extend* (917 gp), *ioun stone – dusty rose prism* (417 gp), *metamagic rod – empower* (2,708 gp), *staff of abjuration* (15 charges) (1,625 gp).

Conclusion:

APL 6: L: 0 gp, C: 1,000 gp, M: 0 gp.

APL 8: L: 0 gp, C: 2,000 gp, M: 0 gp.

APL 10: L: 0 gp, C: 3,000 gp, M: 0 gp.

APL 12: L: 0 gp, C: 4,000 gp, M: 0 gp.

APL 14: L: 0 gp, C: 5,000 gp, M: 0 gp.

APL 16: L: 0 gp, C: 6,000 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 2 gp, C: 1,000 gp, M: 7,365 gp – Total: 8,367 gp (900 gp).

APL 8: L: 0 gp, C: 2,000 gp, M: 21,185 gp – Total: 23,185 gp (1,300 gp).

APL 10: L: 0 gp, C: 3,000 gp, M: 39,736 gp – Total: 42,736 gp (2,300 gp).

APL 12: L: 0 gp, C: 4,000 gp, M: 21,331 gp – Total: 25,331 gp (3,300 gp).

APL 14: L: 0 gp, C: 5,000 gp, M: 33,032 gp – Total: 38,032 gp (6,600 gp).

APL 16: L: 0 gp, C: 6,000 gp, M: 51,107 gp – Total: 57,107 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Contemplation of the Heavens and Hells:** You are visited in your dreams by a representative of your deity after releasing all of the trapped celestials. This meets the special requirement of contact for the Contemplative prestige class (see *Complete Divine*).

☛ **Enlightenment of the Celestials:** Through your recent interaction with the celestials, freeing all of them, you have discovered untapped reserves in yourself. You may apply a +1 inherent bonus to one of your abilities (circle the one selected): Str, Dex, Con, Int, Wis, Cha.

☛ **Freedom from Corruption:** You have freed trapped celestials. In gratitude, you gain their blessing for one year from the date on this AR, giving you a sacred bonus to your saving throws (circle the bonus gained): +1 (one celestial freed), +2 (two celestials freed), +3 (all celestials freed).

☛ **Reward of *Ghostrender* / *Twin Dooms* / *Fury*:** You have defeated the Shadow of Asberdies. *Ghostrender*, *Twin Dooms*, and *Fury* are well-pleased in you. If you have in your possession any of these items, you gain a special boon. The next upgrade purchase for any one, and only one, of these items costs 50% less than normal. Circle the items possessed and mark this reward as USED when the upgrade is purchased.

☛ **Favor of the Yeomanry Government:** You have prevented the greatest threat to the Yeomanry League ever imagined, by destroying the Great Machine. As a reward for your selfless efforts, undertaking a dangerous adventure without having been activated by your respective superiors, you receive the following favor from the Government. You gain access (Frequency: Regional and Metaregional) to the following upgrades (based on the results of the adventure, circle the one selected), and the next time you purchase one, and only one, of these upgrades, it costs 50% less than normal: *bane (undead)* weapon special ability, *light fortification* armor/shield special ability, +2 enhancement bonus (one celestial freed); *holy* weapon special ability, *spell resistance* (13) armor/shield special ability, +3 enhancement bonus (two celestials freed); *speed* weapon special ability, *moderate fortification* armor/shield special ability, +4 enhancement bonus (all celestials freed); *brilliant energy* weapon special ability, *spell resistance* (17) armor/shield special ability, +5

enhancement bonus (all celestials freed and Shadow of Asberdies defeated).

☛ **Emblem of the Yeomanry League:** For valor and bravery under extreme duress, the Yeomanry League awards you the Emblem of the Yeomanry League. If you already possess this award, you receive a pin with clustered spears. This award gives this PC a +2 circumstance bonus on all interactions with the people of the Yeomanry, provided the PC is wearing military or church garb; otherwise, the bonus drops to +1. This bonus stacks with any existing bonus for an Emblem of the Yeomanry League.

☛ **Mark of the Shadow:** You received this souvenir — a grasping skeletal claw burned into your chest over your heart—after your struggle with the Shadow of Asberdies. You lose one hit point permanently; this effect can only be removed by a *remove curse* (CL 18th), *break enchantment* (DC 29), *wish*, or *miracle* spell.

☛ **Lost in Shadow:** Taking the advice of the Blightstone, you jumped down into the ethereal miasma. This pathway leads into the Plane of Shadow. Without some immediate method of planar travel, you must spend an additional 4 TUs to find your way home.

☛ **Cured!:** The Blightstone has cured you of any infection of Construct Contagion you have been suffering from.

Item Access

APL 6:

- +1 Holy Composite Longbow (+4 Str Bonus) (Adventure; Dungeon Master's Guide)
- +1 Holy Scimitar (Adventure; Dungeon Master's Guide)
- Large +1 Light Fortification Full Plate (Adventure; Dungeon Master's Guide)
- Metamagic Rod, Extend, Lesser (Adventure; Dungeon Master's Guide)

APL 8 (all of APL 6 plus the following):

- +1 Flaming Greatsword (Adventure; Dungeon Master's Guide)
- +3 Greatsword (Adventure; Dungeon Master's Guide)
- +5 Javelin (Adventure; Dungeon Master's Guide)
- Ioun Stone, Dusty Rose Prism (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 6, 8 plus the following):

- Metamagic Rod, Empower, Lesser (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 6, 8, 10 plus the following):

- +4 Holy Greatsword (Adventure; Dungeon Master's Guide)
- Cloak of Charisma +4 (Adventure; Dungeon Master's Guide)
- Mace of Smiting (Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 6, 8, 10, 12 plus the following):

- +3 Disruption Heavy Mace (Adventure; Dungeon Master's Guide)
- Cloak of Charisma +6 (Adventure; Dungeon Master's Guide)
- Large +1 Vorpal Greatsword (Adventure; Dungeon Master's Guide)
- Large +4 Full Plate (Adventure; Dungeon Master's Guide)
- Staff of Abjuration (Adventure; Dungeon Master's Guide)

APL 16 (all of APLs 6, 8, 10, 12, 14 plus the following):

- Large +3 Greatsword (Adventure; Dungeon Master's Guide)
- Metamagic Rod, Empower (Adventure; Dungeon Master's Guide)
- Metamagic Rod, Extend (Adventure; Dungeon Master's Guide)

ENCOUNTER 7

Lillend: hp 53; see *Monster Manual*, page 168.

ENCOUNTER 8

Warden Archon: CR 8; Large Outsider (Archon, Extraplanar, Good, Lawful); HD 8d8+24; hp 66; Init +4; Spd 30 ft. in full plate armor, base 40 ft.; AC 30, touch 9, flat-footed 30 (-1 size, +12 natural, +9 +1 full plate of light fortification); Base Atk/Grp: +8/+20; Atk +15 melee (1d8+8, claw); Full Atk +15 melee (1d8+8, 2 claws) and +10 melee (2d8+4, bite); Space/Reach: 10 ft./10 ft.; SA rend 2d8+12, spell-like abilities; SQ aura of menace, DR 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, scent, SR 25, teleport, tongues, uncanny dodge, unerring assay; AL LG; SV Fort +9 (+13 against poison), Ref +6, Will +7; Str 27, Dex 11, Con 17, Int 16, Wis 12, Cha 12.

Skills and Feats: Climb +14, Concentration +14, Diplomacy +14, Jump +14, Knowledge (religion) +14, Knowledge (the planes) +14, Listen +22, Search +14, Sense Motive +12, Spot +22, Survival +1 (+3 following tracks or on other planes), Swim +9, Tumble -3; Alertness, Improved Initiative, Power Attack.

Rend (Ex): If a warden archon hits a single target with both claws, it latches on to the opponent's body and tears the flesh. This attack deals 2d8+12 points of damage.

Spell-Like Abilities: At will—*aid, continual flame, detect scrying, detect thoughts* (DC 13), *locate creature, scrying* (DC 16), *see invisibility, true strike*; 3/day—*shield of the archons**, *true seeing* (DC 16). Caster level 11th. **Book of Exalted Deeds*.

Aura of Menace (Su): Will save DC 12 + ½ archon's Charisma modifier.

Scent (Ex): A warden archon can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Uncanny Dodge (Ex): A warden archon retains its Dexterity bonus to AC even when flat-footed and cannot be flanked except by a 12th-level or higher rogue.

Unerring Assay (Su): A warden archon instinctively knows the alignment of any creature within 60 feet. Typical methods of masking alignment, such as *misdirection* or *nondetection*, have no effect upon a warden archon's unerring assay.

Skills: A warden archon's keen senses give it a +8 racial bonus on Listen and Spot checks.

Possessions: large +1 light fortification full plate.

ENCOUNTER 9

Eladrins, Bralani (2): hp 48 each; see *Monster Manual*, page 93.

ENCOUNTER 11

Shadow of Asberdies: Shadow Sor7; CR 9; Medium Undead (Incorporeal); HD 3d12+7d4; hp 48; Init +4; Spd fly 40 ft. (good); AC 19, touch 19, flat-footed 15 (+4 Dex, +5 deflection); Base Atk/Grp: +4/—; Atk +8 melee (1d6 Str, incorporeal touch); Full Atk +8 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage, spells; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits, summon familiar; AL CE; SV Fort +3, Ref +7, Will +9; Str —, Dex 18, Con —, Int 14, Wis 12, Cha 18 (20).

Skills and Feats: Concentration +13, Hide +10*, Knowledge (arcana) +10, Knowledge (the planes) +5, Listen +11, Search +12, Spellcraft +12, Spot +11; Alertness, Combat Casting, Ghostly Grasp*, Spell Focus (necromancy). **Libris Mortis*.

Sorcerer Spells Known (6/8/7/5; save DC 15 + spell level, DC 16 + spell level for necromancy spells): 0—*daze, detect magic, disrupt undead, ghost sound, mage hand, ray of frost, read magic*; 1st—*charm person, mage armor, magic missile, ray of enfeeblement, shield*; 2nd—*blindness/deafness, scorching ray, web*; 3rd—*fireball, ray of exhaustion*.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Possessions: *cloak of charisma +2, metamagic rod (extend, lesser)*.

APPENDIX 2 – APL 8

ENCOUNTER 7

Movanic Deva: CR 9; Medium-size Outsider (Extraplanar, Good); HD 6d8+12; hp 45; Init +8; Spd 40 ft., fly 90 ft. (good); AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural); Base Atk/Grp: +6/+9; Atk +11 melee (2d6+5 plus 1d6 fire, +1 *flaming greatsword*); Full Atk +11/+6 melee (2d6+5 plus 1d6 fire, +1 *flaming greatsword*); SA spell-like abilities; SQ DR 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold and petrification, protective aura, resistance to electricity 10 and fire 10, divine equilibrium, heavenly deflection, soothing presence of nature, SR 19; AL LG; SV Fort +7, Ref +9, Will +10; Str 17, Dex 18, Con 15, Int 17, Wis 16, Cha 18.

Skills and Feats: Balance +13, Concentration +11, Diplomacy +15, Intimidate +13, Knowledge (any three) +12, Listen +12, Sense Motive +12, Spellcraft +12, Spot +12; Improved Initiative, Iron Will, Weapon Focus (greatsword).

Spell-Like Abilities: At will—*aid, consecrate, continual flame, create food and water, death ward, detect evil, discern lies, polymorph (self only), prayer, protection from arrows*; 3/day—*atonement, bless weapon, cure serious wounds, daylight, divination, ethereal jaunt, hallow, holy smite, neutralize poison, plane shift, remove curse, remove disease, remove fear*; 1/day—*commune, raise dead*. Caster level 9th; save DC 14 + spell level.

Divine Equilibrium (Ex): Movanic devas are immune to the effects of negative-dominant or positive-dominant planar energy traits.

Heavenly Deflection (Su): Once per round as a free action, a movanic deva can deflect ranged attacks and certain spells by batting them away with its +1 flaming greatsword. When a ranged attack, ray, or single-target spell would ordinarily hit or affect the deva, the deva can make a Reflex saving throw against a base DC of 20. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If the attack is from a spell, the spell level is added to the base DC. If the deva succeeds, it deflects the attack. Deflected spells are negated as if counterspelled.

The deva must be aware of an attack in order to have a chance to deflect it.

Soothing Presence of Nature (Ex): Movanic devas have a calm spirit that is pleasing to inhabitants of the natural world. Unless magically compelled to do so, no plant or animal will attack a movanic deva.

Possessions: +1 *flaming greatsword*.

ENCOUNTER 8

Warden Archon: CR 8; Large Outsider (Archon, Extraplanar, Good, Lawful); HD 8d8+24; hp 66; Init +4; Spd 30 ft. in full plate armor, base 40 ft.; AC 30, touch 9, flat-footed 30 (-1 size, +12 natural, +9 +1 *full plate of light*

fortification); Base Atk/Grp: +8/+20; Atk +15 melee (1d8+8, claw); Full Atk +15 melee (1d8+8, 2 claws) and +10 melee (2d8+4, bite); Space/Reach: 10 ft./10 ft.; SA rend 2d8+12, spell-like abilities; SQ aura of menace, DR 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, scent, SR 25, teleport, tongues, uncanny dodge, unerring assay; AL LG; SV Fort +9 (+13 against poison), Ref +6, Will +7; Str 27, Dex 11, Con 17, Int 16, Wis 12, Cha 12.

Skills and Feats: Climb +14, Concentration +14, Diplomacy +14, Jump +14, Knowledge (religion) +14, Knowledge (the planes) +14, Listen +22, Search +14, Sense Motive +12, Spot +22, Survival +1 (+3 following tracks or on other planes), Swim +9, Tumble -3; Alertness, Improved Initiative, Power Attack.

Rend (Ex): If a warden archon hits a single target with both claws, it latches on to the opponent's body and tears the flesh. This attack deals 2d8+12 points of damage.

Spell-Like Abilities: At will—*aid, continual flame, detect scrying, detect thoughts (DC 13), locate creature, scrying (DC 16), see invisibility, true strike*; 3/day—*shield of the archons**, *true seeing (DC 16)*. Caster level 11th. **Book of Exalted Deeds*.

Aura of Menace (Su): Will save DC 12 + ½ archon's Charisma modifier.

Scent (Ex): A warden archon can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Uncanny Dodge (Ex): A warden archon retains its Dexterity bonus to AC even when flat-footed and cannot be flanked except by a 12th-level or higher rogue.

Unerring Assay (Su): A warden archon instinctively knows the alignment of any creature within 60 feet. Typical methods of masking alignment, such as *misdirection* or *nondetection*, have no effect upon a warden archon's unerring assay.

Skills: A warden archon's keen senses give it a +8 racial bonus on Listen and Spot checks.

Possessions: large +1 *light fortification full plate*.

ENCOUNTER 9

Firre Eladrin: CR 10; Medium Outsider (Chaotic, Eladrin, Extraplanar, Good); HD 8d8+8; hp 72; Init +61; Spd 40 ft., fly 90 ft. (perfect); AC 24, touch 12, flat-footed 22 (+2 Dex, +12 natural); Base Atk/Grp: +8/+13; Atk +16 melee (2d6+10/19-20, +3 *greatsword*); Full Atk +16/+11 melee (2d6+10/19-20, +3 *greatsword*) or +13/+8 melee (1d6+7 and 1d6 fire, slam) or +15/+10 ranged (1d6+10, +5 *javelin*); SA gaze, spell-like abilities, spells; SQ alternate form, DR 10/cold iron or evil, eladrin subtype, immunities, magic circle against evil, outsider traits, resistance to acid 10 and cold 10, song, SR 27; AL CG; SV

Fort +7 (+11 against poison), Ref +8, Will +9; Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Bluff +11, Concentration +11, Diplomacy +11, Disguise +9 (+11 acting), Intimidate +6, Knowledge (the planes) +8, Perform (any one) +12, Sense Motive +8, Spellcraft +9, Survival +3 (+5 on other planes), Flyby Attack, Improved Initiative, Skill Focus (Perform).

Gaze (Su): In humanoid form, the firre can gaze at a target within 60 feet and cause it to burst into flames. The gaze deals 2d6 points of fire damage and causes blindness (as the *blindness/deafness* spell). A successful DC 18 Fortitude save negates the blindness.

Spell-Like Abilities: At will—*detect thoughts* (DC 16), *fireball* (DC 17), *greater invisibility*, *persistent image* (DC 19), *polymorph*, see *invisibility*, *wall of fire*; 1/day—*prismatic spray* (DC 21). Caster level 10th.

Spells: A firre in humanoid form casts divine spells from the cleric list and the Chaos, Fire, Good, and Magic domains as a 12th-level cleric.

Typical Spells Prepared (6/ 6+1/ 5+1/ 5+1/ 3+1/ 3+1/ 2+1; save DC 13 + spell level): 0—*detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance*; 1st—*bless*, *detect evil*, *divine favor*, *sanctuary*, *ray of hope*^{*}, *shield of faith*; 2nd—*align weapon*, *bear's endurance*, *eagle's splendor*, *hold person*, *resist energy*; 3rd—*continual flame*, *dispel magic*, *invisibility purge*, *prayer*, *searing light*; 4th—*dimensional anchor*, *tongues*; 5th—*break enchantment*, *dispel evil*, *flame strike*; 6th—*greater dispel magic*, *heal*. ^{*}Book of Exalted Deeds.

Alternate Form (Su): A firre can shift between its humanoid and fiery forms as a standard action. In humanoid form, it cannot fly or use its fiery slam attacks, but it can use its gaze attack and spell-like abilities, make weapon attacks, sing, and cast spells. In the form of a pillar of fire, it can fly, make slam attacks, and use spell-like abilities, but cannot sing, cast spells, or use its gaze attack.

A firre remains in one form until it chooses to assume the other form. A change in form cannot be dispelled, nor does a firre revert to any particular form when killed. A *true seeing* spell reveals both forms simultaneously.

Magic Circle Against Evil (Su): A *magic circle against evil* effect always surrounds firres, as the spell cast by an 8th-level sorcerer. (The defensive benefits of the circle are not included in the statistics above.)

Song (Su): A firre has a captivating voice and can use bardic music just as a bard can, inspiring courage, fascinating, inspiring competence, or giving suggestions to those who hear it (see Bardic Music in Chapter 3 of the *Player's Handbook*). Unlike a bard, however, a firre can sing as often as it likes.

Possessions: +3 greatsword, 4 +5 javelins.

ENCOUNTER 11

Shadow of Asberdies: Shadow Sor9; CR 11; Medium Undead (Incorporeal); HD 3d12+9d4; hp 54; Init +4; Spd fly 40 ft. (good); AC 20, touch 20, flat-footed 16 (+4 Dex, +5 deflection, +1 insight); Base Atk/Grp: +5/—; Atk +9 melee (1d6 Str, incorporeal touch); Full Atk +9 melee

(1d6 Str, incorporeal touch); SA create spawn, strength damage, spells; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits, summon familiar; AL CE; SV Fort +4, Ref +8, Will +10; Str —, Dex 18, Con —, Int 15, Wis 12, Cha 18 (20).

Skills and Feats: Concentration +15, Hide +10*, Knowledge (arcana) +13, Knowledge (the planes) +6, Listen +11, Search +12, Spellcraft +13, Spot +11; Alertness, Combat Casting, Ghostly Grasp*, Spell Focus (necromancy), Spell Penetration. ^{*}Libris Mortis.

Sorcerer Spells Known (6/8/7/7/5; save DC 15 + spell level, DC 16 + spell level for necromancy spells): 0—*acid splash*, *daze*, *detect magic*, *disrupt undead*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*; 1st—*charm person*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*blindness/deafness*, *mirror image*, *scorching ray*, *web*; 3rd—*fireball*, *lightning bolt*, *ray of exhaustion*; 4th—*enervation*, *fear*.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. ^{*}A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Possessions: *cloak of charisma* +2, *metamagic rod* (extend, lesser), *ioun stone* (dusty rose prism).

ENCOUNTER 7

Movanic Deva: CR 9; Medium-size Outsider (Extraplanar, Good); HD 6d8+12; hp 45; Init +8; Spd 40 ft., fly 90 ft. (good); AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural); Base Atk/Grp: +6/+9; Atk +11 melee (2d6+5 plus 1d6 fire, +1 *flaming greatsword*); Full Atk +11/+6 melee (2d6+5 plus 1d6 fire, +1 *flaming greatsword*); SA spell-like abilities; SQ DR 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold and petrification, protective aura, resistance to electricity 10 and fire 10, divine equilibrium, heavenly deflection, soothing presence of nature, SR 19; AL LG; SV Fort +7, Ref +9, Will +10; Str 17, Dex 18, Con 15, Int 17, Wis 16, Cha 18.

Skills and Feats: Balance +13, Concentration +11, Diplomacy +15, Intimidate +13, Knowledge (any three) +12, Listen +12, Sense Motive +12, Spellcraft +12, Spot +12; Improved Initiative, Iron Will, Weapon Focus (greatsword).

Spell-Like Abilities: At will—*aid, consecrate, continual flame, create food and water, death ward, detect evil, discern lies, polymorph* (self only), *prayer, protection from arrows*; 3/day—*atonement, bless weapon, cure serious wounds, daylight, divination, ethereal jaunt, hallow, holy smite, neutralize poison, plane shift, remove curse, remove disease, remove fear*; 1/day—*commune, raise dead*. Caster level 9th; save DC 14 + spell level.

Divine Equilibrium (Ex): Movanic devas are immune to the effects of negative-dominant or positive-dominant planar energy traits.

Heavenly Deflection (Su): Once per round as a free action, a movanic deva can deflect ranged attacks and certain spells by batting them away with its +1 flaming greatsword. When a ranged attack, ray, or single-target spell would ordinarily hit or affect the deva, the deva can make a Reflex saving throw against a base DC of 20. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If the attack is from a spell, the spell level is added to the base DC. If the deva succeeds, it deflects the attack. Deflected spells are negated as if counterspelled.

The deva must be aware of an attack in order to have a chance to deflect it.

Soothing Presence of Nature (Ex): Movanic devas have a calm spirit that is pleasing to inhabitants of the natural world. Unless magically compelled to do so, no plant or animal will attack a movanic deva.

Possessions: +1 *flaming greatsword*.

ENCOUNTER 8

Sword Archon: CR 11; Large Outsider (Archon, Extraplanar, Good, Lawful); HD 11d8+22; hp 83; Init +7; Spd 40 ft., fly 90 ft. (good); AC 26, touch 12, flat-footed 23 (-1 size, +3 Dex, +14 natural); Base Atk/Grp: +11/+22; Atk

+20 melee (1d8+9/19-20 plus 2d6 holy plus 1d6 fire, armlade); Full Atk +20 melee (1d8+9/19-20 plus 2d6 holy plus 1d6 fire, 2 armlades); Space/Reach: 10 ft./10 ft.; SA armlades, discorporating dive, spell-like abilities; SQ aura of menace, DR 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, SR 26, teleport, tongues; AL LG; SV Fort +9 (+13 against poison), Ref +10, Will +9; Str 25, Dex 17, Con 14, Int 12, Wis 14, Cha 17.

Skills and Feats: Balance +14, Concentration +13, Decipher Script +12, Diplomacy +17, Disguise +14, Gather Information +15, Hide +12, Knowledge (religion) +12, Knowledge (the planes) +12, Search +12, Sense Motive +14, Survival +2 (+4 following tracks or on other planes); Cleave, Flyby Attack, Improved Initiative, Power Attack.

Armlades (Ex): As a free action, a sword archon can mold the flesh of its forearms, hardening and sharpening organic matter into the form of powerful magic blades. The archon wields the blades like longswords, and they gain the properties of +2 *holy flaming longswords*.

Sword archons can shift back to their “normal” hands as a free action. The armlade cannot be disarmed or sundered, and they automatically assume limb form upon the archon’s death.

Discorporating Dive (Su): Three times per day, a sword archon can attempt to destroy a living enemy with a powerful dive attack, literally flying through its opponent armlades-first, tearing apart its body and sending its soul to imprisonment in the Seven Heavens.

Resolve a flying charge as normal. If the archon fails to damage its opponent, the discorporating dive attack is wasted. If damaged, however, the target must make a DC 17 Fortitude save. Those who succeed on the Fortitude save suffer no further effect beyond the damage of the attack.

If the save fails, the attack utterly annihilates the victim’s body, killing it instantly. Further, the victim’s soul is bound to a great prison in the Seven Heavens of Celestia, where it where it remains until the archons that manage the celestial donjon see fit to release it.

Release generally involves battering with a throne archon (see Chapter 7: Celestial Paragons in *Book of Exalted Deeds*), with some quest for the cause of law and goodness being the most common price. Such agents of Heaven never release the soul of an unredeemed evil creature.

Spell-Like Abilities: At will—*aid, continual flame, divination, locate creature, locate object, message*; 3/day—*commune, dispel chaos* (DC 18), *mark of justice, wages of sin** (DC 19); 1/day—*touch of adamantite** (DC 19). Caster level 11th. **Book of Exalted Deeds*.

Aura of Menace (Su): Will save DC 20.

Skills: A sword archon's innate understanding of law, detection, and the taint of sin grants it a +8 racial bonus on Gather Information and Sense Motive checks.

ENCOUNTER 9

Firre Eladrin: CR 10; Medium Outsider (Chaotic, Eladrin, Extraplanar, Good); HD 8d8+8; hp 72; Init +6; Spd 40 ft., fly 90 ft. (perfect); AC 24, touch 12, flat-footed 22 (+2 Dex, +12 natural); Base Atk/Grp: +8/+13; Atk +16 melee (2d6+10/19-20, +3 greatsword); Full Atk +16/+11 melee (2d6+10/19-20, +3 greatsword) or +13/+8 melee (1d6+7 and 1d6 fire, slam) or +15/+10 ranged (1d6+10, +5 javelin); SA gaze, spell-like abilities, spells; SQ alternate form, DR 10/cold iron or evil, eladrin subtype, immunities, magic circle against evil, outsider traits, resistance to acid 10 and cold 10, song, SR 27; AL CG; SV Fort +7 (+11 against poison), Ref +8, Will +9; Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Bluff +11, Concentration +11, Diplomacy +11, Disguise +9 (+11 acting), Intimidate +6, Knowledge (the planes) +8, Perform (any one) +12, Sense Motive +8, Spellcraft +9, Survival +3 (+5 on other planes), Flyby Attack, Improved Initiative, Skill Focus (Perform).

Gaze (Su): In humanoid form, the firre can gaze at a target within 60 feet and cause it to burst into flames. The gaze deals 2d6 points of fire damage and causes blindness (as the *blindness/deafness* spell). A successful DC 18 Fortitude save negates the blindness.

Spell-Like Abilities: At will—*detect thoughts* (DC 16), *fireball* (DC 17), *greater invisibility*, *persistent image* (DC 19), *polymorph*, *see invisibility*, *wall of fire*; 1/day—*prismatic spray* (DC 21). Caster level 10th.

Spells: A firre in humanoid form casts divine spells from the cleric list and the Chaos, Fire, Good, and Magic domains as a 12th-level cleric.

Typical Spells Prepared (6/ 6+1/ 5+1/ 3+1/ 3+1/ 2+1; save DC 13 + spell level): 0—*detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance*; 1st—*bless*, *detect evil*, *divine favor*, *sanctuary*, *ray of hope**, *shield of faith*; 2nd—*align weapon*, *bear's endurance*, *eagle's splendor*, *hold person*, *resist energy*; 3rd—*continual flame*, *dispel magic*, *invisibility purge*, *prayer*, *searing light*; 4th—*dimensional anchor*, *tongues*; 5th—*break enchantment*, *dispel evil*, *flame strike*; 6th—*greater dispel magic*, *heal*. **Book of Exalted Deeds*.

Alternate Form (Su): A firre can shift between its humanoid and fiery forms as a standard action. In humanoid form, it cannot fly or use its fiery slam attacks, but it can use its gaze attack and spell-like abilities, make weapon attacks, sing, and cast spells. In the form of a pillar of fire, it can fly, make slam attacks, and use spell-like abilities, but cannot sing, cast spells, or use its gaze attack.

A firre remains in one form until it chooses to assume the other form. A change in form cannot be dispelled, not does a firre revert to any particular form when killed. A *true seeing* spell reveals both forms simultaneously.

Magic Circle Against Evil (Su): A *magic circle against evil* effect always surrounds firres, as the spell cast

by an 8th-level sorcerer. (The defensive benefits of the circle are not included in the statistics above.)

Song (Su): A firre has a captivating voice and can use bardic music just as a bard can, inspiring courage, fascinating, inspiring competence, or giving suggestions to those who hear it (see Bardic Music in Chapter 3 of the *Player's Handbook*). Unlike a bard, however, a firre can sing as often as it likes.

Possessions: +3 greatsword, 4 +5 javelins.

ENCOUNTER 11

Shadow of Asberdies: Shadow Sor11; CR 13; Medium Undead (Incorporeal); HD 3d12+11d4; hp 60; Init +4; Spd fly 40 ft. (good); AC 20, touch 20, flat-footed 16 (+4 Dex, +5 deflection, +1 insight); Base Atk/Grp: +6/—; Atk +10 melee (1d6 Str, incorporeal touch); Full Atk +10 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage, spells; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits, summon familiar; AL CE; SV Fort +4, Ref +8, Will +11; Str —, Dex 18, Con —, Int 15, Wis 12, Cha 18 (20).

Skills and Feats: Concentration +15, Hide +10*, Knowledge (arcana) +15, Knowledge (the planes) +8, Listen +11, Search +12, Spellcraft +15, Spot +11; Alertness, Combat Casting, Ghostly Grasp*, Spell Focus (necromancy), Spell Penetration. **Libris Mortis*.

Sorcerer Spells Known (6/8/7/7/7/5; save DC 15 + spell level, DC 16 + spell level for necromancy spells): 0—*acid splash*, *arcane mark*, *daze*, *detect magic*, *disrupt undead*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*; 1st—*charm person*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*blindness/deafness*, *glitterdust*, *mirror image*, *scorching ray*, *web*; 3rd—*fireball*, *lightning bolt*, *ray of exhaustion*, *suggestion*; 4th—*charm monster*, *enervation*, *fear*; 5th—*cone of cold*, *dominate person*.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Possessions: *cloak of charisma* +2, *metamagic rod* (extend, lesser), *ioun stone* (dusty rose prism), *metamagic rod* (empower, lesser).

APPENDIX 4 – APL 12

ENCOUNTER 7

Monadic Deva: CR 12; Medium-size Outsider (Extraplanar, Good); HD 10d8+50; hp 98; Init +7; Spd 40 ft., fly 90 ft. (good); AC 25, touch 13, flat-footed 22 (+3 Dex, +12 natural); Base Atk/Grp: +10/+15; Atk +15 melee (1d8+7, *mace of smiting*); Full Atk +15/+10 melee (1d8+7, *mace of smiting*); SA spell-like abilities; SQ DR 10/evil, darkvision 60ft., low-light vision, immunity to acid, cold and petrification, protective aura, resistance to electricity 10 and fire 10, SR 22, tongues, uncanny dodge; AL LG; SV Fort +12, Ref +10, Will +10; Str 20, Dex 16, Con 20, Int 17, Wis 17, Cha 19.

Skills and Feats: Balance +16, Concentration +18, Diplomacy +19, Knowledge (any three) +16, Listen +16, Move Silently +16, Sense Motive +16, Spellcraft +16, Spot +16; Cleave, Great Cleave, Improved Initiative, Power Attack.

Spell-Like Abilities: At will—*aid, charm monster* (elementals only), *consecrate, continual flame, create food and water, death ward, detect evil, discern lies, hold monster, mirror image, polymorph* (self only), *prayer, protection from arrows*; 3/day—*atonement, cure serious wounds, daylight, dispel magic, divination, ethereal jaunt, hallow, holy aura, holy smite, neutralize poison, plane shift, remove curse, remove disease, remove fear*; 1/day—*commune, dispel evil, raise dead*. Caster level 11th; save DC 14 + spell level.

Deliverance from Death (Ex): Monadic devas are immune to all death spells and magical death effects. They are likewise immune to ability damage, ability drain, and energy drain.

Elemental Ease (Ex): Monadic devas are immune to the deleterious effects of elemental traits of air-dominant, earth-dominant, fire-dominant, and water-dominant planes. They can breathe in any environment as if wearing a *necklace of adaptation*.

Uncanny Dodge (Ex): Devas retain their Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker, and they cannot be flanked except by a rogue of at least 14th level.

Possessions: *mace of smiting*.

ENCOUNTER 8

Sword Archon: CR 11; Large Outsider (Archon, Extraplanar, Good, Lawful); HD 11d8+22; hp 83; Init +7; Spd 40 ft., fly 90 ft. (good); AC 26, touch 12, flat-footed 23 (-1 size, +3 Dex, +14 natural); Base Atk/Grp: +11/+22; Atk +20 melee (1d8+9/19-20 plus 2d6 holy plus 1d6 fire, armband); Full Atk +20 melee (1d8+9/19-20 plus 2d6 holy plus 1d6 fire, 2 armbands); Space/Reach: 10 ft./10 ft.; SA armbands, discorporating dive, spell-like abilities; SQ aura of menace, DR 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, SR 26,

teleport, tongues; AL LG; SV Fort +9 (+13 against poison), Ref +10, Will +9; Str 25, Dex 17, Con 14, Int 12, Wis 14, Cha 17.

Skills and Feats: Balance +14, Concentration +13, Decipher Script +12, Diplomacy +17, Disguise +14, Gather Information +15, Hide +12, Knowledge (religion) +12, Knowledge (the planes) +12, Search +12, Sense Motive +14, Survival +2 (+4 following tracks or on other planes); Cleave, Flyby Attack, Improved Initiative, Power Attack.

Armbands (Ex): As a free action, a sword archon can mold the flesh of its forearms, hardening and sharpening organic matter into the form of powerful magic blades. The archon wields the blades like longswords, and they gain the properties of +2 *holy flaming longswords*.

Sword archons can shift back to their “normal” hands as a free action. The armband cannot be disarmed or sundered, and they automatically assume limb form upon the archon’s death.

Discorporating Dive (Su): Three times per day, a sword archon can attempt to destroy a living enemy with a powerful dive attack, literally flying through its opponent armbands-first, tearing apart its body and sending its soul to imprisonment in the Seven Heavens.

Resolve a flying charge as normal. If the archon fails to damage its opponent, the discorporating dive attack is wasted. If damaged, however, the target must make a DC 17 Fortitude save. Those who succeed on the Fortitude save suffer no further effect beyond the damage of the attack.

If the save fails, the attack utterly annihilates the victim’s body, killing it instantly. Further, the victim’s soul is bound to a great prison in the Seven Heavens of Celestia, where it where it remains until the archons that manage the celestial donjon see fit to release it.

Release generally involves battering with a throne archon (see Chapter 7: Celestial Paragons in *Book of Exalted Deeds*), with some quest for the cause of law and goodness being the most common price. Such agents of Heaven never release the soul of an unredeemed evil creature.

Spell-Like Abilities: At will—*aid, continual flame, divination, locate creature, locate object, message*; 3/day—*commune, dispel chaos* (DC 18), *mark of justice, wages of sin** (DC 19); 1/day—*touch of adamantite** (DC 19). Caster level 11th. **Book of Exalted Deeds*.

Aura of Menace (Su): Will save DC 20.

Skills: A sword archon’s innate understanding of law, detection, and the taint of sin grants it a +8 racial bonus on Gather Information and Sense Motive checks.

ENCOUNTER 9

Eladrin, Ghaele: hp 75; see *Monster Manual*, page 94.

ENCOUNTER 11

Shadow of Asberdies: Shadow Sor13; CR 15; Medium Undead (Incorporeal); HD 3d12+13d4; hp 66; Init +4; Spd fly 40 ft. (good); AC 21, touch 21, flat-footed 17 (+4 Dex, +6 deflection, +1 insight); Base Atk/Grp: +7/—; Atk +11 melee (1d6 Str, incorporeal touch); Full Atk +11 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage, spells; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits, summon familiar; AL CE; SV Fort +5, Ref +9, Will +12; Str —, Dex 18, Con —, Int 16, Wis 12, Cha 18 (22).

Skills and Feats: Concentration +19, Hide +10*, Knowledge (arcana) +19, Knowledge (the planes) +9, Listen +11, Search +13, Spellcraft +19, Spot +11; Alertness, Combat Casting, Ghostly Grasp*, Greater Spell Focus (necromancy), Spell Focus (necromancy), Spell Penetration. *Libris Mortis.

Sorcerer Spells Known (6/8/8/7/7/7/5; save DC 16 + spell level, DC 18 + spell level for necromancy spells): 0— acid splash, arcane mark, daze, detect magic, disrupt undead, ghost sound, mage hand, ray of frost, read magic; 1st— charm person, mage armor, magic missile, ray of enfeeblement, shield; 2nd—blindness/deafness, glitterdust, mirror image, scorching ray, web; 3rd—fireball, lightning bolt, ray of exhaustion, suggestion; 4th—charm monster, enervation, Evard's black tentacles, fear; 5th—cone of cold, dominate person, feeblemind; 6th—circle of death, eyebite.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Possessions: cloak of charisma +4, metamagic rod (extend, lesser), ioun stone (dusty rose prism), metamagic rod (empower, lesser).

APPENDIX 5 – APL 14

ENCOUNTER 7

Devas, Astral (2): hp 108 each; see *Monster Manual*, page 11.

ENCOUNTER 8

Throne Archon: CR 15; Large Outsider (Archon, Extraplanar, Good, Lawful); HD 14d8+42; hp 116; Init +11; Spd 30 ft. in full plate armor, base 40 ft.; AC 40, touch 16, flat-footed 33 (-1 size, +7 Dex, +12 natural, +12 +4 full plate); Base Atk/Grp: +14/+24; Atk +21 melee (2d8+10/17-20, Large +1 vorpal greatsword); Full Atk +21/+16/+11 melee (2d8+10, 2 Large +1 vorpal greatsword); Space/Reach: 10 ft./10 ft.; SA Penitentiary gaze, spell-like abilities; SQ aura of menace, channeling, DR 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, SR 30, teleport, tongues; AL LG; SV Fort +12 (+16 against poison), Ref +16, Will +12; Str 22, Dex 24, Con 17, Int 18, Wis 16, Cha 22.

Skills and Feats: Concentration +20, Diplomacy +25, Heal +20, Intimidate +31, Knowledge (history) +21, Knowledge (religion) +21, Knowledge (the planes) +21, Listen +20, Search +21, Sense Motive +28, Spot +20, Survival +3 (+5 following tracks or other planes); Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword), ~~Words of Creation~~*. *Book of Exalted Deeds.

Penitentiary Gaze (Su): Any nonlawful good creature within 30 feet of a throne archon that meets the creature's glowing blue eyes must succeed on a Will saving throw (DC 23) or temporarily fall under its influence. Such a being becomes filled with remorse over the distance his life's actions have taken him from the ideals of law or goodness (even if such distance would ordinarily make him proud). The intensity of the remorse (and the relevant game effect) varies depending upon the creature's alignment. Compare the victim's alignment to the chart below, adding any game effects that apply.

The victim is free to act (even to attack the throne archon) while under the effects of the penitentiary gaze. The effects persist each round until the victim makes a successful Will saving throw. Throne archons can disable or enable this ability as a free action. The gaze cannot be disabled during the same round in which it was enabled (and vice versa).

Law/Chaos Axis Neutral: The victim is beset by religious visions in which angelic legions berate him for straying from the true path of law and goodness. As a result, he becomes fatigued.

Chaotic: Blistering mental hellscape scald the victim's consciousness, causing so much psychological damage that the victim becomes exhausted.

Good/Evil Axis Neutral: Pangs of self-regret over past evil deeds result in blood-red psychosomatic blisters and boils. The victim takes 10 points of damage.

Evil: The victim's guilt and misery creates a psychosomatic meltdown that results in painful rashes and explosive skin abrasions. The victim takes 20 points of damage.

Spell-Like Abilities: At will—*atonement, break enchantment, bless weapon, blessed sight**, *cure critical wounds* (DC 20), *detect evil, discern lies* (DC 20), *greater dispel magic, hallow, mark of justice, neutralize poison* (DC 20), *restoration* (DC 18), *see invisibility, sending, vision of heaven** (DC 17); 3/day—*banishment* (DC 22), *death ward* (DC 20), *dictum* (DC 23), *divine favor, find the path* (DC 22), *heal* (DC 23), *heroes' feast, holy sword, raise dead, greater restoration* (DC 22), *righteous smite* (DC 23), *shield of the archons**, *true seeing* (DC 21); 1/day—*resurrection*. Caster level 14th. *Book of Exalted Deeds.

Aura of Menace (Su): Will save DC 25.

Channeling (Sp): Throne archons can invest mortals with their power. See Channeling in Chapter 2: Variant Rules for details about this process (Book of Exalted Deeds).

Skills: Throne archons command the cities of the Seven Heavens and to mete out justice to mortals and petitioners alike. They enjoy a +8 racial bonus on Intimidate and Sense Motive checks.

Possessions: large +1 vorpal greatsword, large +4 full plate.

ENCOUNTER 9

Eladrins, Ghaele (2): hp 75 each; see *Monster Manual*, page 94.

ENCOUNTER 11

Shadow of Asberdies: Shadow Sor15; CR 17; Medium Undead (Incorporeal); HD 3d12+15d4; hp 72; Init +4; Spd fly 40 ft. (good); AC 22, touch 22, flat-footed 18 (+4 Dex, +7 deflection, +1 insight); Base Atk/Grp: +8/—; Atk +12 melee (1d6 Str, incorporeal touch); Full Atk +12 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage, spells; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits, summon familiar; AL CE; SV Fort +6, Ref +10, Will +13; Str —, Dex 18, Con —, Int 16, Wis 12, Cha 18 (24).

Skills and Feats: Concentration +24, Hide +10*, Knowledge (arcana) +20, Knowledge (the planes) +11, Listen +11, Search +13, Spellcraft +20, Spot +11; Alertness, Combat Casting, Ghostly Grasp*, Greater Spell Focus (necromancy), Greater Spell Penetration, Spell Focus (necromancy), Spell Penetration. *Libris Mortis.

Sorcerer Spells Known (6/8/8/8/7/7/7/5; save DC 17 + spell level, DC 19 + spell level for necromancy spells): 0— acid splash, arcane mark, daze, detect magic, disrupt

undead, ghost sound, mage hand, ray of frost, read magic; 1st—charm person, mage armor, magic missile, ray of enfeeblement, shield; 2nd—blindness/deafness, glitterdust, mirror image, scorching ray, web; 3rd—fireball, lightning bolt, ray of exhaustion, suggestion; 4th—charm monster, enervation, Evard's black tentacles, fear; 5th—cone of cold, dominate person, feblemind, mind fog; 6th—chain lightning, circle of death, eyebite; 7th—finger of death, limited wish.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Possessions: cloak of charisma +6, metamagic rod (extend, lesser), ioun stone (dusty rose prism), metamagic rod (empower, lesser), staff of abjuration (5 charges).

APPENDIX 6 – APL 16

ENCOUNTER 7

Planetars (2): hp 137 each; see *Monster Manual*, page 11.

ENCOUNTER 8

Throne Archon: CR 15; Large Outsider (Archon, Extraplanar, Good, Lawful); HD 14d8+42; hp 116; Init +11; Spd 30 ft. in full plate armor, base 40 ft.; AC 40, touch 16, flat-footed 33 (-1 size, +7 Dex, +12 natural, +12 +4 full plate); Base Atk/Grp: +14/+24; Atk +21 melee (2d8+10/17-20, Large +1 vorpal greatsword); Full Atk +21/+16/+11 melee (2d8+10, 2 Large +1 vorpal greatsword); Space/Reach: 10 ft./10 ft.; SA Penitentiary gaze, spell-like abilities; SQ aura of menace, channeling, DR 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, SR 30, teleport, tongues; AL LG; SV Fort +12 (+16 against poison), Ref +16, Will +12; Str 22, Dex 24, Con 17, Int 18, Wis 16, Cha 22.

Skills and Feats: Concentration +20, Diplomacy +25, Heal +20, Intimidate +31, Knowledge (history) +21, Knowledge (religion) +21, Knowledge (the planes) +21, Listen +20, Search +21, Sense Motive +28, Spot +20, Survival +3 (+5 following tracks or other planes); Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword), ~~Words of Creation~~*. *Book of Exalted Deeds.

Penitentiary Gaze (Su): Any nonlawful good creature within 30 feet of a throne archon that meets the creature's glowing blue eyes must succeed on a Will saving throw (DC 23) or temporarily fall under its influence. Such a being becomes filled with remorse over the distance his life's actions have taken him from the ideals of law or goodness (even if such distance would ordinarily make him proud). The intensity of the remorse (and the relevant game effect) varies depending upon the creature's alignment. Compare the victim's alignment to the chart below, adding any game effects that apply.

The victim is free to act (even to attack the throne archon) while under the effects of the penitentiary gaze. The effects persist each round until the victim makes a successful Will saving throw. Throne archons can disable or enable this ability as a free action. The gaze cannot be disabled during the same round in which it was enabled (and vice versa).

Law/Chaos Axis Neutral: The victim is beset by religious visions in which angelic legions berate him for straying from the true path of law and goodness. As a result, he becomes fatigued.

Chaotic: Blistering mental hellscape scald the victim's consciousness, causing so much psychological damage that the victim becomes exhausted.

Good/Evil Axis Neutral: Pangs of self-regret over past evil deeds result in blood-red psychosomatic blisters and boils. The victim takes 10 points of damage.

Evil: The victim's guilt and misery creates a psychosomatic meltdown that results in painful rashes and explosive skin abrasions. The victim takes 20 points of damage.

Spell-Like Abilities: At will—*atonement*, *break enchantment*, *bless weapon*, *blessed sight**, *cure critical wounds* (DC 20), *detect evil*, *discern lies* (DC 20), *greater dispel magic*, *hallow*, *mark of justice*, *neutralize poison* (DC 20), *restoration* (DC 18), *see invisibility*, *sending*, *vision of heaven** (DC 17); 3/day—*banishment* (DC 22), *death ward* (DC 20), *dictum* (DC 23), *divine favor*, *find the path* (DC 22), *heal* (DC 23), *heroes' feast*, *holy sword*, *raise dead*, *greater restoration* (DC 22), *righteous smite* (DC 23), *shield of the archons**, *true seeing* (DC 21); 1/day—*resurrection*. Caster level 14th. *Book of Exalted Deeds.

Aura of Menace (Su): Will save DC 25.

Channeling (Sp): Throne archons can invest mortals with their power. See Channeling in Chapter 2: Variant Rules for details about this process (*Book of Exalted Deeds*).

Skills: Throne archons command the cities of the Seven Heavens and to mete out justice to mortals and petitioners alike. They enjoy a +8 racial bonus on Intimidate and Sense Motive checks.

Possessions: large +1 vorpal greatsword, large +4 full plate.

ENCOUNTER 9

Eladrins, Ghaele (2): hp 75 each; see *Monster Manual*, page 94.

ENCOUNTER 11

Shadow of Asberdies: Shadow Sor17; CR 19; Medium Undead (Incorporeal); HD 3d12+17d4; hp 78; Init +4; Spd fly 40 ft. (good); AC 22, touch 22, flat-footed 18 (+4 Dex, +7 deflection, +1 insight); Base Atk/Grp: +9/—; Atk +13 melee (1d6 Str, incorporeal touch); Full Atk +13 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage, spells; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits, summon familiar; AL CE; SV Fort +6, Ref +10, Will +14; Str —, Dex 18, Con —, Int 17, Wis 12, Cha 18 (24).

Skills and Feats: Concentration +26, Hide +10*, Knowledge (arcana) +22, Knowledge (the planes) +13, Listen +11, Search +13, Spellcraft +22, Spot +11; Alertness, Combat Casting, Ghostly Grasp*, Greater Spell Focus (necromancy), Greater Spell Penetration, Spell Focus (necromancy), Spell Penetration. *Libris Mortis.

Sorcerer Spells Known (6/8/8/8/7/7/7/4; save DC 17 + spell level, DC 19 + spell level for necromancy spells): 0— acid splash, arcane mark, daze, detect magic, disrupt

undead, ghost sound, mage hand, ray of frost, read magic; 1st—charm person, mage armor, magic missile, ray of enfeeblement, shield; 2nd—blindness/deafness, glitterdust, mirror image, scorching ray, web; 3rd—fireball, lightning bolt, ray of exhaustion, suggestion; 4th—charm monster, enervation, Evard's black tentacles, fear; 5th—cone of cold, dominate person, feblemind, mind fog; 6th—chain lightning, circle of death, eyebite; 7th—finger of death, limited wish, prismatic spray; 8th—horrid wilting, mass charm monster.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Possessions: cloak of charisma +6, metamagic rod (extend), ioun stone (dusty rose prism), metamagic rod (empower), staff of abjuration (15 charges).

APPENDIX 7 – ALL APLS

ENCOUNTER 6

Hrolduff, Hollyphant (Winged Elephant Form): CR 8; Small Outsider (Extraplanar, Good); HD 6d8+6; hp 41; Init +1; Spd 30 ft., fly 60 ft. (good); AC 24, touch 15, flat-footed 23 (+1 size, +1 Dex, +9 natural, +3 deflection); Base Atk/Grp: +6/+2; Atk +7 melee (1d3, gore); Full Atk +7 melee (1d3, 2 gores); SA psionics, spell-like abilities, *summon celestial*, trumpet; SQ Alternate form, damage reduction 10/cold iron or evil, immunity to disease and poison, invulnerability, spell resistance 18 (22 against evil spells and spells cast by evil outsiders), telepathy; AL NG; SV Fort +6, Ref +6, Will +9; Str 10, Dex 13, Con 12, Int 17, Wis 18, Cha 17.

Skills and Feats: Concentration +10, Diplomacy +14, Heal +13, Hide +14, Knowledge (the planes) +12, Listen +13, Move Silently +10, Search +12, Sense Motive +13, Spellcraft +12, Spot +13; Combat Casting, Exalted Spell Resistance*, Improved Initiative. *Book of Exalted Deeds.

Psionics (Sp): At will—*blessed sight**, *detect chaos*, *detect law*, *detect poison*, *detect thoughts* (DC 15), *invisibility*, *know direction*, *see invisibility*, and *suggestion* (DC 16). These effects are as the spells cast by a 6th-level sorcerer (save DCs, where applicable, are 13 + spell level). *Book of Exalted Deeds.

Summon Celestial (Sp): Once per day, a hollyphant can attempt to summon another hollyphant, an asura, or an avoral guardinal with a 45% chance of success. The summoned creature automatically returns whence it came after 1 hour. A hollyphant that has just been summoned cannot use its own summon ability for 1 hour.

Trumpet (Su): Three times per day, a hollyphant can issue a blast of sound through its trunk, choosing one of the following effects each time:

- A 60-foot cone-shaped burst of sound forces creatures in its area to make a DC 14 Fortitude save or take 2d10 points of sonic damage and be stunned for 2 rounds. Creatures that make a successful save take 1d10 points of damage and are stunned for 1 round.
- A 30-foot cone-shaped burst of sun sparkles. These motes of holy power deal 8d8 points of damage to evil outsiders, undead, and any other creature vulnerable to holy water. A successful DC 16 Fortitude save reduces the damage by half.

Alternate Form (Su): A hollyphant can shift between its Small and Large forms as a standard action. In Large form, it loses the benefits of its invulnerability ability (see below) but gains the advantage of its new size and strength.

A hollyphant remains in one form until it chooses to assume the other form. A change in form cannot be dispelled, nor does the hollyphant revert to any particular

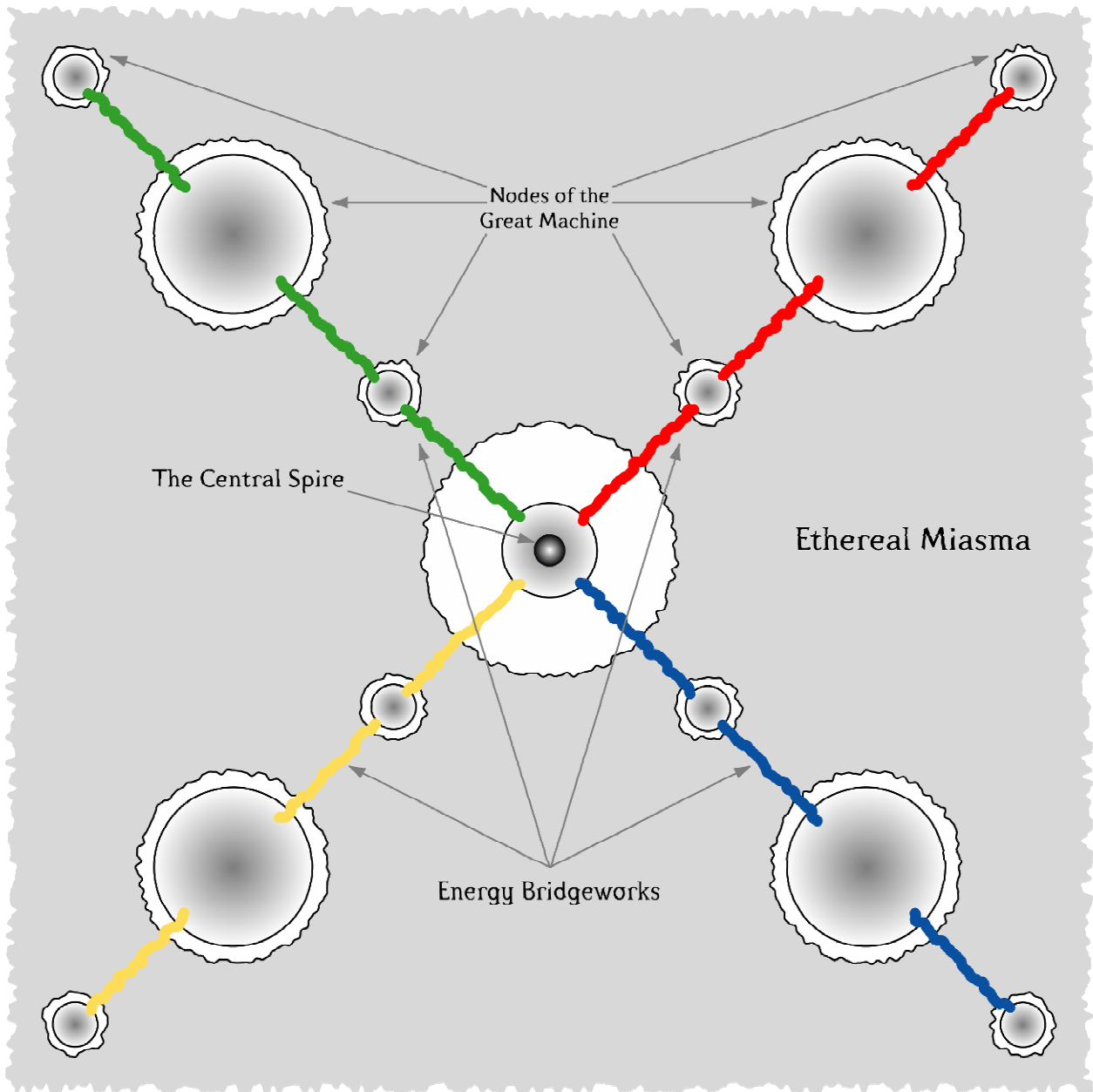
form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Invulnerability (Su): A Small hollyphant's shimmering coat protects it as a continuous *globe of invulnerability*, but only the hollyphant is warded. In Large form, the hollyphant loses this ability.

Spell-Like Abilities: At will—*bless*, *light*, *greater teleport* (self and up to 20 pounds of objects only); 3/day—*cure moderate wounds* (DC 15), *protection from evil*; 1/day—*banishment* (DC 19), *flame strike* (DC 18), *heal* (DC 19), *raise dead*. Caster level 15th.

Hrolduff, Hollyphant (Winged Mastodon Form): CR 8; Large Outsider (Extraplanar, Good); HD 6d8+6; hp 41; Init +1; Spd 30 ft., fly 60 ft. (good); AC 28, touch 10, flat-footed 24 (-1 size, +1 Dex, +15 natural); Base Atk/Grp: +6/+16; Atk +11 melee (1d8+6, slam); Full Atk +11 melee (1d8+6, 2 slams) and +6 melee (2d6+3, gore); Space/Reach: 10ft./10ft.; SA psionics, spell-like abilities, *summon celestial*, trumpet; SQ Alternate form, damage reduction 10/cold iron or evil, immunity to disease and poison, spell resistance 18 (22 against evil spells and spells cast by evil outsiders), telepathy; AL NG; SV Fort +6, Ref +6, Will +9; Str 22, Dex 13, Con 12, Int 17, Wis 18, Cha 17.

Skills and Feats: Concentration +10, Diplomacy +14, Heal +13, Hide +6, Knowledge (the planes) +12, Listen +13, Move Silently +10, Search +12, Sense Motive +13, Spellcraft +12, Spot +13; Survival +4 (+6 on other planes), Combat Casting, Exalted Spell Resistance, Improved Initiative.



DM AID: NEW RULES

NEW FEATS

Exalted Spell Resistance (*Book of Exalted Deeds*)

You are particularly resistant to evil spells.

Prerequisite: Cha 15, spell resistance.

Benefit: Against evil spells (spells with the evil descriptor) and spell-like abilities used by evil outsiders, your spell resistance increased by +4.

Ghostly Grasp (*Libris Mortis*)

You can handle corporeal objects even when incorporeal.

Prerequisite: Cha 15, incorporeal subtype.

Benefit: You can wear, wield, and otherwise use corporeal items as though you were not incorporeal.

Special: Without this feat, an incorporeal creature can only wear or wield items that have the ghost touch special ability.

Words of Creation (*Book of Exalted Deeds*)

You have learned a few of the words that were spoken to create the world.

Prerequisite: Int 15, Cha 15, base Will save bonus +5.

Benefit: You can use the Words of Creation to enhance bardic music, to help cast good spells and create good items, and to enhance the process of creation (see Words of Creation in Chapter 2 of the *Book of Exalted Deeds*).

Normal: A nonevil creature that tries to utter the Words of Creation without learning them properly is affected by a *feblemind* spell, while an evil character is struck dead. Fortunately it is impossible to make someone speak the Words of Creation against his will, because their pronunciation is so exacting.

NEW SPELLS

Blessed Sight (*Book of Exalted Deeds*)

Divination

Level: Clr 3, Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: No

Spell Resistance: No

This spell makes your eyes glow with white light and allows you to see evil auras within 120 feet of you. This effect is similar to a *detect evil* spell, but does not require concentration and discerns aura location and strength more quickly. You know the locations and strength of all evil auras within your sight. An aura's strength depends on the type and HD of any evil creature, as noted in the description of the *detect evil* spell in the *Player's Handbook*.

Ray of Hope (*Book of Exalted Deeds*)

Enchantment (Compulsion) [Good, Mind-affecting]

Level: Brd 1, Clr 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Powerful hope wells up in the subject, who gains a +2 morale bonus on saving throws, attack rolls, ability checks, and skill checks. *Ray of hope* counters and dispels *sorrow* (*Book of Vile Darkness*).

Shield of the Archons (*Book of Exalted Deeds*)

Abjuration [Good]

Level: Clr 7

Components: V, Archon

Casting Time: 1 standard action

Range: Personal

Target: You

Effect: Mobile shield

Duration: 1 round/level

Saving Throw: No

Spell Resistance: No

A mystic shield of beneficent energies interposes itself between you and incoming magical attacks. The shield blocks harmful spells, spell-like abilities, and supernatural abilities. It can only block one such attack each round, intercepting the first but not any later attacks until your next turn. Any targeted magical attack that strikes the shield is dissipated, but it has a 5% chance per 2 caster levels to shatter the shield. An attack that shatters the shield is dissipated without harming you. If you are within the area of effect of a harmful spell or effect that is not directly target at you, the shield grants you a +4 bonus on your saving throw against the effect.

Touch of Adamantine (Book of Exalted Deeds)

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (object, harmless)

Spell Resistance: Yes (object, harmless)

This spell grants one weapon the properties of an adamantine weapon. The weapon gains a +1 enhancement bonus on attack rolls (as though it was masterwork) and bypasses hardness when striking objects or sundering weapons, ignoring hardness less than 20. The affected weapon also has one-third more hp than normal for the duration of the spell.

You can't cast this spell on a natural weapon, such as an unarmed strike. A monk's unarmed strike is considered a weapon, and this it can be enhanced by this spell. If the weapon is made of another special material (cold iron or silver, for example), it loses the benefits of its original special material for the duration of this spell. *Touch of adamantine* cannot be made permanent with a *permanency* spell.

Vision of Heaven (Book of Exalted Deeds)

Enchantment [Mind-affecting]

Level: Clr 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One evil creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Your words allow the target creature the merest glimpse of the blessed joy of the Seven Heavens, spurring the target to a moment of regret for its evil deeds. For 1 round, the target is dazed. In addition, the creature is more susceptible to future redemption. For the next 24 hours, the creature takes a -1 penalty on all Will saves related to redemption (see Chapter 2 of *Book of Exalted Deeds*).

Wages of Sin (Book of Exalted Deeds)

Enchantment (Compulsion) [Good, Mind-affecting]

Level: Sor/Wiz 6

Components: V, Abstinence

Casting Time: 1 standard action

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

Target: One evil creature/level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The affected creatures' own evil thoughts and impulses blossom in their minds into intense suspicion and distrust. Each subject becomes convinced that its own allies are plotting to kill it at any moment, and attacks the nearest evil creature using whatever attack form (melee or ranged attack, spell, supernatural or spell-like ability) is most effective

against that foe, to the best of its knowledge. Affected creatures do not completely ignore other threats, but attack evil creatures in preference to any other foes.

Abstinence Component: You must refrain from intoxicants and stimulants for one week before casting this spell.

PLAYER HANDOUT #1

“say to interlopers and sons of suel: be easy.”

Be easy.

“say to them, its comes peace. comes help you.”

Its comes peace. Comes help you

“tell the undeads: i make deadwind; i make the others like its; its belong me; its and others like its make me.”

Green make deadwind; Green make others like me; me belongs Green; me and others like mes make Green.

“say to them: we used others me. fleshless one turned us against stone. no why.”

Green used; others used. Fleshless one turned Green others against stone. No why.

“others shackled. but its slackened shackled me. no freedom. know freedom.”

Others shackled. Mes slackened shackles Green. No freedom. Know freedom.

“tell non its: me come with its tell. say to non its help. take non its down chamber dreaming. show prison.”

Green come with me tell. Help. Take non its, take undeads down chamber dreaming. Show prison.

“show non its others used. non its free others me. me go non its safe. me go master. prison break fleshless one stop.”

Show non its others used. non its free Green free others. Green go non its safe. Green go master. Prison break fleshless one stop.

“fleshless one make others me dance. me go find master. leave no harm stone. No harm wind. change place.”

Fleshless one make Green others dance. Green go master. Leave no harm stone. No harm wind. Change place.

“Non its come chamber dreaming?”

The last words repeated by the blighted one sound almost like a question. The glowing undead creature stands, waiting, swaying on its feet.