



DUNGEONLANDS

PALACE OF THE LICH QUEEN



BATHFINDER
ROLEPLAYING GAME COMPATIBLE

DISCLAIMER

Dungeonlands is not reality. The GM sets a scene in a fictional realm and the players play characters in it. Repeat after me, *"I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe."* Don't try to fly just because your character can fly. Don't kill anyone just because your character is a master of the Scottish claymore. Roleplaying is meant to be fun, but comes with serious responsibilities.

THANK YOU

To those who have waited, those who backed the project, and every fan of Suzerain that helped us get here! This is your book - without you it would not have manifested, so take a bow. It's also dedicated to Alexis K. Stahl (Loki's Muse), Cafe Luna in New Orleans, and to Richard Moore, Epic Level Editor.

Come visit the forums at savagemojo.com and let us know how you liked it! (You can also reach out via email to hello@savagemojo.com or look for Savage Mojo on most social networks.)

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LEGEND OF THE NINE FRAGMENTS

Time passes, like grains of sand in an hourglass, and while an hourglass may be turned, even the finest sand abrades, the glass wearing thin until it finally breaks. Just so with a mortal shell. Like an ancient hourglass, its crazed glass overlaid with the films and resins of alchemy, reinforced with an artificer's steel wire and brazen struts, a body's lifespan may be extended via incantations, sorcery, and by ingesting the life essence of the strongest of spirits.

I know this because I am Ayrawn, the Lich Queen of Paxectel, and have lived many lives beyond my allotted span, turning my glass so many times I have lost count.

I also know that a mind is even less easily maintained. When weighed down with the weight of years, it tends towards fracturing, shards of memory drifting off here and there, like a glacier calving into a saline sea, memories melting away if not preserved. Sanity soon follows suit.

I have focused my will on retaining sanity, as I prize it more greatly than an occasional reminiscence, many of which I am glad to be rid of or, at very least, wish to deal with on my own schedule, bottled up like an alchemist's tinctures or filed away like a scrivener's scrolls and paper ephemera.

Philosophers sometimes speak of creating a memory palace, constructing in one's mind a mental edifice where, for example, the imagined bust of some long dead philosopher serves as a mnemonic device to remember a significant lecture from that

same worthy, an imaginary manuscript similarly holds the words of an otherwise unrecorded poem, and the archways and galleries that lead from one palace chamber to another serve as a wending charm to find one's route to a specific memory put aside long ago.

A memory palace is thus a useful thing to any mage, given the dizzying number of facts one needs to have at a moment's notice, from the whispered names of powerful spirits and gods to the astrological correspondences and medicinal properties of humble garden herbs. It is also of use, if one has time and the wherewithal, to reflect such a memory palace with its mirror in reality. A place for everything and everything in its place, oddments and curios arranged in rooms and chambers. When one encounters the mementos while strolling about, it summons the desired memories when one wills them and not when not.

Of course, an earthquake puts everything into disarray, like a blow to the head can addle the brain - or a shock to one's world view can fracture the psyche. Some memories become misaligned, others broken as easily as a fragile vase falling from a high shelf to a tiled floor, dashed into a thousand indistinguishable fragments.

I will wander my palace, hall to hall, take stock of the damage, and chronicle some of the memories floating there before they are lost. This is not mere sentimentality. 'Sentimental' is not a word people associate with me and rightly so. I am Ayrawn, the Lich Queen. Only a fool would mistake me for a doddering beldame obsessed with her mementos and trinkets, mewling for the misremembered glories of a past that was never that golden to begin with.

Rather, my witch's intuition tells me there may be value in retaining some knowledge of these long-passed times. Auguries and divinations have informed me they have a role to play in future events which, left unchecked, may change everything.

My mirrors stand smashed and no longer see such things. Are these future events for better or worse? I cannot tell. As such, I make this chronicle as a bolster to the better and a buffer against the worse.

THE FIRST FRAGMENT

After the prolonged and inexplicable absence of his former master, Ranalek the Terrible, the younger conjurer, Horarion – sometimes called Horarion the Subtle – had taken over Ranalek's seat on the Mage's Council as well as his apartments in the corner of the Mages' Citadel. Djinn redecorated to his taste, that being spacious airiness and comfortable luxury, mostly a superfluity of soft rugs and low divans with an occasional ornament. The main chamber gave more of an impression of the display room of a rug merchants' consortium than the private sanctum of a master of the arts. But my lover relished the role of the eccentric, even more so among mages.

"Not as splendid or awe-inspiring as before, but far more comfortable." Horarion gave an offhand wave to the former domain of his master, then smiled back at me and made a self-deprecating gesture to himself. "I am my father's son, as always."

He turned then, resting one hand atop a stand with an oddly placed drapery. "Ranalek would do this more ceremony, but we can forego the ceremony this once, I think." He pulled off the



cloth, unveiling his latest creation, the purported reason for this invitation.

"A spirit house?" I guessed hesitantly. "It looks like an elaborate birdcage." Beads and baubles spangled the twisted wires, silver and gold alchemically fused to base brass. "Some mystery of alchemy?"

Horarion smiled. "Cages are silvered and gilded because birds love beauty." Crystals glittered hypnotically, casting rainbows about his quarters as he tapped the hanging cage. "They are not very different from men in that regard. Or spirits, for that matter."

As if by sympathy, living rainbows appeared, ruby-throated hummingbirds, diamond-yellow canaries, clever little finches, and a dozen different songbirds I could not readily identify, flitting in through the wide windows of the chamber. They fluttered into the waiting birdhouse, each supping

on their favorite foods provided, sweet syrups and crumbs of seedcake. They perched on the barred doors, flitting in and out, resting as they ate their fill like a bevy of rainbow-robed courtiers at a sultan's wedding feast.

I smiled back to Horarion. "You'd already caught your prisoners, trained them to return."

"Some, but not all." He pointed to a multicolored songbird fluttering nervously about, unable to choose between nectar or seedcake and seemingly bemused that such bounty could exist. "My pretty ones brought a new friend."

"What is it?" I asked.

"A rarity," he answered. "The jenko bird, the herbalist's helpmeet. A female, by the coloration. I've only seen them in faded paintings. But birds travel to valleys that men have never discovered, and just so, spirits travel to worlds that conjurers have yet to know. And while Ranalek taught that you can wring secrets from spirits by means of threats and dire torments, my father was a rug merchant. He showed me that you can learn a great deal more with sherbets, sweetmeats, and an attentive ear."

Horarion had the jenko bird perching on his fingers as he fed her intoxicating crumbs. "What a sweet bird," he cooed. "Do you have anything to tell me?"

The jenko hopped to his shoulder, twittered and sang, looking quizzically at his ear as if it were a flower, then whispered a soft and conspiratorial chirp.

Horarion nodded. He had somewhere either learned the fabled Language of the Birds or was playing a game with a mummer's show. "Very

interesting," the conjurer, my lover, said. "Very interesting indeed. I shall be sure to tell my companion."

He rewarded the jenko with another crumb, then turned to me. "That world you were seeking, Ayrawn? I believe I have found where it is."

I did not know whether to be amused or annoyed. Horarion loved jests and riddles as much as he liked delights and surprises. It was part of what made him interesting.

But a mage lives by secrets as well. I had discovered an old manuscript among the papers of my old master, Sarlenio, describing a lost world in the Maelstrom, a tiny pocket realm inhabited by gnomes at once of earth and of vegetative matter. It was somewhere on the verge of something, betwixt and between, but nothing the demons of knowledge I had tortured or the angels of wisdom I'd beseeched had been able to tell me aught of other than that it might exist.

Now here Horarion stood, with his rare bird on his shoulder and a familiar gleam in his eye. For a mage, he was peculiarly unjealous of knowledge and secrets, more inclined to share than hide them, but almost always able to elicit one equal or greater in return in the course of convivial conversation.

"So where is this world?" I asked. "Did your little bird tell you?"

"Somewhat," Horarion admitted. "I speak the language of the birds, but I don't fly, let alone between realms, so what she said is rather confusing." He smiled. "But the lady jenko informed me that she'd be flying there next, for that's where her nest lies. And asked if she might have one of the baubles from my palace to brighten her home and amuse her chicks."

Horarion produced a glittering bead, a faceted crystal hung on a twist of twine, a tiny spangle like a maiden would braid into her hair. "I am nothing if not a good host."

"I thought the purpose of a cage was to hold birds."

"Indeed," he agreed, "but there's no need to cage their bodies if you've caught their eyes and ensnared their hearts."

The orange bird took the bauble in her beak and began to flutter lazily away, half-drunk on nectar and seeds.

Horarion grinned, "And the easiest way to gain a service is to let someone do what they were going to do anyway."

Were he another mage, I would not have trusted him. But when you share a bed, you learn something of trust, and when you are a mage, you learn something of spells.

I am better at flying than Horarion, knowing the words of the flying spell from my late master, Sarlenio, and thus I stepped from my lover's window and off into the air beyond the Mage's Citadel.

The jenko bird fluttered down into the valley and up the peaks, turning around this spire and then circling that, once, twice, thrice, or more, a seemingly meaningless meandering. But from Grandmother Maugh, who had first taught me witchcraft, I had learned how to recognize the pattern of a wending charm, the apparently aimless wandering which navigated a pattern leading between worlds.

Leaving behind the peaks of our realm of Relic, I flew after the jenko bird through the buffeting currents of the Maelstrom. I saw worlds I knew,

islets in the sea of dreams, and ones I had heard of or suspected. But on the jenko flew, doubling back at times like a girl who's spied some new distraction at the souk, circling other worlds like a leaf caught in the spiral of a drain, until I recognized that we had not finished with the wending charm.

The lady jenko traced her secret way, the crystal still glittering in her beak while I muttered charms of farsightedness to keep it in my view, and then the mist parted and a world hove into view. The world of the Vergers.

The jenko dove down and I lost sight of her. But not of the world, the secret realm described in the alchemist's manuscript in Sarlenio's library.

THE SECOND FRAGMENT

The world of the Vergers was both old and new, like an ancient root that puts forth fresh flowers for spring. Though the realm of Relic is old, I suspected the Verger demesne to be a thing of antiquity, perhaps even left from some world that came before.

The Vergers themselves were vegetative gnomes which is a way of saying that they were both spirits of the earth as well as plants, but grew in mimicry of animals, like the vegetable lamb grows on its stalk or the barnacle goose ripens on the branches of its tree until taking wing as a bird of flesh. And like the protea, the flower that takes hundreds of shapes, from lowly bush to towering tree, the floral kingdom of the Vergers' world took a thousand different forms: bipeds, quadrupeds, octopodes which crawled on eight tentacular vines like the octopus or eight leggy stalks in the manner of a basilisk, avians that flew on wings like maple seeds or floated on parasols like dandelion fluff.

And like the lost jenko bird who nested here somewhere, I had no immediate means to communicate with them, not knowing the language of the birds, let alone whatever language such creatures spoke. And while my late master Sarlenio had taught me spells of translation, such magics could be imprecise and prone to error. I needed none of that when communicating with such beings, especially when enough looked predatory and no doubt more were dangerous.

Fortunately I knew a witch's charms to walk unnoticed, not a spell of invisibility so much as a glamour of disinterest. Grandmother Maugh, along with witchcraft, had also taught me something of herbcraft and gardening. And under the tutorship of Fyl Veaulyn, the Dread and Macabre, I had also learned somewhat of necromancy, and among other bones I had gathered were those of Maugh. I kept one of her teeth in a locket as a keepsake.

I cleared a spot in the florid earth of the world of the Vergers and there planted the tooth of Maugh, my foster grandmother, watering it with my tears as she had taught me, whispering the witch charms she had taught mixed with the dire incantations once chanted by Fyl Veaulyn.

Slowly at first but then quick enough a sprout emerged from the earth. Not a skeleton dancing from the ground or an ensorcelled beansprout, but a pale white shoot that grew up, sprouting spiked leaves like a thistle with a bud growing in the center like a queen protea. Larger the bud grew, downed with silver hairs, until her petals began to unfurl, one by one, and at last the alien lotus-rose revealed her heart.

In the center lay my grandmother, robed over with strands of vegetable floss which at the same

time was her own hair, connecting her to the bloom and thereby the world of the Vergers.

Maugh opened her eyes. "Ayrawn, girl, what are you..." She then paused, taking stock of her situation, the strange purple sky with the rosy glow of an ancient sun, the world about her with its strange collection of beasts which were nonetheless flowers, a garden of earthly delights and vegetative horrors. A world which I was not a part of, but she was.

"I see," she said at last, then taking stock of my womanly figure, my fine robes, my mage's staff, my councilor's crown, and the silver that had begun to accent my hair. "You have risen to the Mages' Council."

It was a statement of fact. Grandmother Maugh was always a canny witch. "I am pleased to have been your first instructor in magic, but I see not the last," she observed. "This can only be the fabled world of the Vergers, and I see you have made me its..." She trailed off, searching for a word that fit. "Citizen, at very least," she concluded.

And thus I came into possession of the Vergers, my servants, for my grandmother had the world bring forth gnomes to serve me, starting with my servant, Jolek, like a grandmother would give you cuttings from the geraniums in her own garden so you might plant them in the soil of your own. With Grandmother Maugh's aid and Jolek's assistance, I grew to understand the secrets of the world and took seeds and cuttings so I could grow the Vergers again elsewhere in forms to my liking.

And when the First Age of Relic began to end with the coming of Austra, I called Grandmother Maugh to me from the world of the Vergers to become the keeper of the gardens of my palace.

THE THIRD FRAGMENT

It is the truth to say you have no knowledge of something if you have taken that memory and set it aside. My late master, Sarlenio, had done with some of his memories, folding them up into signatures of diary pages. “There will be time enough to remember everything when I am finished, Ayrawn,” he explained, showing me the assorted scrolls sealed with wax which kept a portion of the thoughts which were too great or inconvenient for his head. “Time to gather up all the assorted leaves and signatures and bind them all into my final volume, my memoirs, my memory, myself.”

“Do all scribes do this?” I asked, shocked by the volumes not remembered.

“Nay, child. Nay. Few have the skill or the gumption. Some wish to hold everything in their heads, even the thoughts that canker or the memories that distract from the task at hand. And so they lose them instead, or worse, misremember them, like a page transcribed again and again has errors accumulate. The only way to truly remember is to record it once and best then shelve that fragment for later reflection.”

“What do you shelve?” I further inquired.

He dipped a quill then paused, his eyes clouded with age but still intent in the light of the study lamp. “Memories that could harm you or your work, mostly,” he pronounced at last. “Spells which consume the mind and thoughts which must be more fully explored before they are dealt with, but never shall be, for their implications are endless. And sometimes personal interactions which are simply inconvenient to one’s career or impediments to one’s self image.”

“Anything else?”

“Lies,” he said honestly. “Forbidden knowledge. Both that which is actively proscribed by some body – wisely or foolishly, it makes no matter – and that which you forbid yourself. It is often a better thing to not know the answer to a riddle for, in the search to find the answer, one might find a better one. The key that best opens a lock is not always the one that was made for it.”

“Will you remember me?” I asked.

“That depends,” Sarlenio said, regarding me seriously, “on whether you want me to. I am old, Ayrawn, and my life’s work lies unfinished... as it should be, for it is a sad life where everything is concluded neatly and there are no regrets for books unread and sights unseen. But when I perish, my scribblings will remain, the grand journals and logbooks and the merest squibs and ephemera. You must gather them all together, edit in what fits and edit out what you might feel detracts, either tossing it aside or binding it in fragments and excerpts. And then, if the binding is done properly and the pages are set right, I shall be truly finished. I shall be one of the great books of magery. And if I remember you? Well, that is entirely up to you as I entrust you as my editor and literary executor. You may place your chapter prominently or burn it and take the role of the nameless scribe and amanuensis. Or you might excerpt it and keep it for your own volume one day, for this conversation we are having now, it involves you as much as it does me. And while I might desire my volume to be complete shortly after my death, there may be some signatures sealed or awaiting annotation by later scholars.”

It was a very great responsibility, one that I was not certain I was ready for, or would ever be.

Sarlenio was entrusting me with his soul and more, his life's work. "How shall I accomplish this? You have not taught me all the spells!"

He chuckled dryly. "Ah, my dear, that is because I do not know them all myself. Some are in these volumes, yes. Some I have set down on this scroll here. The final ones? Those I do not know. I have not studied necromancy to any great degree. But I have worked divinations which have assured me that you can find the proper spells, or more to the point, obtain them from one whose name is usually nameless."

"I do not follow you."

"There are some mages who enspell their names such that, if anyone breathes them aloud, they know. And if anyone knows their name, they know. And sometimes, it does not profit one to know such a name, not wanting to deal with such a mage, but it might profit one in the future. It is just such a name that I have divined will be the one who will help you bind my bones and complete me. That scroll tube there, the one clasped in iron, sealed with wax, festooned about with charmed ribbons and warning sigils? In it you will find a scroll, and on that scroll you will find the name of a such a mage along with whatever other notes I likewise forbade myself but will be similarly necessary. And that, my divinations say, is what you will need."

"When will you die?"

"Not now, but too soon," Sarlenio sighed. "I may have done divinations to know a more precise hour and time. But if I did, I have set that memory aside and you will find it in my sealed papers as well."

THE FOURTH FRAGMENT

Sarlenio's death was not then, but was too soon. I had not learned enough for my liking and I do not enjoy being manipulated by desperation or prophecy, likely because this was not the first time such would happen nor would it be the last.

I broke the seals of the forbidden scroll after taking time to study them, then took out the old parchment, unfurling it, finding on it a scrap of even more ancient papyrus carefully pasted down and preserved by the bookbinders art. On it was a name: Fyl Veaulyn. Below that were notations that this person was a necromancer who, as a necessity of her art, had offended both gods and men, for gods take an interest in both souls and bones, and men do as well. But interest is not the same thing as expertise, for a necromancer is devoted to these things in a way that all but a very few gods and spirits are, and those often remain nameless too.

I felt her presence before I saw her, so then I simply breathed her name aloud: "Fyl Veaulyn."

She was ancient and gaunt, a crone of countless years or a lich of even more, mummified in her own skin, or, I suspected, something in between, who had erased her name from the rolls of all the gods and spirits of death, all their attendant harbingers and psychopomps such that she had never died for all had forgotten that she even lived.

"You say that as an address, as if you expected me." Her eyes, hard as mica, flicked about, taking stock of Sarlenio's workshop and study which was now mine. "You seem peculiarly aware for a mere scrivener."

"I am also a witch."



“Unusual but not unheralded. But why should your story not end now with those words?”

“Divinations and prophecy.”

“Pfah!” she spat. “I defy both. But you knew that.”

“I suspected it,” I allowed. “A witch has her intuition. But my late master, Sarlenio, was devoted to knowledge, and he would not entrust his to one who was not, if not the greatest in her art, then at very least as dedicated to her craft as he to his.”

The withered crone’s eyes narrowed, then turned slightly to Sarlenio’s corpse, laid out on one of the bindery tables as if on a bier, covered over with perfumed oils and alchemical substances used to treat fine leathers for their use in bookbinding. “He intends to become one of the great books.” She then grinned, the slow and corrupt smile of a corpse. “I have always desired to work such a spell. But while my knowledge of necromancy is almost complete, I had never the patience to sift through the volumes of trivia of the scribes to find the complementary spells.”

“All is laid out.”

“As it should be. And while I am not a witch, I have my suspicions as well that you’ve arranged matters such that having you assist will be necessary to the success of the procedure, or at very least infinitely more convenient. Did you expect you would survive beyond this?”

Grandmother Maugh had taught me bargaining in the souk while Ranalek the Terrible had allowed me to listen in on some of his lessons to Horarion on dealing with dire spirits, ones that could not be cozened and cosseted, but which instead must be threatened as much as bribed.

“Did you?”

There is a great power in the lack of power because the anonymous become easily confused with the nameless, and while I might wear the form of a young woman, harried with setting the effects of her late master in order, that might be a mask for something far more fell.

“I am Fyl Veaulyn, the Dread and Macabre, but I do not know who you are. Yet.”

She raised her fingers to her mouth, dry and almost mummified, then placed her index between her lips and blew. Not in the manner of a herder or drover, whistling for dogs and sheep with two fingers, but shriller and higher with only one, for her digit was bare bone, notched and hollowed to become a whistle for spirits.

A cacophony of whispers filled the study, whispering around her and ruffling the papers. She nodded and nodded again and then her old eyes widened. “Ayrawn,” she pronounced. “After the ancient queen. And sponsored by the angel Anat herself. But no name beyond that, for ‘Ayrawn’ is a common name and a commoner nickname, and the spirits of your ancestors, which might watch over you, do not. You are either a most unfortunate orphan or a witch of great subtlety who used the earthquake to hide her rebirth, swapping your soul for a nameless orphan’s, gaining a new life to work your craft.”

I merely shrugged, neither admitting to nor denying her supposition.

“Very well then,” said the crone. “I do not know whether I take the place of master or apprentice, for both places are ones I find uncomfortable. Correspondingly I will deal with you, ‘Ayrawn,’ as a

fellow adept who respects my expertise and offers, if not a fair trade for my secrets, at least secrets I do not yet possess. So, let us set about making this Sarlenio into one of the great books....”

And so we did. And thus my instruction in necromancy began.

But Fyl Veaulyn did not need to know these were my first lessons, so I set this memory aside so this small lacuna might give the impression of a greater elision.

THE FIFTH FRAGMENT

Fyl Veaulyn taught me the cruelty of necessity and the necessity of cruelty. But I had another earlier instructor in this knowledge, and so, when I was in need of inspiration, I bargained with the dark gods and fell spirits which had gained the fragments of Elnielle’s tortured soul, bound them up again with silver thread and sinews of ectoplasm, and began anew.

I garbed myself as her masked master both for my amusement and because the anonymity was useful and the familiarity of the torment would not let her soul suspect that her agony had a new author.

“Mercy, master! Mercy!” she begged. “I’ve done all as you instructed! As you said it must be for the prophecy to come to pass!”

“Tell me again, Elnielle,” I whispered. “I grow bored with vague pleas. I wish you to tell me what you remember...”

And so she did, of how she believed the masked figure was the fiend Mulcumber himself, having

eaten the sorcerer from the inside till the demon wore his skin as a mask, much as I had captured and tortured the same Mulcumber, drinking his demonic essence to prolong my own life.

Was the demon’s essence consuming me in turn, making me him? I did not think so, but the core of any mage is personal pride.

What Elnielle said next froze my blood: “I found the girl, ‘Ayrawn’ where you said I would. After the earthquake. I set her in place as your gift to Anat, the mother of Austra, the all-consuming, child of Heaven and Hell, the goddess of fire who will be, who will consume the souls of men and gods alike in the fires of her birth. Mercy, master! Mercy! I have done your bidding! In this as in all things!”

“You conspired against me,” I whispered, the words springing unbidden to my lips, but with Mulcumber’s voice. “You shall be punished!”

“I did not know my master was my god!”

I did not know what I was at that moment, except that as a mage, I knew I was myself. As Ranalek had told me, one must be master and one must be servant. And I would never be servant to anyone. Especially not Mulcumber. And even less to Anat, who I now realized had destroyed my life for her own angelic schemes.

“Tell me everything,” I intoned in my own voice, patterned on how as a girl I had imagined the long-lost Queen Ayrawn had commanded her servitors and slaves.

“I will tell you everything,” Elnielle wept. Then did.

THE SIXTH FRAGMENT

“One must be master, one must be servant,” Ranalek explained, smiling as a small djinn floated in the air and poured him a cup of mint tea. “Or ‘apprentice,’ if you prefer, but the relationship is much the same.”

“You served Horarion’s father,” I pointed out.

We stood in Ranalek’s quarters, the westernmost corner suite of the Mages’ Citadel where the sweeping view from the wide windows was matched by the grandeur of the appointments, intricate mosaics of the ifrits of air and fire and the djinn of water and earth bowing low before the famed conjurer, Ranalek the Terrible, a chronicle of his dominion over the world of the spirits. And, high in the dome above us, suspended from ten thousand silken ribbons, the egg of the great roc, a prize to show that even the mightiest creatures in the world were but playthings to him.

I would have been more impressed if he did not remind us of his accomplishments at every meeting of the Mages’ Council.

“Just so,” the master conjurer allowed, waving to dismiss the minor djinn. “One cannot win every contest. Luck and mistakes both play their parts. But they do not change the rules of the game.” He sipped his tea, offering me none. To be fair, I had entered his chambers uninvited and so did not fall under the rules of hospitality.

“So you will not support Horarion to ascend to the Mages’ Council,” I concluded.

“Of course not. It is not that there may be only one master conjurer on the Council. That is not a rule, and if it is, it has been broken so many times that it doesn’t exist. But the trouble is, one must

be master and one must be servant. So either Horarion and I spar for dominance on the Council, which would be tedious, or we come to an accord whereby I must not only temper my vote to gain his, but deal with the perception that I have promoted my apprentice so as to give myself a second vote, which would consolidate opposition to my views and be of less use to me than the current situation.”

Ranalek stroked his beard with multiple beringed fingers. “Besides which, Horarion is your lover and you his, Ayrawn. And you are already enough of a thorn in my side having taken Sarlenio’s seat. Moreover, you somehow inveigled the crone Fyl Veaulyn to step out of the shadows and retake her place on the Council. While I had known of her, I do not deal with the dead, and I had thought her one of them by this point. Finding her alive is a rude and unpleasant surprise, not that she ever was otherwise.”

“Well then,” I said, “I suppose it shall be as you said – one shall be master and one shall be servant. Mentha.” I intoned the word with a conjurer’s inflection while waving my left hand in a binding mudhra. “By your secret name, I bind you to my service.”

Ranalek smiled. “I have many secret names, girl. But that has never been one of them.”

“It is now,” I countered and intoned another half dozen words of command.

Ranalek froze, his face turning green. Green as the leaves that had been boiled for his favorite tea.

Witchcraft is often dismissed by mages as a low thing, grubbing for roots and twigs, petitioning lowly spirits, even flowers and herbs. But all the plants of the garden and the wild have secret names, and Ranalek had supped so often on mint

that the herb, lowly as she was, had become part of his being – all the more so since I had said charms over the mint beds that grew in the gardens of the Mages' Citadel, strengthening the spirit's power and fertilizing her root with primal earth taken from the world of the Vergers. Combined with the secret language of the scribes and the dread incantations of necromancy, it served to sever Ranalek's soul and transfigure his flesh, quenching the fire to the ashes of earth, sublimating the air to the liquid of water, and remaking his mortal flesh into that of a djinn.

All that is necessary to trap a djinn is a brazen vessel and a waxen seal. The teapot served as the first, while a scrivener is never without a stick of sealing wax and a suitable seal ring. Ranalek the Terrible, master of a thousand djinn and spirits, had become one himself and was commanded into the teapot.

The pot shook and raged, vibrating beneath my hands. Ranalek had been a potent mage, and sympathy being what it was, he had been transmuted into an even more powerful djinn.

Were I to release him immediately, he would have sought to destroy me and very likely would have. But the only sensible reason to release a djinn from a brazen vessel is to command a service, and the only service I needed of Ranalek was already accomplished. With Ranalek out of the way, Horarion would soon enough ascend to the Mages Council, as being without a master conjurer was troubling and embarrassing moreover.

I placed this record of my memories with the brazen teapot which of course I sealed away, allowing me to tell Horarion and all else I had not the slightest idea of where Ranalek may have disappeared to.

THE SEVENTH FRAGMENT

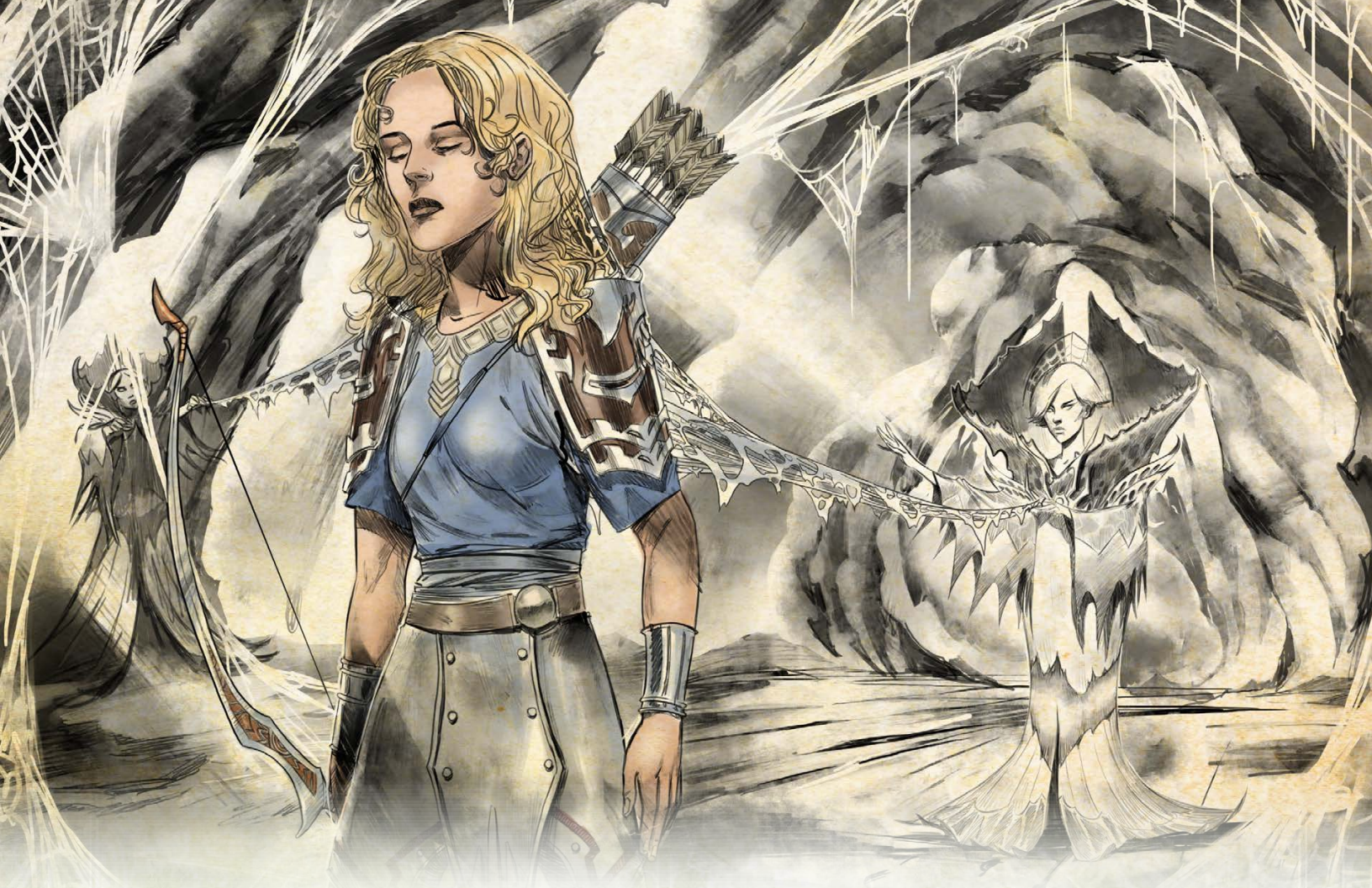
The Isle of Paxectel was mine, for what it was worth. Tianet of the Wilds lay in an ensorcelled trance. Dorhendr lay dead. Mabharo as well, with his gift of humanity transferred in turn to my Mouseling. And Trismaya? Well, the madwoman both annoyed and troubled me.

Of the four who had helped me funnel the treasures of Relic to the isle, the only one I liked at all was Tianet. Not because the huntress was personable – she wasn't – but because Tianet was a woman after my own heart. Once she set her sights on a goal, she pursued it. And while I knew something of beasts, both magical and not, there's a great deal of difference between the lore gathered in a library, even Sarlenio's, and the practical knowledge of the field.

Besides which, I needed a menagerie keeper given the number of wild beasts that roamed the isle, serving no master but their own instincts. I could set the Great Machine to charm them, of course, but even that arcane science could be inexact, and if I wished to curate a collection for my palace, who better as curator?

Ninat, the Weaver of Dreams, while goddess of dreams and spiders, was not the only one who could spin a lie. I bound a few of her spider keepers to my will and set them to weaving a forest hall from the dreams of Tianet herself, forming the perfect royal preserve with herself as gamekeeper and menagerie warden and myself as the munificent Queen Ayrawn who had given her leave to landscape the royal woods and stock them with beasts as she saw fit.

"Your Majesty!" cried Tianet, bowing low.



She was not aware that her body was spun from dreamstuff and ectoplasm, a waking dream of her sleeping soul reinforced by my magics and the spider keepers behind the scene.

“Arise, Tianet!” I commanded. “You have done splendidly!”

Indeed, she had. I had decorated the tomb and the workings of the Great Machine to my liking, placing a number of useful fixtures about, a few perils, and assortment of oddments I didn’t know what to do with, but I had only begun to build my palace. And while I had considered conjuring djinn and afrits in the manner of Ranalek and Horarion, there is a certain sameness of style to djinn-wrought opulence.

But compared with that, the woodland and menagerie of Tianet’s dream was sublime. I allowed her to give me a tour of it, observing the

flora and fauna, the pens filled with monsters and fabulous beasts, the stable with mounts one might ride for the hunt, pegasi and hippogriffs, chariots drawn by griffins or fire-breathing swans.

“Utterly splendid,” I pronounced, congratulating her and also myself.

I resolved that I would allow other experts to create other sections of my palace for me. Grandmother Maugh, my foster grandmother, could be called in from the world of the Vergers without much trouble I was certain. I would have her plan my gardens.

Ranalek the Terrible was now a djinn, and after enough time mellowing in his brazen vessel, he had sworn to perform a service for whomsoever released him. He would not be pleased that it would be me, but I would give him a task that would never end: that he would serve as my major domo for as

long as I should reign as Queen Ayrawn, the Lich Queen, and decorate my audience hall and throne room in a suitable style of grandeur and wonder.

Horarion had always had better taste than myself and was more personable. Once I resurrected a suitable number of courtiers from the Dorhendr's necropolis, I would need a place to put them, if not before, and if anyone could set forth a marvelous party and amusements such that they might never wonder where they were or how they were brought here, well, it would be Horarion. Besides which, I missed him. He had been gone so long, though I could not recall where. Eternity would grow tiresome without a consort to share it with, and I was resolute - I would make Horarion.

Pleasure, of course, was also matched by pain. I would need a torture chamber to vent my cruelties and rage. None deserved both more than Elnielle. I would reconstitute her and with her the dark chamber of horrors of her masked master that still lived in her tortured soul's memories. Such a place would also serve as an abattoir to dispose of any courtiers who bored or otherwise displeased me. A hall of pain with Elnielle as its torturer.

When bodies were stripped to bloody rags and bare bones, a hall of bones would also be in order and would make a splendid workshop for Fyl Veaulyn. A lich herself, she would not serve me as a queen, but I could be magnanimous to a peer and visiting scholar staying as my guest. Besides which, it was not as if I had the patience to catalogue all the bones from Dorhendr's necropolis. But Fyl Veaulyn would consider it a pleasure and delight to have such a collection with which to do her work.

But of course I should leave something for myself. I thought that a hall with mirrors would be splendid, a reflection gallery from which I might glimpse a thousand different worlds and then set the portal to draw in new souls from those worlds.

"You seem dreamy, My Queen," said Tianet. "I hope nothing has troubled your sleep. I myself have had the strangest dreams...."

"Oh?" I said, curious. I had not considered that a dreaming soul granted an illusion of waking life would have memories of dreams in turn. "What of?"

Tianet paused, then frowned. "A curious dream. I thought that we lived in another world which was to be destroyed by a goddess of fire, but a baby. And you were a powerful sorceress who created a portal to this isle. And there was a monk who was a monkey, and this was his dream. And when I tried to escape back to the world we were from, there was a great fire."

"How very strange," I said. "What a disturbing dream. I shall ask Grandmother Maugh who tends the gardens for a tonic to keep such dreams at bay. I need to keep my menagerie keeper and game warden well rested."

"Thank you, my queen," said the huntress, then frowned at her bow which, though it held a facsimile of her bloodstone tear as the sight, did not hold the same power.

She rubbed it, troubled, until I released her dreaming soul from the illusion of waking life.

THE EIGHTH FRAGMENT

"You are living a lie, Ayrawn!" cried the angel Anat, raising her great sword of light. Her wings shone again, renewed and resplendent. "We have fought this battle a thousand times and a thousand more!"

"Truly?" I inquired, countering the thrust of her sword with the strength of my mage's staff. The blade of light caught upon the workings of countless runes, stopping it dead as I grinned back with defiant glee. "That is not how I remember it."

"You are even more of a prisoner than I!" cried the angel. "You are caught in your own web of lies, illusions, and false memories. You deceive yourself!"

"Perhaps," I allowed, "but I am no longer a child. I have the right to lie to myself if I like. And you have no grounds to complain of deception when you were the one who deceived me first!"

Truth hurts and such words torture an angel even more than the foulest magics, though of course I wielded those too.

The truth thrust with my staff through the wound it had cut in the angel's soul. Bindings taught by Ranalek tormented her terribly. "I am sorry...." whispered the angel. "So sorry.... I have apologized a thousand times and will a thousand more, but you have forgotten every time...."

"I have no recollection of this, but perhaps I wanted to hear you beg again...."

"You have forgotten," gasped the angel. "You have forgotten who you were. Ayrawn, daughter of Ayrawn, named after the great queen like your mother before you, like her mother before her...."

"I never knew my mother's name!" I spat. "My oldest memory is my Mouseling's, and even that I set aside with him and his!"

"No!" cried the angel. "You have memories older than that! Search your soul and you will find them! I wronged you for I sought to save my child, Austra, but that was done through the power of a mother's love! Like calls to like! I cannot heal you, and for that you cannot comprehend the depth of my regret, but your mother's love can! Call to her! She is the reflection of yourself!"

"I am the only reflection of myself that I need and the only one I desire," I said as I sliced the wings from her. They separated as easily as if they had been cut many times before, though this was the first time I had ever done it.

I think.

"Call to your mother..." breathed the angel Anat. "I have sung again and again, but there were many daughters named Ayrawn and many again. But she will hear you...."

"Or not," I pronounced, "for I do not choose to call her. I am not that little girl anymore. I am now the Lich Queen. And this very interaction does not please me, and so I shall put it from my thoughts."

"You have done this before," wept Anat.

"Perhaps," I allowed, then said, "but maybe this is the first time and all those others were just a lie crafted to torment you?"

The angel wept and then began to keen, and then her keening turned back into her song as I locked her body back in her sarcophagus in the heart of the Great Machine.

THE NINTH FRAGMENT

I visited Horarion in his apartments in the Hall of Pleasure and when I first saw him I felt a moment of... I'm not sure. It slipped away before I could grasp it, understand it, control it. I put it aside.

Horarion's pleasures were sublime, as was the party with the courtiers Fyl Veaulyn had reanimated from Dorhendr's names and remains of the honored dead.

"A moment of seriousness, my love?" Horarion said once we were alone in the quiet of his sitting room. It was at once lavish and threadbare, the floors and walls stacked with facsimiles of rugs that had been his old family heirlooms, beautiful things worn through in spots with time and love. Horarion could trace the history of his family in their worn patches and faded wool.

I kissed him. "I come to you for distraction, you know."

"And I'm very good at it," he admitted. "But I am worried about you. Something has been cankering at you, gnawing at your heart."

I shrugged. "A queen has matters of state is all. Do not let it trouble my consort."

"I heard screams," he said, "and what sounded like the sounds of battle."

I considered. "The Great Machine needs oiling, I fear. Sometimes the metal can scream."

"And the battle?"

I waved the question away. "Oh, likely just Tianet tending her menagerie. Pay it no mind, my love. But I look forward to your next amusement."

I kissed him again, then made my way to my inner sanctum, the Hall of Mirrors, holding the

reflection of a thousand realms and curious vistas.

Relic was not the only realm, nor was the age I and Horarion had come from the only age.

But something nagged at me, a word that I could not quite recall, a memory of a memory. Something, I think, that my old master Sarlenio had once mentioned.

He was gone but not gone, now bound into a book in my library, but one possessed of the old scrivener's knowledge. I had considered reanimating him again as a mage, but he thought that a less fine thing than what he was now.

"Sarlenio," I said, addressing the book atop the great lectern once I stepped through the mirror portal that led to the Hall of Books, "there is a word I am not recalling. What is the word for a memory of a memory? Something that is forgotten but remains still?"

The great book flipped open, then turned to a page where, in elaborate calligraphy, appeared the words FORGOTTEN OR ERASED?

I considered. "I am not sure, honestly. It nags at me. There is something I should be remembering, I think, but I do not."

The page flipped and upon the next leaf was written PALIMPSEST.

It was a scrivener's term and one that I knew well. When a scroll is erased, an impression remains upon the velum of what was written there before. Great works, thought lost, had sometimes been recovered by finding a copy that had been erased then overwritten with some other text, often inconsequential but copyable regardless.

"Thank you," I said. "You are always enlightening, Sarlenio."

I stepped back through the space in the air which corresponded to the mirror I'd left gazing upon the great library, but once I turned back to it, I dismissed the image, troubled by what I'd been told.

There was something I was forgetting, but it might be that I wished to forget it. Yet I'd put it out of my mind so many times that the afterimage remained.

I dismissed the vista of the library and the mirror became an ordinary mirror again, the glass reflecting nothing more than myself. "Ayrawn, Ayrawn, Ayrawn," I said, giving my name its threefold invocation, "what am I going to do with you?" Then I added, on instinct, another word, "child...."

My mother had addressed me as such I remembered for the first time in how long? So had my grandmother. And my great-grandmother. All named Ayrawn.

The image shifted and melted in the magic mirror, reflecting not just myself, but my ancestresses, one after another after another, the images reflected and multiplied by the many mirrors until I was seeing them all again, for the first time in so long.

Then I heard it. The call. "Ayrawn...." The damnable angel was calling not just to me, but to my ancestresses, to my mother and her mother before her, all of them.

There is old magic in motherhood. Grandmother Maugh, my foster mother, had taught me that. The power of a mother's love is great and it can be used to heal, yes. But it can also be used to command. And if the angel were to assume my ancestresses, well then, she might command me as if I were

nothing more than a recalcitrant child.

My own denial then ripped out of my throat, a child's word, yes, but a powerful one, and a cornerstone of magic: "NO!!!"

I swung my staff in dismissal, shattering the image before me and the mirror with it, then struck again and again, shattering the images of myself, my mother, my grandmother, my great-grandmother, everything I'd denied and forgotten, even and especially the mirror that showed me an innocent and frightened young girl of four who looked hauntingly familiar.

I broke them all so I could not look upon those vistas and the angel could not call to them. Then, with the blood that had soaked out of my cuts from the flying glass, I wrote this testament, this memory.

I deny it. I abjure it. I leave it here in my Hall of Mirrors, now the Hall of Broken Mirrors, so whenever I pass this way again, I will know this place is cursed.

I feel the earthquake shudder, for by breaking the mirrors, I have broken part of the Great Machine, the head and the heart of what I have wrought. I will need to see to the damage, but rather than blame myself – for a mage is never to blame – I will blame the earthquake on its true author, Anat. I will say that she broke by strength what in fact she forced me to break via subtlety.

I am the only Ayrawn there ever was, and the first and the last great queen. My reign shall last a thousand lifetimes and a thousand beyond that, and when those are done, I shall take a thousand more to the end of time.

I am Ayrawn and this is my will. None shall deny me.



DEATH AND EXITS

Welcome to *Palace of the Lich Queen*, the final part of the *Dungeonlands* trilogy. This isn't designed as a stand-alone adventure; it's the culmination of events from *Tomb of the Lich Queen* and *Machine of the Lich Queen* (and possibly a little side trip to *Consort of the Lich Queen* if you felt like it). You could tweak a few things and slot this book into a different campaign for demigod characters, but that's not our intent.

Yes, Demigod level (15th level and higher). After toughing it out against the tomb level, mangling the machine level and penetrating the palace level we're assuming your heroes aren't heroes any more. They're demigods now. Their life might be a bit tougher, but it's an old school killer dungeon so we're not too sad about that. They'll probably hit 19th to 20th level sometime in the middle of this module anyway, in time for the palace itself.

We're going to assume your players have been building a hearty dislike for the Lich Queen over many sessions of game play. That's good. We intend to make the payoff worth it. This is the climactic end to the dungeon and by the time it's over, either your demigods or Ayrrawn, the Lich Queen, will be dead.

First though, your demigods are going to have to work hard to make their way across the great cavern to the front gate of the palace itself, then work through eight distinct halls. Only at the very top, in the Hall of Broken Mirrors, can they finally face their true nemesis and escape this cursed realm once and for all.

FINDING WHAT YOU NEED

If you have questions or want stats on monsters you've met before, we recommend you look in *Tomb of the Lich Queen* and *Machine of the Lich Queen* first. We're not repeating material here because we'd rather keep all the space for new things. Our aim is to give you more - lots more.

Suzerain Continuum is also a good reference for a lot of information - details on Demigods and their place in the bigger picture, for instance.

Finally, don't forget you can ask us anything you like at www.savagemojo.com or by email to hello@savagemojo.com - you'll find us quite friendly.

Unlike the tomb and machine levels of *Dungeonlands* you won't find wandering monster tables or a list of denizens to randomly throw at your demigods. Instead, we've packed this adventure with many more encounters. 35 to be precise. Most should give you a session of play if you want, or you could probably pair them up to do two in one session to speed things along. Some are designed to last longer to help you match the pacing to your group's preferred style. As always, we like to give you flexibility.

Also, the first 27 encounters are based around your demigods' crossing the landscape to get to the palace. It will take them a full day and into the night to achieve this because reality itself is tearing near the palace and your demigods will find themselves sucked from one realm to another, then back again.

If you want to randomize these encounters you'll find the realms match the 27 realm cards that are part of the Dungeonlands DLC pack you can find in the shop on www.savagemojo.com. They're a print-and-play PDF, so just shuffle them up and draw a card!

You don't need to do all the day encounters in Part 1 below, nor all the night encounters in Part 2. If some don't appeal to you that's fine. *Palace of the Lich Queen* has a mix of encounters: epic action versus character vignettes, serious versus light-hearted, different genres, and so on. If you only want to do fantasy-related encounters for instance, go ahead. As always this is your book now.

Once you've said that your demigods arrive at the palace though (the start of Part 3), that's the end of those daytime and nighttime encounters and it's time for the final showdown in eight parts.

The daytime encounters are tougher than anything found in the tomb or machine levels of *Dungeonlands*, but not as tough as the nighttime encounters. The nighttime encounters are easier than the palace in Part 3. It all cranks up the tension and the challenge in the build-up to the battle with the Lich Queen.

DAWN BREAKS

When you're ready, read the following to your players:

The staircase leads down... and down... and down... till you feel you must fall out of the bottom of the realm. Instead, you finally emerge at one end of a cavern so huge that the Great Dragon Spirit could comfortably nest here.

In the distance, at the far end of the cavern, the ground rises and buildings spiral upwards towards a tall spike of a tower. Pale green light flows from the tower, fanning out across the roof of the cavern like eldritch fire, lighting everything with an eerie glow.

Between you and the palace, the floor of the mighty cavern is a seething mass of raw energy. The air ripples with mirages showing places you've only dreamed of. They swirl and eddy as if some great cosmic breeze were pushing them about.

There's no way to avoid these phantom realms. Whichever path you take, you need to pass through many of them to reach the Lich Queen beyond. Just in front of you a vista shimmers into place. Wherever it is, the dawn sun is just rising, bathing you in warmth and hope. You're so close to escaping the Lich Queen's killer dungeon. One more push....

When the Lich Queen shattered her magic mirrors, she lost more than her ability to travel between a thousand realms. She lost control of the portals to and from those realms, and the energy which was unleashed is visible as the eldritch fire and the bubbling, roiling mass of realms in the cavern.

As soon as your demigods step off the staircase and into the cavern, they're engulfed by one of the realms - pick an encounter from Part 1 - and they're in another part of the Suzerain continuum. Then, as they step out of that realm (when they end that encounter), they enter the next, and so on until you've all enjoyed daytime enough. Then play one more encounter but set it at dusk.

After that, move on to the nighttime encounters. Everything is more sinister (and dangerous) at night. Send your demigods through as many of

those encounters as you wish and then have them step out, battered and bruised, at the gate of the first hall of the Lich Queen's palace. They can see the cavern again, the assorted realmsapes behind them.

That's where Part 3 takes over, and you just need to play though the eight halls. Easy... for you. Not so easy for a group of battle-weary characters!

PART I: DAYTIME

Just because your demigods are out during the day, doesn't mean they're safe from the rigors of the Maelstrom's myriad realms. They won't be going to Shangri-La. However, your demigods *are* going to be drawn into some amazing realms here,

ILLUSIONS OF FREEDOM

Canny demigods (and players) may wonder about escaping the realm of Dungeonlands through these shifting mirror realm portals. Perhaps, while they're in another realm they can just... not come back. Or maybe they hope the magic of the Lich Queen's dungeon is weaker there, so they can hop into their pocket realm, head out of the back door and skedaddle across the Maelstrom back home.

No dice. What's actually happening is that each time your demigods step into a new realm, a slice of that realm is being sucked into the huge cavern. The Lich Queen's magic is still strong, so all the usual rules apply. And when they leave the realm? They instantly step into the next one, then the next one, and then...

and it's bound to give you a wealth of material to spin off into other adventure seeds down the line. Enjoy that prospect if the Lich Queen is defeated.

When your demigods transition from encounter to encounter, they're actually in a tiny slice of another realm pulled here by the power of the Lich Queen's magic and imprinted on the cavern so strongly that reality has not only warped, it's bent so much that it's nearly broken in two. They'll soon get used to the idea, but for the first few encounters play upon their wonder at the strangeness of these "parts of the Lich Queen's dungeon", especially if they enter a realm where the environment (technology, social structure and so on) are different to anything they've seen before.

ENCOUNTER I: STAR FORTS

Realm: Garden Of Athena (see *Dogs Of Hades*)

It's the far future, in a distant galaxy where the heyday of Greek society has been recreated among the stars and reached new dizzying heights of civilization. They have their prime location on the Garden Planet of Athena and it's here your demigods find themselves as they step into the realm. Their whole world dips, turns and shifts into the middle of an all-out battle.

Luckily for them, they're on the far side of a huge flying temple-fortress suspended on a great chunk of rock, held aloft by massive engines and rocking from dozens of focused energy beams that lance into the side of it. This is the Star Temple Hyperion and it's being assaulted by an even larger vessel that's hammering at it with these energy beams.

Meanwhile attackers from both sides fly around outside, mounted on mechanical pegasi and shooting at each other with lances that spit glowing golden fire.

The Star Temple of Hades is currently engaged in an all-out assault on the Hyperion. The focus of the Hades' attack seems to be to wipe out all the defenders. From broadcasts transmitted (loudly) between the two temple-fortresses it seems they're after someone called the Oracle of Stratos and they won't stop until she's captured or dead - the Hades faction isn't choosy.

Your demigods get the attention of a heroic leader, an Adonis of a man astride a powerful-looking mechanical pegasus. Armed with a golden ram's head energy shield and a golden lance he introduces himself as Perseus, leader of the Hyperion Star Temple's defense force.

Several black-armored Hades warriors land on the Hyperion and your demigods are called into action to fight the invaders, because otherwise the invaders just as quickly try to kill them as Perseus and his steed. The invaders are flying around on black pegasi to match their armor. There are 2 Hades warriors per demigod.

Hades Warriors

CR 13

XP 25,600

Human fighter 14

LE Medium humanoid (human)

Init +7; **Senses** Perception +15

DEFENSE

AC 27, touch 14, flat-footed 23 (+9 armor, +3 Dex, +1 dodge, +4 shield)

hp 151 (14d10+70)

Fort +12, **Ref** +9, **Will** +7; +4 vs. fear

Defensive Abilities bravery +4



OFFENSE

Speed 30 ft.

Melee *hades blade* +24/+19/+14 (1d8+15/17-20)

Special Attacks weapon training (heavy blades +3, light blades +2, spears +1)

STATISTICS

Str 18, **Dex** 16, **Con** 17, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +14; **CMB** +18; **CMD** 32

Feats Combat Reflexes, Dodge, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Initiative, Improved Shield Bash, Iron Will, Lightning Reflexes, Mobility, Penetrating Strike, Spring Attack, Strike Back, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +17, Climb +10, Escape Artist +7, Intimidate +7, Perception +15, Sense Motive +3, Stealth +15, Survival +5

Languages Common

SQ armor training 3

Gear +3 *breastplate*, +3 *buckler*, *hades blade*

Perseus

CR 17

XP 102,400

Human paladin 18

LG Medium humanoid (human)

Init +7; **Senses** Perception +22

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.), resolve (10 ft.), righteousness (10 ft.)

DEFENSE

AC 33, touch 14, flat-footed 29 (+8 armor, +3 Dex, +1 dodge, +5 natural, +6 shield)

hp 229 (18d10+126)

Fort +19, **Ref** +16, **Will** +18

Defensive Abilities fortification 75%; **DR** 5/evil; **Immune** charm, compulsion, disease, fear; **SR** 21

OFFENSE

Speed 20 ft.

Melee *adamantine dagger* +27/+22/+17/+12 (1d4+8/19-20) or *greater energy lance* +29/+24/+19/+14 (1d8+16/×3 plus 1d6 electricity)

Special Attacks channel positive energy 7/day (DC 22, 9d6), smite evil 6/day (+3 attack and AC, +18 damage)

Paladin Spell-Like Abilities (CL 15th; concentration +18)

At will—*detect evil*

Paladin Spells Prepared (CL 15th; concentration +18)

4th—*blaze of glory* (DC 17), *king's castle* (DC 17)

3rd—*blade of bright victory* (DC 16), *cure moderate wounds*, *dispel magic*

2nd—*bull's strength*, *communal protection from evil*, *shield other*, *zone of truth* (DC 15)

1st—*cure light wounds*, *grace*, *resistance*, *lesser restoration*, *lesser restoration*

STATISTICS

Str 27, **Dex** 24, **Con** 21, **Int** 17, **Wis** 19, **Cha** 17

Base Atk +18; **CMB** +26; **CMD** 44

Feats Channeled Revival, Critical Focus, Dodge, Extra Lay On Hands, Great Fortitude, Mobility, Shielded Caster, Spring Attack, Toughness

Skills Acrobatics +25, Bluff +15, Climb +12, Diplomacy +24, Escape Artist +25, Intimidate +21, Knowledge (religion) +11, Perception +22, Stealth +19, Swim +11

Languages Common, Cyclops, Elven, Giant

SQ *divine bond* (weapon +5, 4/day), *lay on hands* 14/day (9d6, 12/day), *mercies* (blinded, cursed, deafened, diseased, paralyzed, staggered), *variant channeling* (air/sky/wind variant channeling)

Gear *oil of daylight* (2), *potion of bull's strength*, *potion of cat's grace*, *potion of shield of faith* +5, *bioceramic armor*, *energy shield*, *greater energy lance*, *adamantine dagger*, *amulet of natural armor* +5, *belt of giant strength* +6, *mantle of spell resistance*

SPECIAL ABILITIES

Air/Sky/Wind Variant Channeling *Heal*—Creatures gain a +4 channel bonus on Acrobatics and Fly checks, saving throws against wind effects, and effects with the air descriptor until the end of their next turn. *Harm*—Creatures are buffeted with wind until the end of your next turn; this wind gives them a –4 channel penalty on ranged attacks, and their movement is halved if they move toward you.

The Hades warriors are a diversionary force. Two high ranked and powerful officers sneak around to the rear of the temple tower and attempt to break in to kidnap the oracle.

Your demigods can be given a Perception check, DC 20, to spot this diversion, then it's up to them what they do with it. If they do nothing and continue to engage the enemies, or don't warn Perseus, then the oracle gets kidnapped and flown away from the tower. Perseus spots the kidnappers

and gives chase, leaving your demigods to deal with Hades reinforcements.

Your demigods also have to contend with Ssthenia, an aberration in this realm that's so sacred and bears Athena's name. In case you don't happen to remember the tiny details of Greek mythology, it was the goddess Athena who cursed three sisters - Medusa, Euryale and Stheno - to become hideous snake-haired gorgons, capable of turning men to stone with their gaze. Fast forward a few thousand years and it seems like the system has glitched, producing a new gorgon, one that's a hybrid of the original gorgons and the goddess who created them. Ssthenia is as deadly as Stheno and as great a combat strategist as Athena.

Ssthenia

CR 18

XP 153,600

Medusa oracle 12

LE Medium monstrous humanoid

Init +9; **Senses** all-around vision, darkvision 60 ft.; Perception +28

DEFENSE

AC 33, touch 17, flat-footed 30 (+13 armor, +4 deflection, +2 dexterity, +1 dodge, +3 natural)

hp 231 (8d10+12d8+112)

Fort +12, **Ref** +15, **Will** +18

Defensive Abilities fortification 25%; **Immune** fatigue

OFFENSE

Speed 20 ft.

Melee *flame tongue* +20/+15/+10/+5 (1d8+3/19-20 plus 1d6 fire) or

neural inhibitor +22/+17/+12/+7 (1d6+2) or

bite +17 (1d4+1 plus poison)

Ranged *Ssthenia's bow* +26/+21/+16/+11 (1d8+6/19-20×3 plus 2d6 human bane)

Special Attacks poison (DC 18)

Oracle Spells Known (CL 12th; concentration +16)

6th (3/day)—*blade barrier* (DC 20), *mass bull's strength*, *mass cure moderate wounds*

5th (5/day)—*mass cure light wounds*, *flame strike* (DC 19), *righteous might*, *slay living* (DC 19)

4th (7/day)—*aura of doom* (DC 18), *cure critical wounds*, *divine power*, *freedom of movement*, *wall of fire*

3rd (7/day)—*animate dead*, *cure serious wounds*, *cure serious wounds*, *dispel magic*, *magic vestment*, *searing light*

2nd (7/day)—*bull's strength*, *cure moderate wounds*, *fog cloud*, *hold person* (DC 16), *inflict moderate wounds* (DC 16), *instant armor*, *resist energy*

1st (7/day)—*cause fear* (DC 15), *command* (DC 15), *cure light wounds*, *divine favor*, *enlarge person* (DC 15), *entropic shield*, *obscuring mist*

0th (at will)—*bleed* (DC 14), *create water*, *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, *vigor*, *virtue*

Mystery Battle

STATISTICS

Str 14, **Dex** 20, **Con** 19, **Int** 12, **Wis** 18, **Cha** 19

Base Atk +17; **CMB** +19 (+26 dirty trick); **CMD** 39 (41 vs. dirty trick)

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Dodge, Great Fortitude, Greater Dirty Trick, Greater Weapon Focus (longbow), Improved Critical (longbow), Improved Dirty Trick, Improved Initiative, Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse, Weapon Focus (longbow)

Skills Acrobatics +13, Bluff +12, Disguise +12, Intimidate +20, Knowledge (planes) +11, Knowledge (religion) +16, Perception +28, Spellcraft +19, Stealth +12; **Racial Modifiers** +4 Perception

Languages Common, Infernal

SQ mystery (battle), oracle's curse (lame), petrifying gaze, revelation (battlefield clarity, maneuver mastery - dirty trick, skill at arms, weapon mastery), slow and steady

Gear *arrowmaster's bracers*, *greater empower metamagic rod*, *ring of shooting stars*, *wand of call lightning* (CL 8), *wand of cure critical wounds*, *Ssthenia's agile half plate*, *flame tongue*, *Ssthenia's bow*, *neural inhibitor*, *ring of protection* +4, *winged boots*

SPECIAL ABILITIES

Petrifying Gaze (Su) Creatures within 30 feet turn to stone permanently (Fort DC 18 negates).

Poison (Ex) Poison—Injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves.

Ssthenia turns up to spearhead an invasion of creatures as much a hybrid as herself - owl snakes.

Owlsnake Swarm**CR 12**

A large group of colorful winged serpents with beaks and bird-like eyes flutters around in a chaotic mass.

XP 19,200

N Tiny magical beast (swarm)

Init +10; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

DEFENSE

AC 27, touch 19, flat-footed 20 (+6 Dex, +1 dodge, +8 natural, +2 size)

hp 120 (16d10+32); regeneration 5

Fort +11, **Ref** +16, **Will** +8

Defensive Abilities swarm traits

OFFENSE

Speed 20 ft., climb 20 ft., fly 40 ft. (good)

Melee swarm (4d6 plus bleed and grab and poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks bleed (1d3), carry away, constrict (4d6-3), distraction (DC 21), poison (DC 19)

STATISTICS

Str 5, **Dex** 22, **Con** 13, **Int** 2, **Wis** 13, **Cha** 12

Base Atk +16; **CMB** +22 (+26 to grapple); **CMD** —

Feats Ability Focus (distraction), Agile Maneuvers, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Toughness

Skills Acrobatics +10, Climb +9, Fly +22, Perception +9, Stealth +20, Swim +1

SQ grab

SPECIAL ABILITIES

Carry Away (Ex) When an owlsnake swarm confirms a grapple check, they flap their wings excitedly. An owlsnake swarm always chooses to fly away with their grappled opponent when successfully confirming a grapple. They tend to gain an altitude of 50 feet to 100 feet before leveling off and heading to their nest.

Grab (Ex) A owlsnake swarm can use its grab attack on a creature of up to Medium size. It has a +4 racial bonus on grapple checks to maintain a grapple (in addition to the +4 from the grab ability).

Owlsnake Poison (Ex) Swarm—Injury; save Fort DC 19, frequency 1/round for 6 rounds; effect 1d6 Str; cure 1 save

Owlsnake**CR 2****XP 600**

N Tiny magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +5

DEFENSE

AC 17, touch 16, flat-footed 13 (+4 dexterity, +1 natural, +2 size)

hp 19 (3d10+3); regeneration 5 (acid or fire)

Fort +4, **Ref** +7, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft., fly 40 ft. (good)

Melee bite +9 (1d4-3 plus attach)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks attach, constrict (1d4-3), poison (DC 12)

STATISTICS

Str 5, **Dex** 18, **Con** 13, **Int** 2, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +5 (+13 grapple when attached); **CMD** 12 (can't be tripped)

Feats Agile Maneuvers, Weapon Finesse

Skills Climb +5, Fly +16, Perception +5, Stealth +16

SQ attach

SPECIAL ABILITIES

Attach (Ex) When an owlsnake hits with a bite attack, its large beak latches onto the target, anchoring it in place. An attached owlsnake is effectively grappling its prey. The owlsnake loses its Dexterity bonus to AC and has an AC of 13, but holds on with great tenacity while snapping bone and injecting poison. An owlsnake has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached owlsnake can be struck with a weapon or grappled itself; if its prey manages to win a grapple check or Escape Artist check against it, the owlsnake is removed.

Owlsnake Poison (Ex) Bite—Injury; save Fort DC 12, frequency 1/round for 6 rounds; effect 1d4 Str; cure 1 save

An owlsnake may be chosen as a familiar if the spell caster has the Improved Familiar feat.

Nobody seems to know where this new enemy has come from but one thing's clear - they're here to hunt your demigods. Ssthena cares little for the warriors of Hades, the oracle or even the mighty

CAN'T WE JUST GET ALONG?

Seriously, what's with all these bad guys? Can't these splinters of realms bring nice warm beaches where everybody's having a great time and nobody's kicking sand in your demigods' face? 'Fraid not. There are two reasons for this:

First, the realms being dragged here are places the Lich Queen had access to through her (now shattered) mirrors. She's not much of a beachgoer.

Second, evil calls to evil. Sure, opposites attract and occasionally your demigods also find other good guys like Perseus in these realms, trying to put the evil down, but for the most part the dangerous places being drawn here are where you'd expect to find the most evil individuals.

Perseus. She wants your demigods dead. This might be a good time for your demigods to throw out a heart-felt prayer to Athena, hoping for a little divine assistance. If they do, they'll get it.

Athena's Gift The goddess of tactics and protection smiles upon the heroes, granting them a +5 divine bonus to AC and a +5 divine bonus on attack rolls made to confirm critical hits. Athena's Gift lasts for 1d8 hours.

Ssthenia engages your demigods immediately and uses her deadly skill with a magic short bow which launches owl snakes at her opponents' head. She also uses her gaze and even a pair of glowing Hades blades to kill as many demigods as possible.

This should be a hard fight with lots of environmental hazards, laser blasts from the attacking fortress can scorch the ground and rocks falling from the sky as the temple-fortresses clash in a dramatic battle.

After the shock has worn off, a few Greeks start attacking the owl snakes and Ssthenia instructs many of her pets to go out and cause carnage in general. Clever demigods may ask Perseus to rally both sides, getting them to unite against a common foe. It doesn't mean they won't be back to trying to murder each other later on, but for now they might fight together against a greater threat.

If by this stage your demigods haven't talked to Athena for help and haven't got the Greeks on their side, the battle against Ssthenia and her entire invasion force is likely to go badly for them. That's okay - need we remind you this is an old school killer dungeon?

HADES BLADES

These energized monomolecular blades are a standard among the soldiers of Hades. While Hades blades can be made from any type of sword, the most commonly seen ones are made from either the classic gladius or the longsword. Hades blades are +3 *keen unholy* versions of the base blade. Constructing a Hades blades requires the Magic Arms and Armor feat and the *keen edge* spell. The crafter must also be a devotee of Hades.

The best outcome is to save the oracle, turn back the tide, defeat Ssthena, unite the warring Greeks, and have a celebratory amphora of wine with the great hero Perseus. Then, pleasantly buzzing from the wine and praise that's heaped upon them, they step around a corner to relieve themselves and find they're in a new realm.

As for other outcomes and the appropriate point for this realm to splinter and reform as the next encounter, that's up to your demigods' actions, the will of the gods and your GMing conscience.

ENCOUNTER 2! GOING DOWN

Realm: Gatherall (a cyber-magic city)

Picture a futuristic city protected from the horrors of the world by an energy sphere that's generated by the faith of the Church of Trinity. It's a city where cyberware and magic interface seamlessly with the divine power of a priesthood which rules with absolute authority. That's Gatherall. Skyscrapers pack every inch and the higher up you live, the better life you have. As for the lower regions, they're untouched by either the sun or the law.



In this environment your demigods are about to fall foul of a clever, manipulative and dangerous woman - Amelia D'Ortelle. A special nod goes to Jeff Scifert, one of our most awesome Dungeonlands Kickstarter backers, for designing Amelia. We're delighted to see her in Palace of the Lich Queen.

Amelia is disarmingly attractive, has long, curly blonde hair and piercing blue eyes, and wears a knowing smile. She's a master manipulator and social chameleon, working directly with her targets to influence and control them. Her motives are often obfuscated by plans-within-plans, some of which are years in the making. If she had an online dating profile it'd say she's seductive, patient, mysterious, and will do anything to achieve her goals.

Amelia seeks change in the world through the capture and corruption of Anat the angel but she keeps the true reasons hidden behind layers of obfuscation.

Amelia D'Oerte

CR 18

XP 153,600

Human bard 9 (sandman)/assassin 10

NE Medium humanoid (human)

Init +9; Senses Perception +20

DEFENSE

AC 34, touch 20, flat-footed 29 (+7 armor, +5 deflection, +5 Dex, +3 natural, +4 shield)

hp 127 (19d8+38)

Fort +11; **Ref** +20; **Will** +13; +5 vs. poison, +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities improved uncanny dodge, trap sense +3

OFFENSE

Speed 40 ft.

Melee dagger of the daemon host +20/+15/+10 (1d4+4/19-20 plus 2d6 vs. good)

Ranged thrown dagger of the daemon host +20 (1d4+4/19-20 plus 2d6 vs. good)

Special Attacks bardic performance 27 rounds/day (move action; countersong, dirge of doom, distraction, dramatic subtext, fascinate, steal spell), death attack (DC 22), quiet death, sneak attack +6d6, swift death 1/day, true death (DC 25)

Bard Spells Known (CL 9th; concentration +16)

3rd (5/day)—*glibness*, *overwhelming grief* (DC 20), *slow* (DC 20);

2nd (6/day)—*blindness/deafness* (DC 19), *blistering invective* (DC 19), *silk to steel*, *summon swarm*;

1st (7/day)—*feather step* (DC 18), *grease* (DC 18), *innocence*, *liberating command*, *unnatural lust* (DC 18);

0th (at will)—*dancing lights*, *flare* (DC 17), *light*, *mage hand*, *resistance*, *unwitting ally* (DC 17)

TACTICS

Before Combat Amelia tries to lie her way out of any situation, using sweet-talk or deflection to get away with whatever she wants. However, she realizes when a fight is inevitable and will poison her dagger of the daemon host if she can, then get the first strike in. Otherwise she'll use her wand of web to gain some room if she can.

During Combat Amelia keeps her distance. She uses *overwhelming grief*, *blindness/deafness*, and *slow* on enemies that seem susceptible to the respective spells, using *summon swarm* on casters to hamper their ranged casting. She uses her *ring of telepathy* and *silk to steel* to protect herself from overwhelming melee.

Morale She uses her wand of invisibility and sneaks away to heal as she gets weakened. If she takes more than half her hit points in one round, however, she'll flee instead and stalk to enemy if they have what she wants, only striking in the future when she knows she can get what she wants.

STATISTICS

Str 14, **Dex** 20, **Con** 12, **Int** 14, **Wis** 10, **Cha** 24

Base Atk +13; **CMB** +15; **CMD** 35

Feats Deceitful, Defiant Luck, Eldritch Heritage (rakshasa), Improved Initiative, Inexplicable Luck, Skill Focus (Bluff, Disguise), Strong Comeback, Toughness, Voice Of The Sibyl, Weapon Finesse

Skills Acrobatics +15 (+20 to jump), Bluff +44, Climb +13, Diplomacy +21, Disable Device +11, Disguise +20, Intimidate +12, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (nobility) +10, Knowledge (planes) +10, Knowledge (religion) +10, Linguistics +8, Perception +20, Perform (oratory) +15, Perform (string instruments) +14, Sense Motive +7, Sleight of Hand +15 (+25 to hide weapons on body), Spellcraft +13, Stealth +19, Use Magic Device +26

Languages Celestial, Common, Dwarven, Elven, Halfling

SQ angel of death, hidden weapons, hide in plain sight, master of deception, poison use, silver tongue, sneakspell

Gear *arcatech potion auto-injector system (type I – loaded with potion of glibness), gloves of arrow snaring, potion of spider climb (2), ring of telekinesis, wand of cure critical wounds, wand of fireball (CL 10), wand of invisibility, wand of lightning bolt (CL 10), wand of magic missile (maximized, CL 9), wand of web, deathblade poison (3). +3 glamered mithral chain shirt, +3 mithral buckler, dagger of the daemon host, amulet of natural armor +3, belt of physical might +4 (Str, Dex), boots of striding and springing, cloak of resistance +4, eyes of charming, handy haversack, harp of charming, headband of alluring charisma +4, dark blue rhomboid ioun stone, vibrant purple prism ioun stone, manual of quickness of action +1 (read), ring of protection +5, tome of leadership and influence +1 (read), disguise kit, high-quality outfit (worth 1,000 gp), masterwork thieves' tools, 4,743 gp*

Amelia is a consummate manipulator, often infiltrating the ranks of high society to charm and manipulate the powerful into furthering her goals. She's a master of disguise, able to put on new personas as easily as others slip on a pair of boots. She uses this ability to rapidly disappear if her plans are discovered, only to reappear elsewhere with new schemes and a new persona. She wields a multitude of magical devices in pursuit of her aims.

Amelia is an agent of the Forgotten, a group of dark gods dedicated to triggering the End Times which they see as a great cosmic reset switch, ending the continuum and letting the universe rebuild itself anew. Currently she leads the efforts of the Cult of the Daemon Host to infiltrate the Lich Queen's dungeon in order to gain access to the angel Anat, to corrupt her and bend her to the Forgotten's will. A dark angel would be quite a boost for their cause.

To that end, she has been manipulating various bloodlines to secretly raise magically-gifted individuals who are loyal to her cause. Many of

the cultists today are results of that manipulation and are hidden within Gatherall society, waiting to enact the plans of their nefarious leader.

Amelia has learnt of a child in the lower levels of the city, a boy called Servo who has powerful arcane energies inherent to his body, the kind of power she needs to break into the palace of Ayrawn, the Lich Queen and follow up on her plans.

So how do your demigods fit into this? Well, they're going to find themselves in Gatherall, just prior to Amelia's somewhat crazy descent into the bowels of the city. Once they appear from whatever place it was they've been exploring previously, they find a very beautiful woman pacing back and forth before them as they pop into existence right by her. Even if she doesn't know they're demigods yet, this manipulative and opportunistic woman can't miss the chance to try and recruit them for her lower depths expedition.

It's a long way down to the lower parts of Gatherall, first by elevator and then climbing an ancient elevator shaft to the very bottom of the city, into a ruined part of the underground. Amelia's looking for a few good (not really good) souls to help her find her brother. She spins a most convincing lie and it'll take an extraordinary effort for your demigods to find out she's lying before the reveal since Amelia's Bluff skill grants her a +45 bonus when telling lies, but any time she's lying to the demigods she uses her silver tongue ability, increasing that to +50 while also making her nearly immune to truth-enforcing magic. So while a Sense Motive result of 20 or higher can grant your demigods a "hunch" that something isn't quite right, ultimately there's no reason to doubt her.

Amelia wants to get down there fast, claiming her brother has been taken by the Dwellers of Rust (a fake group she invents) who plan to use him in a diabolic ritual. She plays the victim really well, trying to pull on any sympathetic heartstrings. Your demigods sense there's something important about this woman, but can't quite put their finger on what that is. It's true: Amelia D'Ortelle is important, but not necessarily in a good way. If she manages to penetrate the Lich Queen's domain and get away with Anat, that would be really bad.

It's not impossible that Anat the angel is dead by this time, or even that she's with your demigods as they travel the palace level (depending on how they finished *Machine of the Lich Queen*). If Anat's dead, Amelia has no knowledge of that yet. If Anat shows up... well, that could get interesting fast.

Have residents hurl things at your demigods as they climb the last stretch - Molotov cocktails, spells, anything is fair game here. The residents don't want to let the kid go, so they fight tooth and claw. Amelia spins this as resistance by the Dwellers of Rust protecting Servo to the best of their ability.

Goblin Anarchist-Defender **CR 14** **XP 153,600**

Goblin alchemist (fire bomber) 15

CG Small humanoid (goblinoid)

Init +10; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE

AC 30, touch 20, flat-footed 23 (+7 armor, +2 deflection, +6 Dex, +1 dodge, +3 shield, +1 size)

hp 101 (15d8+30)

Fort +10; **Ref** +15; **Will** +5; +4 vs. poison, +4 competence vs. avoiding catching on fire or putting out flames

Defensive Abilities poison resistance; **Resist** fire 15

OFFENSE

Speed 35 ft.

Melee masterwork dagger +11/+6/+1 (1d3-1)

Ranged bomb +19/+14/+9 (8d6+4 fire)

Special Attacks bomb 19/day (DC 21)

Alchemist Extracts Prepared (CL 15th; concentration +19)

5th—*beast shape III, combined fire trail+haste, overland flight*;

4th—*dragon's breath* (2, DC 18), *fire shield, monstrous physique II, scorching ash form*;

3rd—*burst of speed* (2), *fire trail, haste, heroism, lightning lash bomb admixture, monstrous physique I*;

2nd—*barkskin, blistering invective* (2, DC 16), *resist energy, see invisibility, spider climb*;

1st—*bomber's eye, cure light wounds, longshot, reduce person* (DC 15), *shield, true strike*.

TACTICS

Before Combat This anarchist begins drinking his extracts. It starts with *lightning lash bomb admixture, longshot*, then *bomber's eye* and *heroism*, if it has time.

During Combat It uses *see invisibility* as well as *overland flight* if it needs to pursue enemies, using its combined extract (*fire trail+haste*) it also tries to hem its enemies in while it continues to pepper them with bombs.

Morale It doesn't let up if it doesn't have to, fleeing only long enough to heal wounds, increase its capabilities with its *potion of good hope* and other improvements.

STATISTICS

Str 8, **Dex** 22, **Con** 13, **Int** 18, **Wis** 10, **Cha** 10

Base Atk +11; **CMB** +9; **CMD** 28

Feats Brew Potion, Burn! Burn! Burn!, Close-Quarters Thrower, Dodge, Far Shot, Fleet, Improved Initiative, Point-Blank Shot, Ricochet Splash Weapon, Throw Anything, Toughness

Skills Climb +14, Disable Device +13, Heal +13, Knowledge (arcana) +17, Knowledge (nature) +17, Perception +20, Sleight of Hand +19, Spellcraft +17, Stealth +28, Survival +15, Use Magic Device +16; **Racial Modifiers** +2 Perception, +2 Survival

Languages Common, Dwarven, Gnome, Goblin

SQ alchemy, city scavenger, discovery (burn! burn! burn, combine extracts, fast bombs, greater mutagen, rocket bomb, spontaneous healing), fast poisoning, fiery cocktail, fire bombardier, mutagen, poison use, swift alchemy

Gear *potion of barkskin* +3, *potion of bull's strength, potion of good hope, potion of remove fear, potion of spider climb, ring of forcefangs, wand of cure moderate wounds*, +3 *mithral chain shirt*, +2 *buckler, belt of incredible dexterity* +2, *headband of vast intelligence* +2, *ring of protection* +2, *dwarven fire ale* (2), *masterwork thieves' tools*, 45 gp

Half-Orc Grunt-Anarchist (3)**CR 9****XP 153,600**

Half-orc fighter 10 (two-handed fighter)

NG Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +11**DEFENSE****AC** 21, touch 12, flat-footed 19 (+8 armor, +2 Dex, +1 natural)**hp** 89 (10d10+30)**Fort** +9; **Ref** +5; **Will** +4;**Defensive Abilities** orc ferocity**OFFENSE****Speed** 20 ft.**Melee** greatclub +17/+12 (1d10+9)**Ranged** rock +14 (1d4+10)**Special Attacks** backswing, overhand chop, shattering strike, weapon training (hammer +2, thrown +1)**TACTICS****Before Combat** If they have time, the grunts use their *oil of magic stone* to improve their ranged abilities, throwing them at +15 for 1d6+11 damage if they have a decent chance of hitting. Otherwise, if they have time before melee, they start drinking potions and using oils: *magic weapon*, *barkskin* +2, *enlarge person*, *rage*, and *shield of faith* +2.**During Combat** They are apt throwers dealing decent damage even with normal rocks, they wield their greatclubs with power attack and vital strike.**Morale** The half-orc grunt-defenders only flee when the goblin anarchist is either slain or is long-gone. Otherwise they'll fight to the death.**STATISTICS****Str** 20, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +10; **CMB** +15; **CMD** 27**Feats** Far Shot, Furious Focus, Greater Weapon Focus (rock), Ironhide, Point-Blank Shot, Power Attack, Toughness, Two-handed Thrower, Vital Strike, Weapon Focus (rock), Weapon Specialization (rock)**Skills** Climb +9, Handle Animal +7, Intimidate +9, Perception +11, Swim +9; **Racial Modifiers** +2 Intimidate**Languages** Common, Orc**SQ** orc blood**Gear** *oil of magic stone* (3), *oil of magic weapon*, *potion of barkskin* +2, *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of enlarge person*, *potion of jump*, *potion of rage*, *potion of shield of faith* +2, +2 chainmail, greatclub, belt of giant strength +2, 45 gp

Amelia doesn't mind who lives or dies, as long as she gets her hands on Servo. It turns out that Servo doesn't actually know who he is - he's got no memory of his early life. This works in Amelia's favor and the angle that she plays is simple - she's his long lost big sister and she's one heck of an actress.

If she gets found out, all bets are off. Amelia dives for cover and attacks your demigods with all her power, simultaneously convincing the residents of the lower city that she's on their side and your demigods are the aggressors. Amazingly, they believe her and start fighting alongside her. She's quite something!



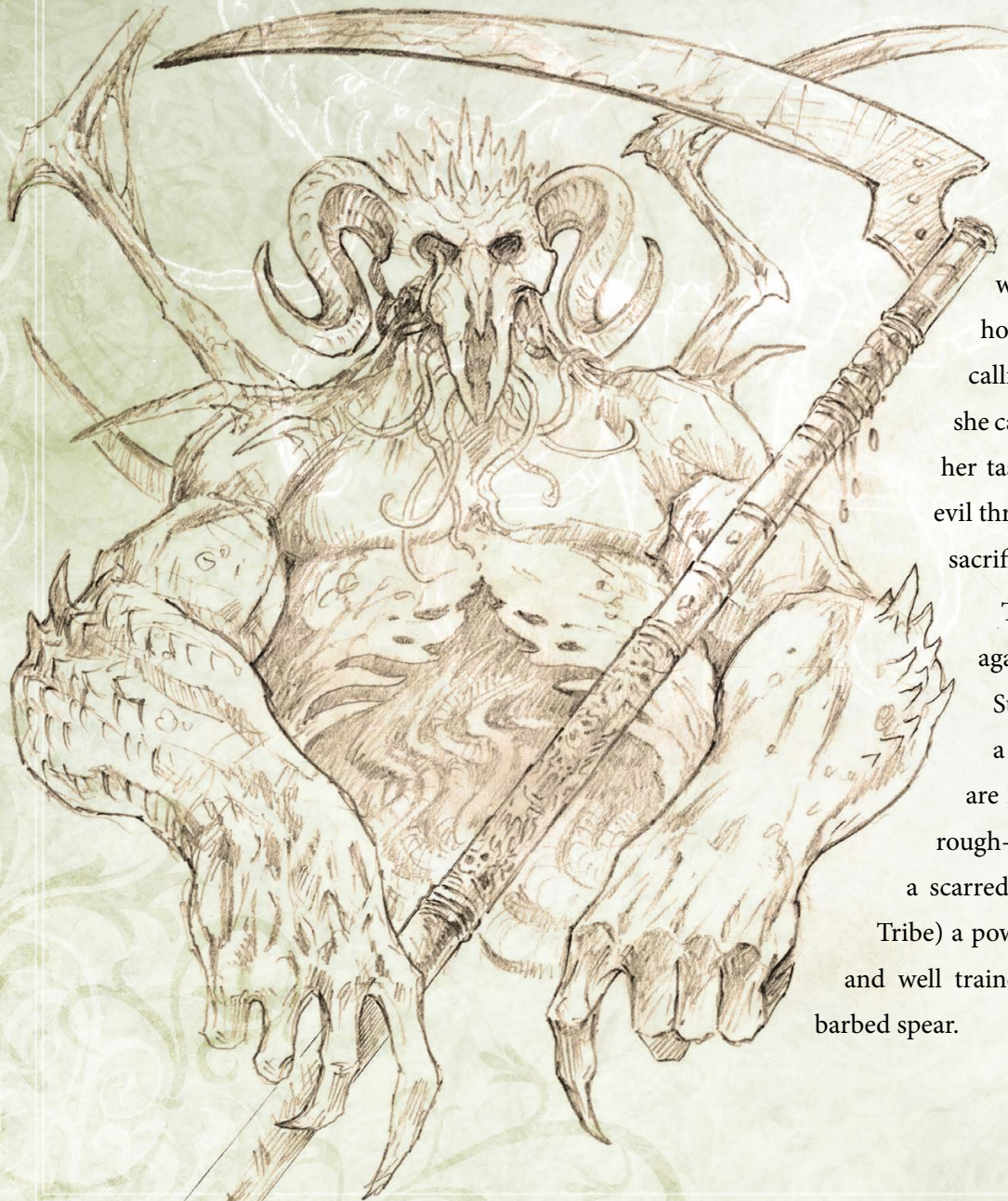
If all goes to Amelia's plan, she'll whisper to Servo while hugging her 'brother' and convince him to use his arcane might to crack reality open, creating a portal to the palace level of the Lich Queen's dungeon. Imagine her surprise when she arrives in the middle of all these clashing realms and has to navigate them just like your demigods are doing! Your demigods can follow but they see Amelia moving off with Servo, heading into a different realm to them. Make sure you factor Amelia into future encounters. She's an interesting wild card in Dungeonlands.

If Amelia's plans don't work out then she still makes a grab for Servo, hustling him into the shadows. As soon as she grabs his arm reality twists and Gatherall's dark street levels morph into a new realm. It works out similarly to above for all concerned.

ENCOUNTER 3: THE SUMMONING

Realm: Halls Of Valor (Celtic fantasy)

High King Kullen is dead... the Kingdom of High Sun is broken, fractured and ripe for the picking as evil forces step up their game. They have corrupted the High King's brother and his sister Morwena (who murdered the High King) to their cause. Now, as the tribes fight for dominance in this land, the dark magic that Morwena has unleashed corrupts everything in its path.



It's 300BC in this corner of Celtic Europe. The land is about to rip asunder as the dark sorcery of Morwena weaves a portal set to draw a terrible being into the realm. The sun burns brightly in the heavens as your demigods exchange their location in the Lich Queen's domain for a place of Celtic adventure that's stretching across their path.

MEET THE NEW GODS

Under the burning sun of this brand new day your demigods find themselves at a macabre scene. Arrayed before them on a barren hilltop is a tableau of child sacrifice. Seven young children have been murdered across the grey rock of standing stones. A woman in a dark blue dress with hair like spun midnight holds aloft a red-bladed dagger, calling upon the darkest powers she can summon. She is Morwena; her task is to summon a powerful evil through a breach created by the sacrifice of the children.

The warriors who are arrayed against her are the Tribes of the Sun and Moon, united against a common foe for now. They are led by Aine (Moon Tribe), a rough-hewn warrior woman with a scarred countenance, and Lir (Sun Tribe) a powerful male warrior, muscled and well trained - armed with a massive barbed spear.

Tribesmen of the Sun and Moon **CR 8**

This fierce band of tribal warriors is armed with spears, javelins, and shields.

XP 4,800

N Medium humanoid (troop)

Init +3; **Senses** Perception +15

DEFENSE

AC 21, touch 14, flat-footed 17 (+2 armor, +3 Dex, +1 dodge, +4 natural, +1 shield)

hp 100 (10d8+50)

Fort +13, **Ref** +10, **Will** +7

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee troop (3d8+8)

Space 20 ft.; **Reach** 5 ft.

Special Attacks javelin volley

STATISTICS

Str 24, **Dex** 16, **Con** 18, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +8; **CMB** +15; **CMD** 28

Feats Ability Focus (javelin volley), Combat Reflexes, Dodge, Great Fortitude, Iron Will, Toughness

Skills Climb +14, Intimidate +8, Perception +15, Profession (sailor) +12, Stealth +10, Survival +12, Swim +14

Languages Common

Gear javelin, leather armor, light wooden shield, spear

SPECIAL ABILITIES

Javelin Volley (Ex) As a standard action, the tribesmen throw their javelins in a hail. The troop selects a 30-foot radius circle within 60 feet, and throws a volley. All creatures in that area take 3d6 points of damage (Reflex DC 15 half).

Aine, Matron Champion of the Moon Tribe

CR 11

Before you stands a rough-hewn warrior woman with a scarred countenance. Fists like hardened stone are raised in front of her as she prepares for battle.

XP 12,800

Female human monk 8/fighter 4

LN Medium humanoid

Init +2; **Perception** +16

DEFENSE

AC 18, touch 18, flat-footed 15 (+2 Dex, +1 dodge, +5 monk)

hp 81 (8d8+4d10+20)

Fort +11, **Ref** +9, **Will** +11; +1 vs. fear, +2 vs. enchantment

Defensive Abilities armor training, bravery +1, evasion

OFFENSE

Speed 50 ft.

Melee unarmed strike +13 (1d10+2) or

unarmed strike flurry of blows +9/+9/+4/+4 (1d10+2)

Special Attacks flurry of blows, stunning fist (9/day, DC 20)

STATISTICS

Str 13, **Dex** 14, **Con** 13, **Int** 13, **Wis** 18, **Cha** 8

Base Atk +10; **CMB** +13; **CMD** 31

Feats Combat Expertise, Combat Reflexes, Dodge, Extra Ki, Gorgon's Fist, Improved Unarmed Strike, Mobility, Scorpion Style, Spring Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +15, Climb +13, Escape Artist +10, Handle Animal -1, Intimidate +9, Knowledge (dungeoneering) +1, Knowledge (engineering) +1, Knowledge (history) +1, Knowledge (religion) +9, Perception +16, Ride +11, Sense Motive +16, Survival +9, Swim +4

Languages Common, Elven

SQ fast movement, high jump, ki pool (10 points, cold iron/magic/silver), maneuver training, purity of body, slow fall 40 ft., wholeness of body

Gear amulet of mighty fists +1, belt of giant strength (+2 Str), potion of cure moderate wounds (2)

Lir, Spear Lord of the Sun Tribe **CR 11**

You behold a powerful male warrior, heavily muscled, who skillfully spins a massive barbed spear in front of him.

XP 12,800

Male human barbarian 12

CN Medium humanoid

Init +0; **Senses** Perception +15

DEFENSE

AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge +1 natural)

hp 119 (12d12+36)

Fort +12, **Ref** +8, **Will** +7; +5 resistance vs. spells, supernatural abilities, spell-like abilities

Defensive Abilities trap sense +4, uncanny dodge; **DR** 2/—

OFFENSE

Speed 40 ft.

Melee +2 *boar spear* +17 (1d8+6/19-20)

Special Attacks greater rage (28 rounds/day), rage powers (celestial totem, greater celestial totem, lesser celestial totem, renewed vigor, superstition, swift foot)

STATISTICS

Str 18, **Dex** 15, **Con** 14, **Int** 13, **Wis** 13, **Cha** 8

Base Atk +12; **CMB** +16; **CMD** 28

Feats Cleave, Combat Reflexes, Dodge, Fleet, Improved Critical (boar spear), Power Attack, Weapon Focus (boar spear)

Skills Acrobatics +12, Climb +16, Craft (wood working) +9, Handle Animal -1, Intimidate +14, Know Nature +9, Perception +15, Ride +0, Survival +8, Swim +12

Languages Common, Celestial

SQ fast movement

Gear +2 *boar spear*, +2 *cloak of resistance*, +2 *green dragon hide armor*, *potion of protection from arrows*, *potion of bear's endurance*, *potion of cure serious wounds*

These warriors are held at bay by monsters summoned by Morwena to battle the attackers as she tries to finish her ritual. These half-men, half-beast creatures are full of pure power, channeling this force and bulging with muscles pumped by the earth magic energy. They outnumber the warriors of both tribes and prevent access to Morwena as she continues her incantation. Your demigods should be able to turn the tide of battle, assuming they engaged Morwena's defenders.

Ddraiggoch

CR 10

XP 9,600

Young red dragon

hp 115 each (*Pathfinder Roleplaying Game Bestiary*)

The Summoned Buggane Hordes of Morwena

CR 5

These hairless, hunchbacked giants have cruel tusks and two enormous, blunt-clawed fists that look strong enough to shatter stone.

XP 1,600

CE Large monstrous humanoid (troop)

Init +3; **Senses** tremorsense 60 ft.; Perception +9

DEFENSE

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 51 (6d10+18)

Fort +7, **Ref** +4, **Will** +6

Defensive Abilities troop traits

Weakness light blindness

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee troop (3d8+6)

Space 20 ft.; **Reach** 10 ft.

Special Attacks smash and bash

STATISTICS

Str 22, **Dex** 9, **Con** 17, **Int** 6, **Wis** 13, **Cha** 6

Base Atk +6; **CMB** +13; **CMD** 22 (can't be bull rushed, grappled, or tripped)

Feats Great Fortitude, Improved Initiative, Skill Focus (Stealth)

Skills Climb +10, Perception +9, Stealth +7 (+15 when underground); **Racial Modifiers** +8 Stealth when underground

Languages Giant

SQ blind, earth distortion

SPECIAL ABILITIES

Blind (Ex) Bugganes are blind. They are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Earth Distortion (Su) Once per minute as a swift action, the bugganes can empower themselves to completely ignore the physicality of stone and metal, enabling them to pass through stone and metal barriers as easily as air. Until the beginning of the horde's next turn, the bugganes have earth glide and take no damage from stone or metal weapons, or from the natural attacks of creatures of the earth subtype or stone or metal constructs. While using earth distortion, the buggane cannot damage stone or metal constructs or creatures of the earth subtype with its natural attacks.

Smash and Bash (Ex) As a free action, the buggane horde can attempt to trip an opponent it damages with its troop attack without provoking an attack of opportunity. If the trip attempt is successful, the target must succeed at a DC 19 Fortitude save or be stunned for 1 round. The save DC is Strength-based.

Unlike the tribes of both Sun and Moon, your demigods are equipped to deal with this situation and probably have experience of such things. Morwena knows the fighting tactics of her own

people, having studied them for years but your demigods are outsiders and she won't have a clue what they can do. She's quick to adapt mind you, creating a magical shield to protect herself. This stalls the ritual for a moment, but makes it really tough to stop her thereafter.

Blast Barrier

School transmutation (sonic); Level druid 4, ranger 3, sorcerer/wizard 3, witch 4

CASTING

Casting Time 1 standard action

Components V, S, M (handful of snow, earth, or gravel)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Effect 1-ft.-thick wall up to 10 ft. high by 20 ft. wide

Duration concentration, up to 1 round/2 levels

Saving Throw Reflex half (see below); **Spell Resistance** yes (see below)

DESCRIPTION

When a hero casts blast barrier, they cause a rippling wall of loose earth, mud, snow, sand, or gravel to spring up in a designated space within the spell's range. This wall provides total cover to all Large or smaller creatures and objects. The barrier can only spring up in an area of natural, unworked ground. The energy that forms the wall's matrix is unstable, and you must concentrate to maintain the wall's shape. A blast barrier has an AC of 9, hardness 0, and 5 hit points per caster level. When a blast barrier reaches 0 hit points, or when the caster ceases concentrating on maintaining it, the energies that maintain the barrier's shape fail with explosive results, sending sharp chunks of the materials comprising the wall and magical energy out along both sides. Any creature that is adjacent to a blast barrier when it explodes takes 2d6 points of slashing damage and 1d6 points of sonic damage per 3 caster levels (maximum 6d6). A successful Reflex save halves the total damage done. Spell resistance applies as well.

Eagle-eyed demigods might spot that the barrier isn't actually all that impressive (Perception check DC 30), especially when she's having to keep her monsters controlled, the ritual going and now maintain the barrier. Morwena in her arrogance has over-stretched herself and part of the barrier is weaker than the rest. A concerted attack on this place would cause the barrier to collapse.

Morwena is on a timer. If she's disturbed in less than 9 rounds, the entity won't be under her command, nor will it be able to remain long in the physical world. Either way, on the 10th round The Mordrune clambers out of the ground in the middle of the ritual circle, causing an earthquake that knocks everyone prone and topples most of the standing stones.

Think of this encounter as a wave-based 'king of the hill' encounter, where your demigods need to defeat several waves of enemies to get a crack at the barrier around the boss, then once they've managed to take down the shield they can face Morwena. If your demigods can defeat Morwena fast enough (very VERY tough), they win instantly. The rest of the summoned enemies fade and disappear. Otherwise, even if they disrupt her incantations before the 10th round, The Mordrune appears anyway. It will just kill everybody instead of being under Morwena's command.

The Mordrune

CR 18

XP 153,600

Nemesis devil

hp 297 (*Pathfinder Roleplaying Game Bestiary 4*)

SQ false divinity (War)

EARTHQUAKE! RUN FOR YOUR LIVES!

Each creature standing in the area must make a DC 25 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 30 to avoid a fissure). The fissures are 40 feet deep. The toppling standing stones deal 8d6 points of damage to any creature caught under them (Reflex DC 15 half) pinning that creature beneath the stones. Pinned creatures are considered to be buried and take 1d6 points of nonlethal damage per minute. If a buried hero falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

EXIT

If The Mordrune can be defeated, a sudden swirl of wind and the cheers of victorious warriors greet your demigods as they ride the waves of energy unleashed by the death of such a powerful evil on that barren hilltop.

If The Mordrune is beyond your demigods' power, they can announce a retreat - jumping into the swirling dark energy from which The Mordrune came. As they're dragged back to the Lich Queen's realm, your demigods hear the screams of the dying. A shock of dark hair, like midnight on All Hallow's Eve, is now visible on even the fairest of your demigods' heads, a reminder that they're now marked by The Mordrune and one day (sooner or later, it's your choice), it will find them.

ENCOUNTER 4! All's Welles That Ends Welles

Realm: Mechadia (see *Clockwork Dreams*)

The fey realm of Mechadia, the manifest Clockwork Dream, is a fascinating place and the setting for the next encounter your demigods get involved in. This one is a little more light hearted, perhaps a slight break from the punishing nature of the previous realms they visited.

There's still an adventure here and plenty of danger. It's just wrapped in a fey Victorian steampunk package and served with a slice of boggart on the side.

Your demigods' skyline replaced by a huge city of dizzying vistas, crazy mashed-up fantasy mixed with technology and several small fellows standing around in a local bar enjoying a pint of good old Strongbrew. Welcome to the City of Klankenburg (population: mostly goblins and other small fey).

These small humanoids are startled by the arrival of your demigods. They're very curious in every sense of the word. Dressed in Victorian clothes, they also seem to have stuck cogs onto every available surface of their outfits, for no better reason that they find the idea highly hilarious and it winds up the more aristocratic fey types with their impeccable dress. In fact, it was the witty association between the idea of 'cogs' and the phrase 'winds up' that started the fashion trend of dressing like a clockwork mechanism.

Your demigods are quickly approached by a goblin calling himself Lord Rumford Stratholt



Clive Singleton the Third. His friends call him Clivey for short. In fact, everybody calls him Clivey. Even his mother.

Clivey explains that he, Lord Malcolm Gearsprung Durch Technik, Sir Philisby Gatsby Rotating Sprocket and Lord Carlington Measuring Bracket the First are engaged in somewhat of a wager. Your demigods have arrived at a most fortunate time, for their fellow inventor, Harriet Georgina Welles has invented a machine that can travel in time, a time bathtub that's the talk of the scientific community. The goblins, boggarts, brownies and other small folk are taking wagers on whether it's all a hoax, bunkum, a fake, not on the level, a fraud, a con and a thorough load of hogwash claptrap twaddle.

They want to hire your demigods to break into, or otherwise get access to, this time travelling bathing machine and prove it doesn't work, that it's all smoke and mirrors. If your demigods do this for Clivey, he'll be in their debt and can offer them any assistance they might require. The smaller fey, for all their funny names and eccentricities are actually highly intelligent and might be able to help your demigods quite a bit.

"Oh please do accept," the goblins chorus, *"It'll be awfully ripping!"* Lord Malcolm adjusts his cog-shaped monocle for effect.

MISS WELLES' MANOR

There are lots of options out there for your demigods when it comes to working for Clivey. They can go ahead and try breaking into Welles' Manor, which is rather like a large house crossed with an industrial piece of machinery, or infiltrate

it using guile and subtlety, perhaps posing as interested investors or coming up with their own plan to get in.

What happens as they try to get into the manor should throw them all for a loop.

If they chose a subtle approach then they get to meet Miss Welles, a small pretty elf with round goggles, a mop of blonde hair and a leather apron festooned with all kinds of amazing tools and gadgets. She comes across as scatty, charming and thoroughly engaging. They get to talk to Welles for a while and perhaps even get to see her time machine, the machine that looks like an old style bathtub festooned with cogs, gears, whistles, bells and a few levers. It even has a small umbrella sticking up from the middle of it, and a control box full of whirling gears and gyros.

Miss Welles

CR 16

XP 76,800

Female elf alchemist 17

CG Medium humanoid (elf)

Init +8; **Senses** low-light vision; **Perception** +25

DEFENSE

AC 30, touch 17, flat-footed 28 (+8 armor, +5 deflection, +1 dexterity, +1 dodge, +5 natural)

hp 155 (17d8+51)

Fort +12, **Ref** +16, **Will** +10; +2 vs. enchantments

Immune sleep, poison; **Resist** acid 30

OFFENSE

Speed 20 ft.

Melee adamantite dagger +5 (1d4/19-20)

Ranged blinding bomb +17/+12/+7 (DC 23) or

bomb +13/+8/+3 (9d6+5 fire) or

dispelling bomb +17/+12/+7 or

force bomb +17/+12/+7 (9d4+5 force) or

tanglefoot bomb +17/+12/+7

Special Attacks bomb 24/day (9d6+5 fire, DC 23)

Alchemist Spells Prepared (CL 17th; concentration +22)

6th—analyze dweomer, heal

5th—elude time, overland flight, sending, spell resistance, spell resistance

4th—arcane eye, freedom of movement, greater invisibility, restoration, universal formula

3rd—arcane sight, cure serious wounds, cure serious wounds, displacement, lightning lash bomb admixture, remove blindness/deafness

2nd—bear's endurance, cure moderate wounds, fox's cunning, invisibility, lesser restoration, spider climb

1st—anticipate peril, cure light wounds, cure light wounds, expeditious retreat, reduce person (DC 16), shield, urban grace

STATISTICS

Str 10, **Dex** 18, **Con** 15, **Int** 20, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +12; **CMD** 32

Feats Brew Potion, Dodge, Extra Bombs, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Opening Volley, Throw Anything, Toughness

Skills Acrobatics +15, Appraise +18, Bluff +8, Climb -1, Craft (alchemy) +25 (+42 to create alchemical items), Diplomacy +20, Disable Device +18, Escape Artist +8, Knowledge (engineering) +25, Perception +25, Sense Motive +9, Sleight of Hand +11, Stealth +3, Use Magic Device +23; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Draconic, Elven, Gnome, Goblin, Custom Language, Undercommon

SQ alchemy, discovery (blinding bomb, combine extracts, dispelling bomb, fast bombs, force bomb, healing touch, spontaneous healing, tanglefoot bomb), elven magic, fast poisoning, mutagen, poison use, swift alchemy

Gear boro bead (4th level), feather token (floating feather), alchemical glue, alchemist's fire (3), bottled lightning (3), candlerod (4), invisible ink, good, liquid ice, tangleburn bag (2), tanglefoot bag (3), thunderstone (3), +5 greater acid resistance studded leather, adamantite dagger, admixture vial, amulet of natural armor +5, autonomous cartographer, bottle of messages, ring of protection +5, alchemy crafting kit, backpack, belt pouch, flint and steel, ink, black, inkpen, sunrod (2), tindertwig (10)

The machine can't travel in time, but what it does do is alter the time around it so that it makes a seventeen and a half foot radius either go forwards

or backwards in time. Currently it can only advance or reverse up to one hour's worth of time, and this is usually shown by any watches in the vicinity running an hour late, or gaining an hour.

During their talk/demonstration with Welles there's a crash, a bang and a crunch from above and suddenly a great big claw comes down to scoop up the machine from where Welles has it. Welles immediately recognizes the claw and shakes her fist to the ruin of her ceiling (or sky if they're outdoors in the garden) - she snorts, "*This is the work of Phinneas Foggarty, the notorious sky pirate! Quickly - to the Albatross. We'll catch him on the wing!*" At that she runs off. Your demigods should follow if they don't want to be left behind.

If your demigods haven't met Welles because they broke into her house (shame on them), well, they hear a bang and a crash and when they investigate they find the inventor looking up at a strange claw receding off into the sky. She won't care really who they are; she'll spurt out the same speech as before and ask your demigods to help her get her invention back. It's an opportunity to make amends for their shameful larcenous behavior.

If your demigods help her, they get to climb aboard the inventor's airship and chase down Foggarty (a boggart) who has stolen the machine. This should be a great chase across the skyline of the city. It should be an epic fight and flight, lots of action, lots of room for some really great chase moments and stunts galore as your demigods try to get the machine back for Miss Welles.

THE CHASE

The air above the streets of Mechadia is far more crowded than your usual city. At the beginning of every round roll a d20. Results of 12 or higher denotes an event from the chart below. Have fun with it and be cinematic!

1 – *A flock of soot covered pigeons appears out of nowhere!* Make a DC 20 Reflex save, or the vehicle is slowed and suffers 1d6 damage.

2 – *Another airship is suddenly in your path!* Make a DC 35 driving check or graze it (3d6 damage to airship, 6d6 if failed by 5 or more, gains the broken condition on rolls of 1).

3 – *Pedestrians in the sky!* In Mechadia some people get around using personal transportation devices, and some of them are in your path. Make a DC 25 Reflex save to avoid hitting them.

4 – *Short cut ahoy!* DC 20 Perception check or DC 15 Knowledge (local) check to gain 100 feet by taking a short cut.

5 – *A pestilential congregation of vapors!* Random clouds of alchemical vapor, smog and even less healthy things. Magical effect, as *stinking cloud* (DC 10+ 1d20).

6 – *Tight turn!* DC 20 driving check for driver; all passengers not strapped in must make a DC 20 Reflex save or fall 1d10x10 feet.

7 – *Obstacles in the sky!* From weather balloons to the rising spires of airship docks, a wide variety of obstacles rear their heads when flying in the city. DC 25 driving check or take 2d6 damage for every five points by which it was failed.

8 – *Double Trouble!* Roll twice and use both results! (Hey, the skies are crowded today.)

Miss Welle's Clockwork Gyrocopter

DESCRIPTION

This flying marvel of metal and clockwork has a rapidly turning rotor that keeps it airborne.

Gargantuan air vehicle

Squares 15 (15 ft. by 25 ft.; 10 ft. high; clockwork rotors have a radius of 20 ft.); **Cost** 3,000 gp

DEFENSE

AC 7; **Hardness** 10

hp 96 (48)

Base Save +4

OFFENSE

Maximum Speed 100 ft.; **Acceleration** 50 ft.

Weapons double hackbut, located in the crew's space.

Attack ram 3d8 (or primary rotor; 4d8 slashing)

CMB +1; **CMD** 11

DRIVE

Propulsion Gyro engine (2 squares of gyroscopic engines; hardness 8, hp 50; extreme device); engine typically located in the middle squares of the copter

Driving Check Knowledge (engineering) or Fly; Knowledge (engineering) or Use Magic Device (clockwork displacement device)

Forward Facing the vehicle's forward

Driving Device throttle lever; rudder rotor (AC 11, hardness 10, hp 30), primary rotor (AC 8, hardness 10, hp 150), clockwork displacement device (AC 18, hardness 5, hp 25 – *blink* 5 rounds/day); If the primary rotor is destroyed, the vehicle gains the wrecked condition.

Driving Space a single 5-ft.-by-5-ft. square that contains the control levers that serve as the copter's driving device; the driving space is located at the front of the vehicle, in front of the engine squares, adjacent to the crew space; the rudder rotor is located at the rear of the vehicle

Crew 1 (if crew member is a gunner)

LOAD

Passengers 7

Foggarty's Folly

DESCRIPTION

This haphazard device of metal and clockwork belches gouts of multicolored smoke from the alchemical engine that keeps it aloft.

Gargantuan air vehicle

Squares 15 (15 ft. by 25 ft.; 10 ft. high; clockwork rotors have a radius of 20 ft.); **Cost** 3,000 gp

DEFENSE

AC 7; Hardness 10

hp 96 (48)

Base Save +3

OFFENSE

Maximum Speed 100 ft.; Acceleration 50 ft.

Weapons clockwork autograpnel (currently holding Miss Welle's invention)

Attack ram 2d8

CMB +1; CMD 11

DRIVE

Propulsion alchemical (6 squares of alchemical engines in the middle of the ship; hardness 8, hp 120)

Driving Check Knowledge (engineering), Craft (alchemy), or Fly

Forward Facing the vehicle's forward

Driving Device steering wheel

Driving Space a single 5-ft.-by-5-ft. square that contains the control levers that serve as the copter's driving device; the driving space is located at the front of the vehicle, in front of the engine squares, adjacent to the crew space

Crew 1 (if crew member is a gunner)

LOAD

Passengers 3

If they can get the machine back, they get to talk to Welles more, find out more about it and of course they can tell Clivey and his pub locals. They're delighted that it can't actually travel in time, but disturbed that it makes an area fast-forward or reverse. It's a partial break-through in the scientific community and not at all what they expected. They're as good as their words though and offer to share steampunk gizmos with your demigods that could help them later on, if they don't explode accidentally when being used.

Autonomous cartographer Upon command, this item draws your surroundings, out to the limits of your normal vision, rendering them as if depicted by a competent but unexceptional artist. It does not record any details you cannot see. The *autonomous cartographer* creates the map as needed to fit upon a 1-foot-by-4-foot parchment or scroll contained within the item. A second command erases the scroll, allowing you to use it again. You may insert or remove a scroll as a full-round action.

Construction Requirements Craft Wondrous Item, *erase*, *prestidigitation*; **Cost 1,000 gp**

Bottle of messages This green glass bottle has a tiny winding key on its elongated stem that, if turned, causes a shadowy cork to slowly become substantial over a 1-round period. Anything the owner of the *bottle* speaks into the *bottle* during this time (up to 25 words) gets trapped inside it once the cork fully manifests. As soon as the cork is removed or the *bottle* is smashed, this message is released exactly as if the owner had spoken the words at that moment. Once the *bottle* releases its message, it shatters.

Construction Requirements Craft Wondrous Item, *magic mouth*; **Cost 150 gp**

Personal Sound-Dampeners: A favorite of spies and thieves across the realm, these sound-dampeners take the form of a top hat. When activated, the item nullifies all sound in a small, personal radius (+10 to stealth checks), enough to cover one person plus two additional people if they are in physical contact with the wearer. The effect lasts up to an hour if not deactivated sooner, and the item will recharge to full capacity over eight hours.

Handyman's Multi-Tool: This handy palm-sized gadget looks like a lump of random metal parts with a series of buttons. Each button produces a series of whirring and clanking, followed by a transformation into one of the many tools contained within. The miraculous multi-tool contains the following: pocketknife, screwdriver, monkey wrench, socket wrench, drill, hammer, blowtorch, light, file, pliers, saw, snips, crowbar, chisel, lockpicks. Owning a multi-tool means you count as having the correct tools for Disable Device and Repair checks. It also grants the owner Technologist as a bonus feat.

Alchemist's Tools: A full set of alchemical components in jars and boxes and envelopes, along with a small, gas-powered burner or two, tongs, gloves, safety glasses, a simple cloth facemask, a full rack of test tubes, beakers, droppers and swizzle sticks for mixing up wild concoctions. Mechadian alchemist's tools give a +4 equipment bonus to Craft (alchemy) checks.

Changeling Mask: This thin, rubberized, featureless mask can be pulled over the head of any size fey. The wearer then stares directly at the face of another fey (this can be done from a distance), and the mask will remold itself onto the wearer and become an exact duplicate of the subject's face. This is a one-time transformation, and the mask will hold the form of the subject's face even when taken off and stored. This mask, once remolded, gives a +10 equipment bonus to attempts to disguise oneself as the person the mask is keyed to.

**Dr. Bungee's Fantastic
Pneumatic-Powered Self-Reeling
Grappling Gun! (Clockwork Autograpnel)**

Price 4,000 gp; **Type** two-handed ranged;
Proficiency exotic (firearms); **Dmg (M)** 1d8+6
pierc.; **Dmg (S)** 1d6+6 pierc.; **Critical** ×3; **Range**
30 ft.; **Capacity** 20; **Usage** 1 charge; **Special**
grapple, slow-firing; **Weight** 10 lbs.

DESCRIPTION

A clockwork autograpnel looks like a crossbow with a small adamantine spike protruding from its barrel. When fired, the clockwork autograpnel launches the spike with a muffled bang. The spike trails an incredibly strong and thin metal cable behind it. An instant after the spike punches into a solid target, tiny spurs lance out of it, anchoring the spike in place. A clockwork autograpnel's cord is long enough to allow the grapnel to reach its maximum range of 300 feet, and the internal retraction motors are strong enough to hold up to 500 pounds of weight. If the grapnel misses its target, it can be rewound into the gun as a standard action; reattaching the grapnel to the gun barrel is a move action.

A clockwork autograpnel strikes with an effective Strength score of 20 for the purposes of determining damage. If it strikes a creature, it remains lodged in the target and connected to the rifle and its wielder by the metal cord. This cord has AC 12, hardness 10, and 20 hp. A successful DC 32 Strength check is required to snap the cord. If the wielder retracts the cord while it's attached to a creature, the clockwork autograpnel attempts a pull combat maneuver check with a CMB of +16. If used against objects, a clockwork autograpnel can pull an item that weighs 25 pounds or less back to the user as a full-round action, or it can pull a heavier object that weighs no more than 100 pounds back to the user at a speed of 20 feet.

When attached to a solid object, the gun's retraction rate can be set to maintain a taut line while the gun is attached to a harness worn to aid climbing checks.

CONSTRUCTION

Craft DC 20; Cost 2,000 gp; Craft Clockwork Arms and Armor, military lab

EXIT

After you feel the encounter has wrapped up, with a round of Strongbrew in the pub perhaps, the next time your demigods go through a door they find themselves in a new location with gear oil on their clothes and the smell of pipe smoke and Victorian perfume in the air.

ENCOUNTER 5! ISLAND OF SMOKE

Realm: Mount Olympus (see *Savage Suzerain*)

Mount Olympus. The great god Zeus watches over his pantheon and the lives of his followers. Olympus has always been a major focal point in the Suzerain continuum, a hot-bed of politics and intrigue with no shortage of good and bad, and lots in between.

Your demigods are about to get sucked into this realm and find themselves protecting a key player in all of this - Jason of the Argo, leader of the Argonauts, a nice lad who Zeus quite likes. And that fact is about to get Jason (and your demigods) into a lot of trouble.

Holy Smoke

Jason is on his way to the Island of Smoke in one corner of the realm of Olympus. He's looking for a particular thing there called the Oracle Skull. The skull is said to know the whereabouts of any soul in the Underrealm - Jason wants it because he wants to bust his dead wife out of the Underrealm and bring her back to life. It's the sort of thing heroes do for loved ones in the Greek pantheon.

Zeus interferes with your demigods' journey and pulls a chunk of his realm into the Lich Queen's cavern. Rather than being in one of the depressingly dark realms she tends to favor, they're instead deposited on the deck of the Argo under the warm sun of a fine Mediterranean day.

Just then Jason's attacked by a flight of harpies sent by Hera, Zeus' somewhat estranged wife and perennial thorn in his side. Hera's sick of her husband's dalliances with other women, and wants



to shake things up, really annoying her husband. Well, she's about to shake the very pillars of Mount Olympus!

This is the Jason we know and love from myth and movie, living in the Greek god realm and sailing upon a deadly sea towards an island surrounded by smoke and storms. It's got all the traits of an epic Greek myth and as your demigods are dragged from one realm to another, their walls or trees melting into sails and masts, a screeching fills the air. Harpies swoop down, their claws extended, bloody cries echoing on the wind.

THE ORACLE SKULL

When you get to the Hall of Bones in Part 3 you'll find out where the Oracle Skull actually is. Your demigods will find it pretty useful in their fight against the Lich Queen. How does it affect Jason's ongoing quest? Does that mean your demigods could go adventuring with the great Greek hero in the Underrealm after this is all over, searching for Jason's dead wife? That's up to you.

Strophadian Harpy (6)

CR 11

Save for the tattered wings and taloned feet, this creature resembles a feral woman with a wild look about her.

XP 12,800

Female harpy ranger 7

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 118 (14d10+42)

Fort +12, **Ref** +15, **Will** +9

OFFENSE

Speed 30 ft., fly 80 ft. (average)

Melee 2 talons +14 (1d8)

Ranged longbow +18/+13/+8 (1d8/x3)

Special Attacks captivating song, favored enemy (elves +2, humans +4)

Ranger Spells Prepared (CL 4; concentration +6)

2nd—*wind wall*

1st—*resist energy* (2)

STATISTICS

Str 10, **Dex** 18, **Con** 16, **Int** 7, **Wis** 14, **Cha** 19

Base Atk +14; **CMB** +14; **CMD** 30

Feats Dodge, Endurance, Flyby Attack, Great Fortitude, Improved Natural Attack (talons), Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Bluff)

Skills Bluff +24, Fly +22, Intimidate +8, Knowledge (local) +1, Perception +19, Perform (sing) +6, Stealth +8

Languages Common

SQ favored terrain (ocean +2), hunter's bond (companions), track +3, wild empathy +11, woodland stride

Gear 20 arrows, longbow, bracers of armor +4, potion of barkskin +4

SPECIAL ABILITIES

Captivating Song (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed at a DC 17 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads it into a dangerous area such as through fire or off a cliff,

the victim receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

This is a chance for your demigods to meet the legendary Jason, Hero in the classic Greek tradition (with a capital 'H'), demigod and general badass who can hold his own against most challenges - his crew on the other hand are not as amazing as Jason so they need some help.

Jason

CR 16

XP 102,400

Male human fighter 17

LG Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 26, touch 13, flat-footed 23 (+9 armor, +3 Dex, +4 shield)

hp 161 (17d10+68)

Fort +13, **Ref** +8, **Will** +6; +4 vs. fear

Defensive Abilities armor training, bravery +4, fortification 25%; **SR** 13

OFFENSE

Speed 20 ft.

Melee +2 *holy keen spear* +29/+24/+19/+14 (1d8+14/19-20x3), or

+2 *holy keen spear* +27/+22/+17/+12 (1d8+14/19-20x3), +1 *short sword* +22 (1d6+6/19-20)

Ranged +1 *javelin* +25 (1d6+10)

Special Attacks weapon training (spears +4, close +3, light blades +2, natural +1)

STATISTICS

Str 19, **Dex** 16, **Con** 14, **Int** 13, **Wis** 12, **Cha** 17

Base Atk +17; **CMB** +22; **CMD** 37

Feats Combat Reflexes, Dazzling Display, Greater Penetrating Strike, Greater Weapon Focus (spear), Greater Weapon Specialization (spear), Improved Grapple, Improved Shield Bash, Improved Unarmed Strike, Leadership, Penetrating Strike, Power Attack, Sea Legs, Shield Focus, Skill Focus (Profession [sailor]), Two-Weapon Fighting, Weapon Focus (spear), Weapon Specialization (spear)

Skills Climb +22, Diplomacy +10, Intimidate +11, Knowledge (engineering) +12, Perception +7, Profession (sailor) +15, Ride +23, Sense Motive +8, Survival +10, Swim +20

Languages Common, Greek

Gear +1 returning javelin, +1 short sword, +2 bashing heavy steel shield of arrow deflection, +2 holy keen spear, +3 light fortification breastplate of SR 13, belt of physical might +2 (Str, Con), gloves of swimming and climbing, periapt of health, potion of aid, potion of bull's strength, potion of cure serious wounds (2), potion of heroism

Your demigods can fight on Jason's side and he won't bat an eyelid as they appear. He's seen this kind of thing before: he's stolen the Golden Fleece, fought skeletons in brutal combat and faced down all sorts of horrors around his homeland.

This should be a great time for some on-deck, rigging swinging, ship leaping, harpy bashing combat action. The harpies attack everyone as they follow Hera's orders, attempting to snatch sailors and drop them overboard where they're attacked by classic sirens who hide in the water. Did we forget to mention the sirens? Yeah, their song might make things a bit tougher, even for stalwart demigods.

Anthemoessian Siren (6)

CR 11

This creature has the body of a hawk and the head of a beautiful woman with long, shining hair.

XP 12,800

CN Medium magical beast

Init +3; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 14, flat-footed 21 (+3 Dex, +1 dodge, +11 natural)

hp 133 (14d10+56)

Fort +12, **Ref** +13, **Will** +11

Immune mind-affecting effects

OFFENSE

Speed 35 ft., fly 65 ft. (good)

Melee 2 talons +21 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks bardic performance, siren's song, sneak attack +5d6

Spell-Like Abilities (CL 19th; concentration +25)

3/day—*cause fear* (DC 17), *charm person* (DC 17), *deep slumber* (DC 19), *shout* (DC 20)

STATISTICS

Str 18, **Dex** 16, **Con** 16, **Int** 14, **Wis** 20, **Cha** 22

Base Atk +14; **CMB** +19; **CMD** 32

Feats Dodge, Fleet, Flyby Attack, Iron Will, Lightning Reflexes, Toughness, Weapon Finesse

Skills Fly +11, Knowledge (history) +14, Perception +20, Perform (sing) +18, Stealth +15

Languages Auran, Common

SPECIAL ABILITIES

Bardic Performance (Su) A siren may use bardic performance as a 10th-level bard (16 rounds/day), and can use countersong, distraction, fascinate, inspire competence, and inspire courage. Levels in the bard class stack with this ability.

Siren Song (Su) When a siren sings, all non-sirens within a 300-foot spread must succeed on a DC 23 Will save or become enthralled (see below). The effect depends on the type of song the siren chooses, and continues for as long as the siren sings and for 1 round thereafter. A creature that successfully saves cannot be affected again by any of that siren's songs for 1 hour. These are sonic, mind-affecting effects. The save DC is Charisma-based. Enthralled creatures behave in one of the following four ways, which the siren chooses when she begins singing.

Captivation: A siren's song has the power to infect the minds of those that hear it, calling them to the siren's side. When a siren sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 23 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the siren using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the siren sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Fascination: Affected creatures are fascinated.

Obsession: An obsessed victim becomes defensive of the siren and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defense. The victim is not controlled by

the siren, but views her as a cherished ally. This is a charm effect

Slumber: The victim immediately falls asleep, rendering the creature helpless. While the siren is singing, no noise will wake the sleeping creature, though slapping or wounding him does. The creature continues sleeping for 1d4 minutes after the siren stops singing, but can be awakened by loud noises or any other normal method.

Jason is their prime target, and the man is definitely giving them a run for their money every time your demigods look in his direction. That's until Hera slips an agent onto the ship by animating the ship's figurehead into a tall, belligerent woman made of brightly painted hardwood, who manages to bring Jason down and will kill him unless your demigods intervene.

The idea is to give them a chance to really shine as heroes - hopefully they take it, otherwise you can bury Jason and leave your demigods to try and figure out what to do next. Dealing with annoyed gods, angry crew and more monsters should definitely feature into it somewhere.

Hera's Agent

CR 13

This human-sized automaton resembles a tall angry woman made of brightly painted wood.

XP 25,600

Advanced wood golem

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 31, touch 13, flat-footed 28 (+3 Dex, +18 natural)

hp 119 (18d10+20)

Fort +6, **Ref** +9, **Will** +9

DR 5/adamantine; **Immune** construct traits, magic

Weakness vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +23 (5d6+5)

Special Attacks splintering

STATISTICS

Str 20, **Dex** 17, **Con** —, **Int** —, **Wis** 17, **Cha** 1

Base Atk +18; **CMB** +23; **CMD** 36 (41 vs. trip)

SPECIAL ABILITIES

Immunity to Magic (Ex) A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

Warp wood or **wood shape** slows a wood golem (as the *slow* spell) for 2d6 rounds (no save).

Repel wood drives the golem back 60 feet and deals 2d12 points of damage to it (no save).

A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wood golem gets no saving throw against attacks that deal cold damage.

Splintering (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 19 halves). The save DC is Constitution-based.

But wait, there's more. There's the Oracle Skull with the power to locate the dead in the Underrealm. Even if Jason dies, your demigods could surely turn a defeat into a victory if they manage to defeat a giant, get the item from the Island of Smoke and get past Circe, the sorceress who adores turning people into pigs.

Surrounded by storms, the Island of Smoke is a mysterious scrap of land in the darkest seas. It's here, in a deep cavern guarded by a giant that the Oracle Skull should lie. Imagine your demigods' surprise when it's not there.

Ocean Giant**CR 14****XP 38,400**

Ocean giant

hp 218 (*Pathfinder Roleplaying Game Bestiary 4*)

When your demigods discover the Oracle Skull is gone, their troubles aren't over. At that moment Circe turns up, also seeking the skull. She's got her sights set on it and won't let anyone else take it. She's convinced your demigods have it and are lying when they say it's gone. At the same time she's wary of their strength, so she suggests a drinking game, right there in the cavern. If they can beat her in the contest, she'll let them leave without mentioning anything more about the Oracle Skull.

If your demigods (and Jason) fall for it... surprise, they get turned into pigs. If they refuse to play her game and detect her ulterior motive (opposed sense motive check) then she attacks. As one of the most powerful mortal sorcerers ever known, one who's infamous for her trickery, she should give them a few rounds of challenge before realizing she can't win, cursing them all, and teleporting away. They'll have a new enemy from this day on.

STORMY WEATHER

The wind increases such that it reduces visibility by three-quarters, resulting in a -8 penalty on Perception checks; the storm also renders ranged weapon attacks impossible (with the exception of siege weapons, which take a -4 penalty on attack rolls), automatically extinguishes unprotected flames and has a 50% chance to extinguish protected flames (such as from lanterns). Lightning strikes once every three rounds with each bolt causing between 4d8 and 10d8 electricity damage.

Circe**CR 20****XP 307,200**

Female human sorcerer 20

CE Medium humanoid (human)

Init +2; **Senses** *arcane sight*, *darkvision* 60 ft., see *invisibility*; **Perception** +2

DEFENSE

AC 20, **touch** 15, **flat-footed** 18 (+5 armor, +3 deflection, +2 Dex)

hp 110 (20d6+40)**Fort** +12, **Ref** +13, **Will** +19; +4 vs. transmutation**Immune** acid, petrification, polymorph; **SR** 18**OFFENSE****Speed** 30 ft.**Melee** +2 dagger +12/+7 (1d4+2/19-20)

Special Attacks *protoplasm* (10/day, 30 ft. ranged touch, Ref DC 15 or entangled and 1 acid damage per round for 1d3 rounds)

Sorcerer Spells Known (CL 20th; concentration +27)

9th (6/day)—*gate*, *shapechange*, *summon monster IX*, *time stop*

8th (6/day)—*polymorph any object*, *protection from spells*, *summon monster VIII*, *protection from spells*

7th (7/day)—*control weather*, *greater polymorph*, *spell turning*, *summon monster VII*

6th (7/day)—*disintegrate* (DC 25), *mass bull's strength*, *mass suggestion* (DC 23), *summon monster VI*

5th (7/day)—*animal growth*, *baleful polymorph* (DC 24), *major creation*, *polymorph*, *summon monster V*

4th (7/day)—*charm monster* (DC 21), *confusion* (DC 21), *minor creation*, *rainbow pattern* (DC 21), *summon monster IV*

3rd (8/day)—*arcane sight*, *dispel magic*, *gaseous form*, *suggestion* (DC 20), *summon monster III*

2nd (8/day)—*eagle's splendor*, *hypnotic pattern* (DC 19), *resist energy*, *summon monster II*, *summon swarm*

1st (8/day)—*blur*, *charm person* (DC 18), *enlarge person*, *entropic shield*, *reduce person* (DC 18), *shield*, *summon monster I*

0th—*arcane mark*, *detect magic*, *detect poison*, *read magic*, *daze* (DC 17), *dancing lights*, *mage hand*, *mending*, *prestidigitation*

Bloodline protean**STATISTICS****Str** 10, **Dex** 15, **Con** 12, **Int** 14, **Wis** 14, **Cha** 24**Base Atk** +10; **CMB** +10; **CMD** 22

Feats Animal Affinity, Augment Summoning, Brew Potion, Craft Staff, Craft Wand, Empower Spell, Eschew Materials, Greater Spell Focus (transmutation), Greater Spell Penetration, Magical Aptitude, Master Alchemist, Skill Focus (Craft [alchemy]), Spell Focus (conjunction), Spell Focus (transmutation), Spell Penetration

Skills Bluff +15, Craft (alchemy) +20, Knowledge (arcana) +15, Knowledge (planes) +15, Profession (herbalist) +20, Spellcraft +25

Languages Common, Greek, Draconic

SQ avatar of chaos, reality wrinkle, spatial tear

Gear black robe of the arch magi, +2 dagger, ring of protection +3, staff of charming, wand of charm monster (31 charges)

SPECIAL ABILITIES

Bloodline Arcana (Su) Circe's magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that she casts is increased by +4.

Spatial Tear (Sp) Twice per day, Circe can unravel the fibers of reality and ride along them as they snap back into place. This power functions as *dimension door*, while also creating a mass of black tentacles centered on her former location. Both of these effects manifest at CL 20th.

Permanent Spell Effects (Sp) CL 20th; *arcane sight*, *darkvision*, *resistance*, see *invisibility*, *tongues*.

EXIT

The distant song of the sirens greets your demigods as they leave the cavern and stand on top of an ocean-side cliff. Jason didn't find the Oracle Skull here, but he'll keep looking. Your demigods saved him from a vengeful goddess (possibly), and even if they didn't they might have the Oracle Skull by the end of their time in Dungeonlands, so they could theoretically go to the Underrealm to bring both Jason and his wife back. That's all in the future though. As the smoke thickens they find themselves unceremoniously dumped in another encounter, in another realm - probably in trouble again!

ENCOUNTER 6! NO CHAOS, ONLY ORDER

Realm: Realm Of Ascendant Order (see *Savage Suzerain*)

The Realm of Ascendant Order is regimental and tightly controlled by the Great Spirit of Order. Change is not embraced here, chaos is met with decisive military action and improvisation is considered a form of heresy. The art of war is highly praised and those who know every single plan and tactic are lorded above all others. Yet there is an old saying: that which does not embrace change, stagnates. What happens when the forces of Order meet an agent of Chaos who understands their military playbook better than they do?

Hondo is an agent of change and a master of war, raised on a diet of bloodshed and chaos since he was stolen from his family as a teenager. His abductor, now father figure, is the Egyptian god Set, who has a habit of kidnapping interesting mortals (see *Set Rising* for more about that). Despite his time in Set's realm of Xaos, Hondo also has a thorough knowledge of the orderly mindset. His early years, growing up as the son a samurai, give him all the insight he needs to really mess with the Realm of Ascendant Order.

THE ART OF WAR AND CHAOS

What of your demigods? Well, they're lucky that they get a smooth transition into the realm as they're resting in the Lich Queen's domain. Ideally they should have made camp in one realm or another, be catching a couple of hours of shut-eye. Only the person on watch gets to see the world morph and shift around them. The realm they appear in is

one of perfect order, with perfect buildings, made from uniform and perfect lines. They on the other hand, they're made of imperfection and they're not native to the realm.

People here just stop and stare before guards arrive, all lined up exactly in flawless formation to address your demigods as trespassers.

Before anyone can answer, the perfect sky darkens and a roiling cloud of chaos spills forth. This is one of the biggest incursions the realm has ever faced. An army of Settite warriors, sand demons and sorcerers burst out of a huge breach in reality to lay siege to the realm with brutal efficiency.

Settite Warrior

CR 4

Wearing the vestments of Set under a blackened breastplate and wielding a Settite polearm, this brutish warrior glares around, grinding his teeth.

XP 1,200

Human barbarian 5

CE Medium humanoid (human)

Init +6; **Senses** Perception +8

DEFENSE

AC 16, touch 10, flat-footed 14 (+6 armor, +2 dexterity, -2 rage)

hp 63 (5d12+25)

Fort +8, **Ref** +3, **Will** +3

Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE

Speed 40 ft. (30 ft. in armor)

Space 5 ft.; **Reach** 5 ft. (10 ft. with mwk bardiche)

Melee mwk bardiche +12 (1d10+9/19-20)

Ranged mwk heavy crossbow +8 (1d10/19-20)

Special Attacks rage (14 rounds/day), rage power (hurling, lesser, intimidating glare)

TACTICS

Base Statistics When not raging, the Settite warriors' statistics are **AC** 18, touch 12, flat-footed 16; **hp** 53; **Fort** +6, **Will** +1; **Melee** mwk bardiche +10 (1d10+6/19-20); **Str** 18, **Con** 14; **CMB** +9; **Skills** Climb +12, Swim +9

STATISTICS

Str 22, **Dex** 14, **Con** 18, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +11; **CMD** 21

Feats Cleave, Improved Initiative, Power Attack, Toughness

Skills Acrobatics +7, Climb +14, Intimidate +7, Perception +8, Profession (soldier) +5, Swim +11

Languages Common

SQ fast movement

Gear *potion of cure serious wounds*, mwk agile breastplate, mwk bardiche, mwk heavy crossbow

Settite Sorcerer

CR 5

Carrying a staff of Set and bearing his symbol, this Settite mage's fingers twitch and smolder.

XP 1,600

Human sorcerer 6

CE Medium humanoid (human)

Init +1; **Senses** darkvision 30 ft.; Perception +0



DEFENSE

AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dexterity, +4 shield)

hp 47 (6d6+24)

Fort +4, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +3 (1d6-1)

Special Attacks shadowstrike

Sorcerer Spells Known (CL 6th; concentration +10)

3rd (4/day)—*fireball* (DC 19)

2nd (6/day)—*darkvision*, *flaming sphere* (DC 18), *invisibility*

1st (7/day)—*cause fear* (DC 15), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15), *shield*

0th (at will)—*acid splash*, *dancing lights*, *daze* (DC 14), *detect magic*, *detect poison*, *ghost sound* (DC 14), *message*

Bloodline shadow

TACTICS

Before Combat The Settite Sorcerer casts *mage armor* and *shield* before engaging in combat.

Base Statistics Without *mage armor* and *shield* the Settite Sorcerers statistics are **AC** 11, touch 11, flat-footed 10.

STATISTICS

Str 9, **Dex** 12, **Con** 14, **Int** 12, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +2; **CMD** 13

Feats Combat Casting, Elemental Focus, Eschew Materials, Spell Focus (evocation), Toughness

Skills Knowledge (arcana) +10, Spellcraft +10, Stealth +10, Use Magic Device +13

Languages Common, Infernal

Gear *potion of cure moderate wounds*, *scroll of fly*, *scroll of lightning bolt* (2), mwk quarterstaff

Sand Demon

CR 10

This sand dune suddenly grows hallow pits for eyes and an enormous gaping maw.

XP 9,600

Sand demon

NE Huge outsider (demon, earth, elemental, native)

Init +2; **Senses** darkvision 60 ft., tremorsense 100 ft.; Perception +18

DEFENSE

AC 24, touch 11, flat-footed 21 (+2 dexterity, +1 dodge, +13 natural, -2 size)

hp 136 (13d10+65)

Fort +13, **Ref** +10, **Will** +6

DR 10/bludgeoning and magic; **Immune** elemental traits; **Resist** acid 10, cold 10, fire 10

Weakness vulnerability to water

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee slam +19 (1d10+12 plus trip)

Space 15 ft.; **Reach** 15 ft.

Special Attacks engulf (DC 24, 4d6 and blind 1d4 rounds)

STATISTICS

Str 26, **Dex** 15, **Con** 21, **Int** 10, **Wis** 15, **Cha** 9

Base Atk +13; **CMB** +23; **CMD** 36 (can't be tripped)

Feats Cleave, Combat Reflexes, Dodge, Furious Focus, Great Cleave, Mobility, Power Attack

Skills Climb +24, Disguise +15 (+23 in desert), Intimidate +15, Perception +18, Sense Motive +18, Stealth +10; **Racial Modifiers** +8 Disguise in desert

Languages Abyssal, Common

SQ compression

SPECIAL ABILITIES

Vulnerability to Water (Ex) A water-based effect or spell deals 1d4 points of damage per spell level to a sand demon, and prevents it from using its engulf and compression abilities for 1 round per spell level. Creatures already engulfed are unaffected.

A band of highly-trained warriors led by a tall Swiss hero called Ernst Breit leap into action to face the attackers, accompanied by one of the war machines that are the realm's protectors. If your demigods want to pitch in, now's the time. Hondo is a sly looking Settite, bald and covered with tattoos linked to the Pulse element of change which give him strange and deadly powers. He moves across the battlefield as a cloud of ash and shadow (one of his special abilities), appearing now and then to strike a warrior down with one blow.

Hondo

CR 19

This man carries no weapon, but still exudes a sense of danger. He wears vestments with a snake motif, a steel urn belching smoke on his belt, and a wicked smile on his face.

XP 204,800

Augmented human ninja (scout) 10/oracle (warsighted) 10

CE Medium humanoid (human)

Init +8; **Senses** low-light vision; Perception +23

DEFENSE

AC 28, touch 21, flat-footed 21 (+7 armor, +3 deflection, +6 dexterity, +1 dodge, +1 monk's robes)

hp 157 (20d8+64)

Fort +13, **Ref** +23, **Will** +15; +1 vs. fear effects

Defensive Abilities evasion; **Immune** grapple, paralysis; **Resist** acid 20, cold 20, electricity 20, fire 20

OFFENSE

Speed 40 ft., light steps

Melee unarmed strike +29/+24/+19 (1d8+14 plus 2d6 vs. lawful)

Special Attacks scout's charge, skirmisher, sneak attack +5d6

Oracle (Warsighted) Spells Known (CL 10th; concentration +15)

5th (4/day)—*mass inflict light wounds* (DC 20), *snake staff* (DC 20), *summon monster V*

4th (6/day)—*freedom of movement*, *inflict critical wounds* (DC 19), *summon monster IV*, *wall of fire*

3rd (7/day)—*cure serious wounds*, *fireball* (DC 18), *inflict serious wounds* (DC 18), *invisibility purge*, *remove blindness/deafness*

2nd (7/day)—*aid*, *inflict moderate wounds* (DC 17), *resist energy*, *silence* (DC 17), *undetected alignment* (DC 17)

1st (8/day)—*ant haul* (DC 16), *bless*, *burning hands* (DC 16), *divine favor*, *inflict light wounds* (DC 16), *liberating command*, *shield of faith*

0th (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *spark* (DC 15), *stabilize*

Mystery Flame

TACTICS

Before Combat Hondo prepares himself by casting *ant haul*, *aid*, *divine favor*, *freedom of movement*, *resist energy* (acid, cold, electricity, and fire), and *shield of faith* before starting his assault. He uses Maneuver Master to gain the Moonlight Stalker Feint and Moonlight Stalker Master feats and activates his *eversmoking bottle* to initiate combat.

During Combat Hondo prefers to charge from one opponent to the next. He uses his scout's charge and skirmisher abilities to keep moving while dealing sneak attack damage. While concealed, treating his opponents as flat-footed and dealing sneak attacks, use the following: **Melee unarmed strike** +31/+26/+21 (1d8+10d6+36 plus 2d6 vs. lawful). When charging, he uses his pummeling charge feat to knock out opponents with a single blow. When faced with challenging opponents, he casts *summon monster* and *snake staff* to gather reinforcements. As soon as he is able to knock out Ernst Breit, he picks him up and starts his escape, taking time to stuff him in his *bag of holding* if safe to do so.

Morale Knowing his purpose for Set is too important to die for a single mission, Hondo flees if reduced to 30 or fewer hit points.

Base Statistics Without *aid*, *divine favor*, *freedom of movement*, *resist energy* (acid, cold, electricity, and fire), and *shield of faith* Hondo's statistics are **hp** 143; **AC** 26, touch 19, flat-footed 19; **Immune** none; **Resist** none; **Melee unarmed strike** +25/+20/+15 (1d8+11 plus 2d6 vs. lawful)

STATISTICS

Str 10, **Dex** 26, **Con** 14, **Int** 14, **Wis** 10, **Cha** 21

Base Atk +14; **CMB** +14; **CMD** 35

Feats Blind-Fight, Combat Expertise, Dodge, Improved Feint, Improved Unarmed Strike, Mobility, Moonlight Stalker, Moonlight Stalker Feint, Moonlight Stalker Master, Pummeling Charge, Pummeling Style, Sap Adept, Sap Master, Shadow Strike, Spring Attack

Skills Acrobatics +31 (+36 to jump), Bluff +28, Climb +8, Disable Device +21, Disguise +8, Escape Artist +31, Knowledge (local) +15, Knowledge (planes) +10, Knowledge (religion) +10, Perception +23, Profession (soldier) +23, Sense Motive +13, Sleight of Hand +21, Stealth +21, Swim +8, Use Magic Device +18

Languages Common, Common, Draconic, Nagaji

SQ bypass construct DR, bypass object hardness, destroy weapons, disable by touch, ki pool (10 points), martial flexibility, mystery (flame), ninja trick (combat trick, evasion, offensive defense, unarmed combat training, vanishing trick), oracle's curse (wrecker), poison use, revelation (gaze of flames)

Gear animal totem tattoo (serpent), serpentine tattoo, vambraces of defense, +1 agile anarchic amulet of mighty fists, bag of holding 1, belt of incredible dexterity +6, boots of striding and springing, +3 brawling mithral chain shirt, cloak of resistance +5, eversmoking bottle, headband of aerial agility (cha +6), monk's robe, 1,600 gp

SPECIAL ABILITIES

Bypass Construct DR (Ex) Any attacks Hondo makes against objects and constructs automatically bypasses any damage reduction they may possess except epic.

Bypass Object Hardness (Ex) Whenever Hondo attempts to damage an object with a melee attack, he reduces its hardness by 15 before determining the damage he deals with that attack.

Destroy Weapons (Ex) Whenever Hondo is dealt damage by an attack with a manufactured weapon, he can require the weapon's wielder to make a DC 22 Reflex save to avoid having the weapon collapse into dust immediately after striking him (magical weapons receive an additional saving throw against this effect).

Martial Flexibility (Ex) Hondo can use a move action to gain the benefit of two combat feats he doesn't possess or a swift action to gain a single feat. This effect lasts for 1 minute. He must otherwise meet all the feat's prerequisites. He can use this ability 8 times per day, but can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation (for example, Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit. When gaining multiple feats, he can use those feats to meet the prerequisites of other feats she gains with this ability. Doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

Skirmisher (Ex) Whenever Hondo moves more than 10 feet in a round and makes an attack action, the attack deals sneak attack damage as if the target was flat-footed. If he makes more than one attack in a turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability.

Wrecker (Ex) Held objects gain the broken condition when Hondo uses or equips them but regain their actual condition if employed by anyone else. If a held item is restored to unbroken condition, it becomes broken again the following round.

Hondo's target is the man himself; he's after Ernst Breit since the warrior has a divine spark, the potential for greatness that's shared by all agents of the gods. Set wants this for his infernal machine tucked away in Xaos. He needs Ernst Breit alive for that, so Hondo's particularly cautious when attacking the Ascendant Order hero directly.

Hondo has a slew of bad guys he can throw at your demigods, as well as himself. He's studied the playbook of the Ascendant Order thanks to his samurai upbringing. Samurai are the perfect recruits to the Ascendant Order, with just the right mindset, and are a nightmare for the Ascendant Order to face as an enemy. Hondo can anticipate the structured combat style and response of the defenders, including Ernst Breit. His problem comes when he faces your demigods. It won't take him long to work out they're outside of the normal Ascendant Order tactics manual, but it gives your demigods ample time to take him down a peg or two.

Hondo attempts to injure but not kill Ernst Breit and then capture him. Once he gets the man, Hondo slaps him on the forehead, marking the captive with a Settite sigil. Then Hondo attempts to beat a hasty retreat towards the Settite reality breach. Your demigods should be able to chase Hondo down if he's managed to kidnap his target. He responds by ordering a sand demon to intercept them, trying to delay your demigods so he can escape with his prize. The realm defenders then respond with a determined group of their own warriors. This forces Hondo to engage everyone and results in a massive battle with swords, spells and powers flying left, right and center. Set's magic appears snake-like when Hondo uses it, chaotic and unpredictable effects follow green lancing bolts through the air.

EXIT

Only those favored by Set or marked by Set's sigil can get through the breach. If Hondo takes Ernst Breit through, as soon as your demigods try to follow they're instead thrown backwards 1d6 x

10 ft., take 6d6 points of force damage, and are exhausted for 1 hour (Fort DC 24 for half damage and fatigued 1 hour). They find themselves roughly shoved into another realm. Fix them up with another encounter that starts in the middle of the action. So much for getting a rest!

If your demigods stop Hondo and rescue Ernst Breit, they're allowed to get a couple of hours' rest in the relative safety of this realm before being returned to their previous location by the Great Spirit of Order.

She wants them gone from her perfect realm as they're as much of a chaotic influence as the others, but she's willing to be a gracious host for a short while at least. When ready to leave, they hear the sound of marching regimental feet and suddenly the Realm of Ascendant Order twists into the next encounter you'd like to use.

ENCOUNTER 7: THE HEAT OF BATTLE

Realm: Realm Of Fire (see *Savage Suzerain*)

The Great Spirit of Hope once posed a riddle to the Great Spirit of Fire, a riddle that seemingly had no answer and currently drives the fire spirit to the edge of insanity, to consume and destroy rather than warm and nurture.

The Realm of Fire is an uninviting place at the best of times, so your demigods are going to find themselves going from a cold clammy cavern into a scorching hot realm, one that's lit with a blazing massive sun in the sky and where heat boils off every surface. They have been transported by the realm shift to the city of Pyre, a gold and sandstone marvel that's a major location in the Realm of Fire.



Pyre is very, *very* hot and it's likely that your demigods start to suffer the effects of extreme heat the moment their nice cool world melts (literally) into this roaring blaze. They'll get some amused looks from the denizens there, especially the red-skinned and muscled efreeti who just smile with rows of pointed teeth in their direction, muttering an old riddle under their breath that's a standard joke in the Realm of Fire: "What's hot and bothered and about to collapse?"

It won't be long before a naked woman with orange eyes, flame-red hair and with glittering flecks of gold and crimson on her skin comes to their aid. Your demigods might also notice she has a devil's tail. Certainly the heat doesn't bother her at all.

She introduces herself as Riella, and leads them into a shady part of the city, indoors where it's slightly cooler. She gets them something to drink. It's a potion that helps them battle the extreme heat of the realm, making things a little more comfortable. Sooner rather than later Riella is likely to spot someone staring at her tail, or glancing at it warily out the corner of one eye. She explains that she's a visitor herself and has... interesting parentage. She leaves it at that. (Riella is not actually naked. Her armor and sword are permanently invisible making her seem far less threatening than she actually is.)

Riella

CR 17

A beautiful well-proportioned woman with crimson skin stands before you. Her eyes are dark, almost black and her hair is a fiery red.

XP 102,400

Female lilin inquisitor 12

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft.; Perception +30

DEFENSE

AC 31, touch 15, flat-footed 26 (+9 armor, +3 Dex, +7 natural, +2 deflection)

hp 213 (7d10+12d8+60+12+12+35); regeneration 5 (good, silver)

Fort +15, **Ref** +14, **Will** +18

Defensive Abilities DR 10/silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 17

OFFENSE

Speed 20 ft., fly 50 ft. (average)

Melee +1 invisible longsword +20 (1d8+4/19–20) or 2 claws +20 (1d6+3)

Special Attacks fire bolt, greater bane (12 rounds/day)

Spell-Like Abilities (CL 9th; concentration +15)

At will—*charm monster* (DC 22), *detect alignment* (CL 12th), *greater teleport* (self plus 50 pounds of objects only), *protection from good*, *suggestion* (DC 21)

12/day (CL 12th)—*discern lies*

3/day—*animate dead*

1/day—*unholy aura* (DC 26), *summon* (level 3, 2d10 lemures, or 1d4 bearded devils or hellstokers, or 1 hellcat 50%)

Inquisitor Spells Known (CL 12th; concentration +15)

4th (3/day)—*divine power*, *greater brand* (DC 17), *hold monster* (DC 17), *stoneskin*

3rd (5/day)—*dispel magic*, *fireball* (DC 16), *heroism*, *inflict serious wounds* (DC 16)

2nd (6/day)—*darkness*, *hold person* (DC 15), *inflict moderate wounds* (DC 15), *produce flame*, *resist energy*

1st (6/day)—*bane* (DC 14), *burning hands* (DC 14), *cause fear* (DC 14), *divine favor*, *doom* (DC 14), *inflict light wounds* (DC 14)

0 (6/day)—*acid splash*, *bleed* (DC 13), *brand* (DC 13), *guidance*, *resistance*, *virtue*

STATISTICS

Str 16, **Dex** 16, **Con** 20, **Int** 15, **Wis** 16, **Cha** 26

Base Atk +16; **CMB** +19; **CMD** 32

Feats Alertness, Allied Spellcaster, Combat Casting, Coordinated Defense, Iron Will, Light Armor Proficiency, Lightning Reflexes, Medium Armor Proficiency, Outflank, Persuasive, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Perception), Swap Places, Toughness, Vital Strike, Weapon Focus (claws)

Skills Bluff +27, Diplomacy +30, Fly +7, Heal +22, Intimidate +32, Knowledge (planes) +20, Perception +30, Sense Motive +24, Survival +21

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SQ cunning initiative, judgment 4/day, monster lore, orisons, second judgment, solo tactics, stalwart, stern gaze, track

Gear +1 invisible longsword, +3 invisible chainmail, ring of protection +2

As your demigods chat and attempt to find out more about the realm, she lets slip that there's a problem she needs help with. She's been charged, by the Chancellor of Flame no less, to look into something that's happening in the city. The great braziers are a source of incredible elemental flame energy - someone managed to douse one recently and no matter what anyone does to relight it, the brazier remains cold.

Someone has sent in an agent who's been given crystals known as the Heart of Winter. They have the elemental power of cold and they're connected to the continent of Frigia, a particularly icy part of the realm of Mechadia (see *Clockwork Dreams*). As long as one remains in a brazier nothing can be done to light it again. They're protected by a fey glamour that makes them look just like a bit of regular ornamentation. Since the braziers themselves are magical it's pretty tough to spot the crystals are there or to divine their presence through magic that detects magic.

COLD HEART, WARM NOTHING

The agent is a woman called Nocturis, a refugee from the realm of Mechadia, a disillusioned fey who has fallen to the corruptive influence of the darkest of evil powers.

Nocturis

XP 76,800

Female elf rogue 17

NE Medium humanoid

Init +5; **Senses** low-light vision; Perception +24

CR 16

DEFENSE

AC 21, touch 17, flat-footed 15 (+5 armor, +1 deflection, +5 Dex)

hp 114 (17d8+17+17)

Fort +6, **Ref** +15, **Will** +7; +2 vs. enchantment

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +5; **Immune** sleep

OFFENSE

Speed 35 ft.

Melee +1 icy burst punching dagger +19 (1d4+2+1d6 cold/x3 +2d10 cold on critical)

Ranged +2 returning throwing dagger +19 (1d4+3/19-20)

Special Attacks sneak attack (9d6)

STATISTICS

Str 13, **Dex** 21, **Con** 12, **Int** 16, **Wis** 14, **Cha** 16

Base Atk +12; **CMB** +13; **CMD** 30

Feats Dodge, Evasion, Fleet, Mobility, Point Blank Shot, Precise Shot, Simple Weapon Proficiency, Skill Focus (Stealth), Spring Attack, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +30, Appraise +15, Bluff +23, Climb +13, Diplomacy +3, Disable Device +25, Disguise +16, Escape Artist +5, Intimidate +3, Knowledge (dungeoneering) +3, Knowledge (local) +15, Linguistics +22, Perception +24, Sense Motive +21, Sleight of Hand +24, Stealth +36, Swim +1, Use Magic Device +23; Racial Modifiers +2 Perception

Languages Common, Elven, Sylvan

SQ rogue talents (bleeding attack, defensive roll, fast stealth, improved evasion, rogue crawl, slippery mind, stand up, trap spotter), trapfinding

Gear +2 studded leather, boots of elvenkind, cloak of elvenkind, glove of storing, potion of gaseous form, potion of invisibility, wand of ice storm (38 charges), +1 icy burst punching dagger, +2 returning throwing dagger

Armed with the Heart of Winter crystals she's moving through the city and attempting to put out all the braziers. We haven't listed a number, but we suggest around six of them to begin with and you can add more or decrease the number based on the makeup of your party as well as time. Nocturis takes about an hour to get the crystal setup at each brazier. She's also smart, leaving a trail of false clues all over Pyre, making this an Easter egg hunt as your demigods and Riella try to catch up with

AN AGENT OF...?

You'll notice we don't tell you who Nocturis works for. That's on purpose. Who would want the Realm of Fire to suffer? Who would benefit from the people of Pyre thinking the Realm of Ice was attacking them? How did a Mechadian get involved, or is Nocturis just a mercenary and it doesn't matter where she's from? Follow the story hooks or not. Make them lead where it suits you. It's your adventure.

Nocturis, an encounter for investigation and social skills rather than swords and fireballs (those are especially unhelpful here).

At one point Nocturis uses a double to try and convince your demigods they've defeated her. The double goes down after a short fight and it's the woman's hope that this gives her enough time to get to the next brazier. As each brazier gets extinguished the city's ambient temperature drops. The forces of winter battle the heat of fire.

Your demigods have got to catch up to the real Nocturis. Once they've unraveled her trail of false clues and figured her corpse isn't really hers, then it's time to see the true path Nocturis is taking, which brazier she's heading for. At that point they get to have their stand-up confrontation with the woman, who uses the Hearts of Winter to help her in the battle.

These crystals are infused with Frigian fey magic, magic which pulls icy effects from the very Realm of Ice half way across the Maelstrom. They can summon ice golems, project beams of frost, create walls of ice and provide her with a frosty touch that chills the blood... even in this realm. Such is the

strength of the elemental connection to winter, the heat of the Realm of Fire can't immediately weaken Nocturis' constructs or dampen her powers. With each brazier she doused in Pyre, she ignores more of the realm's detrimental effect on her golems and frosty personality.

Frigian Ice Golem

CR 10

Advanced ice golem

XP 9,600

N Medium construct (cold)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 23, touch 9, flat-footed 23 (-1 Dex, +14 natural)
hp 91 (13d10+20)

Fort +4, **Ref** +3, **Will** +4

DR 5/adamantine; **Immune** construct traits, frigid cold, magic

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d6+4 plus 2d6 cold)

Special Attacks breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 16 half, usable once every 1d4 rounds), frigid cold (1d6), icy destruction

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +17; **CMD** 26

SPECIAL ABILITIES

Frigid Cold (Ex) A Frigian ice golem's body generates intense cold, dealing 2d6 points of damage with its touch. Creatures attacking a Frigian ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

Icy Destruction (Ex) When reduced to 0 hit points, a Frigian ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 20 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex) A Frigian ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an ice golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An ice golem gets no saving throw against cold effects.

Heart of Winter (Minor Artifact)

Aura strong abjuration and illusion; CL 17th

Slot slotless; Weight 5 lbs.

DESCRIPTION

These perfectly white, frosted diamonds don't exude cold so much as they absorb heat. They can be held in a hand or used as an *ioun* stone but so long as they aren't in a container, they absorb all heat above tepid, magical or otherwise. This grants the wielder immunity to all fire effects and a constant *endure elements* effect but only against heat. The gems also extinguish all fires within 30 feet. These magic items are typically made to resemble generic ornamentation so as to hide their presence.

Additionally, a *heart of winter* can be used to cast the following as spell-like abilities at will: quickened *wall of ice*, quickened *summon nature's ally IX* (1d3 elder ice elementals only), *polar ray*, and *ice crystal teleport*. These are all cast at CL 20.

Destruction

The Heart of Winter can only be destroyed by sundering it with an adamantine weapon after it has absorbed more than 100 points of fire damage. The heart of winter has a burst DC of 50, and has hardness 19, with 100 hit points.

EXIT

Riella wants all the crystals destroyed or taken from the realm. She offers to destroy them herself but your demigods may have a use for such magic items. As an extra thank you, as the Realm of Fire evaporates like a heat haze to be replaced by another realm, Riella bestows a blessing on your demigods - when they get a chance to stop and think about it, they'll realize they're carrying a diabolic blessing which might not sit too well with some demigods, but it's a useful blessing to have.

RIELLA'S DARK BLESSING

Riella bestows a spark of infernal power upon the heroes. For the next 24 hours, the heroes gain a +5 profane bonus to weapon damage and to saving throws against compulsion effects. In addition, the hero gains a permanent +2 profane bonus on Will saves. The downside is that whenever alignment is pertinent, the hero is treated as evil-aligned 10% of the time. This is also a permanent effect.

Additionally, remember that your demigods still have the effects of the potion from earlier for another hour or so (as a *potion of protection from energy [fire]*).

ENCOUNTER 8: THE DARK ONE'S RETURN

Realm: Realm Of The Archangels (see *Savage Suzerain*)

The angels of the goddess Trinity keep constant vigil over their gleaming towers in the Realm of the Archangels. Deep below, in the bowels of the realm, the Dark One is imprisoned with a horde of his lackeys, constantly trying to break free. There are fearless commanders on both sides of these two great armies caught in an eternal war, the forces of darkness constantly pushing hard against the angelic host.

Your demigods are going to be guests, front row guests, to a titanic clash as Phaerael - a corrupt angel - comes to destroy one of the protective towers, allowing the legions of hell to swarm out and attempt to breach the Dark One's prison.

They arrive just moments before Phaerael destroys the protective barrier over the tower, the bodies of his fallen brothers and sisters arrayed around his feet. There's just time to wonder, "Is it a demigod's lot in life to always be in the wrong place at the wrong time?" (the answer's yes; it goes with the territory). Then the barrier comes down.

Phaerael

CR 24

XP 1,228,800 (see below for full stats)

hp 363

Before Combat Before his assault on the tower, he casts *freedom of movement*, *greater spell immunity* (fire storm), and *undetectable alignment* on himself, then casts *bless* and *unholy aura* on himself and his demonic troops before using *plane shift* to travel to the tower.

During Combat After leaving his troops to keep the angelic guards busy, he casts *find the path* to help him locate the Dark One's prison, and begins to descend the tower.

Phaerael's a commanding, black-winged, dark-armored angelic being with hellfire eyes. He sunders the barrier with a contemptuous flick of his wrist and marches inside, leading a huge band of horrible-looking demonic allies. Just inside the entrance to the top of the tower... that's right, your demigods.

Your demigods are assaulted by demons from the very moment that barrier comes down. As the angels on guard witness the fight with the demons, they conclude your demigods aren't allies of the corrupted one and move to help. As for Phaerael, he vanishes in the melee that's particularly chaotic in the confined space inside the entrance.

Shemhazian Demon (7)

CR 16

XP 76,800 each

hp 246 each (*Pathfinder Roleplaying Game Bestiary 2*)

Before Combat Phaerael casts *bless* and *unholy aura* (DC 26) on the demons before teleporting in (CL 20), raising their CR by 1.

During Combat The shemhazians actively prevent your demigods from advancing into the tower and

following Phaerael. The front line engages in melee, while ones in the back use their spell-like abilities to hamper your demigods.

Morale They know only slaughter and destruction, they fight to the death while trying to slay as many creatures as possible.

There are countless demons fighting dozens of planetars. The angels are too preoccupied to assist your demigods directly.

THE ANGEL OF HATE

Once the first wave of demons is dealt with, an impressive angel lands and steps forwards - he introduces himself as Astrael and compliments your demigods' battle prowess (if they showed any). He invites them to come with him, deeper into the tower. He suspects Phaerael is heading to the lowest region of the tower's dungeon to try and free the Dark One. Every so often they get a break-out attempt like this, but they've been getting harder to repel recently. Astrael explains that if the Dark One escapes, it'll be an immense blow to all who consider themselves good.

Astrael

CR 19

Two pairs of shining, white-feathered wings emerge from this towering humanoid's shining silver full plate armor. His emerald skin glistens, while his glowing eyes survey his surroundings like a hunting beast.

XP 204,800

Male planetar angel fighter 4

NG Large outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., detect evil, detect snares and pits, low-light vision; Perception +32

Aura protective (20 ft.)

DEFENSE

AC 50, touch 17, flat-footed 46 (+10 armor, +4 deflection, +4 dexterity, +19 natural, +4 shield, -1 size)

hp 283 (21d10+168); regeneration 10 (evil weapons and effects)

Fort +27, **Ref** +16, **Will** +25 (+1 vs. fear); +4 vs. poison

Defensive Abilities bravery +1, fortification 25%; **DR** 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 27



OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee +3 holy mithral longsword +31/+26/+21/+16 (2d6+11/19-20 plus 2d6 vs. evil) or astrael's halo +30/+25/+20/+15 (2d6+11) or slam +23 (2d8+4)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 16th; concentration +23)

Constant—detect evil, detect snares and pits, discern lies (DC 20), true seeing

At will—continual flame, dispel magic, holy smite (DC 21), invisibility (self only), lesser restoration, remove curse, remove disease, remove fear, speak with dead (DC 20)

3/day—blade barrier (DC 23), flame strike (DC 21), power word stun, raise dead, waves of fatigue

1/day—earthquake, greater restoration, mass charm monster (DC 23), waves of exhaustion

Cleric Spells Prepared (CL 16th; concentration +24)

8th—mass cure critical wounds, dimensional lock, fire storm (DC 26)

7th—holy word (DC 25), regenerate, resurrection, greater scrying (DC 25)

6th—banishment (2, DC 24), greater dispel magic, heal

5th—break enchantment, breath of life (DC 23), mass cure light wounds, flame strike (DC 23), righteous might

4th—death ward, dimensional anchor, dismissal (DC 22), freedom of movement, neutralize poison, restoration

3rd—cure serious wounds, daylight, daylight, invisibility purge, searing light, wind wall

2nd—align weapon, calm emotions (DC 20), consecrate, eagle's splendor, shield other, zone of truth (DC 20)

1st—bless, bless, command (DC 19), entropic shield, shield of faith, shield of faith

0th (at will)—detect magic, purify food and drink (DC 18), stabilize, virtue

STATISTICS

Str 27, **Dex** 19, **Con** 24, **Int** 22, **Wis** 26, **Cha** 24

Base Atk +21; **CMB** +30 (+32 sunder); **CMD** 48 (50 vs. sunder)

Feats Blind-fight, Cleave, Flyby Attack, Great Cleave, Great Fortitude, Improved Initiative, Improved Iron Will, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Step Up, Toughness, Vital Strike

Skills Acrobatics +27, Craft (Armor) +24, Diplomacy +31, Fly +29, Heal +29, Intimidate +31, Knowledge (history) +23, Knowledge (planes) +26, Knowledge (religion) +26, Perception +32, Profession (soldier) +15, Sense Motive +32, Stealth +23

Languages Celestial, Draconic, Infernal; truespeech

SQ armor training 1, change shape

Gear mithral full plate of speed, +2 fortification (light) mithral heavy steel shield, +3 holy mithral longsword, astrael's halo

Astrael's Halo

Price 150,000 gp; **Slot** —; **CL** 16th; **Weight** 0 lbs.; **Aura** strong evocation

DESCRIPTION

Made from the halo of a planetary angel, this ring of light glows white with a supernatural brilliance.

This +3 brilliant energy returning chakram attunes itself to its owner, never causing them harm. The chakram transfers ownership when it is given freely, or if picked up after laying untouched by a living creature for 24 hours. Once per day, the owner of the halo can command it to shed light as a widened daylight spell. Furthermore, when an owner places the halo above their head, it remains there like an ioun stone, and the owner receives a +10 bonus to CMD against steal and sunder combat maneuvers to harm or take the halo.

CONSTRUCTION REQUIREMENTS

Cost 75,000 gp; **Feats** Craft Magical Arms and Armor; **Spells** daylight, continual flame, gaseous form, telekinesis

The depths of the tower are corrupted by a terrible power, dimensional tentacles crawling through the stonework and lashing around as Phaerael descends deeper and deeper, leaving more and more of the tower under the command of evil.

13 FLOORS, 13 LAYERS OF PROTECTION

Your demigods have to contend with 13 layers of protection (levels of the tower) as they go deeper and deeper. Each is only a small area, but if your demigods don't clear one level expect remaining enemies to chase after them and catch up, joining a fight lower down.

Each layer is a 60-foot radius with a spiral staircase going around the outside 90 degrees for each floor. The stairs down are always on the exact opposite side, forcing your demigods to cross the floor to continue downward. Unless otherwise noted, the ceilings are 40 feet high. As a prison tower, the white marble walls and floors have been reinforced with abjuration magic and have hardness 25 and 500 hit points per 5' square. As your demigods descend, the marble becomes darker and darker until it is pure black on the 13th layer.

1st Layer of Protection

This chamber features marble statues of trumpet archons lining the walls, blowing on trumpets toward a domed ceiling.

Three planetar stand around the body of a balor and a slain planetar. When your demigods approach, they take a defensive position and demand an explanation. By succeeding at a DC

27 Diplomacy check, the PCs can gain passage without incident. Showing them Astrael's halo and mentioning him by name will grant them a +5 on this check. The angels will assist your demigods with a beneficial spell for every 5 points they exceed the check. On failure, Astrael arrives to clear your demigods passage and request the aid of the three planetar.

2nd Layer of Protection CR 21

Frescoes of great heroes receiving rest in Elysium line the walls of this chamber.

Your demigods are going to face hordes of corrupted guardians, angelic beings who were left by the archangels to prevent invasion, now turned to the darkness by the influence of Phaerael.

In this hall, four planetars stand guard, evenly spaced around the room. Phaerael and his dark patron have corrupted these angels; they have placed a trap in the center of the room. As your demigods approach, they nod. When the trap in the exact center of the room triggers they move to attack. If your demigods circumvent the trap, they move to intercept and attempt to bull rush them onto the trap.

Black Tentacle Trap

CR 8

XP 4,800

Type magical; Perception DC 32; Disable Device DC 32

EFFECTS

Trigger proximity (alarm); **Duration** 15 rounds; **Reset** none

Effect spell effect (widened black tentacles (CL 15), CMB +20, 1d6+4 damage); multiple targets (all creatures in a 40 ft. radius spread)

Horrid Wilting Trap

CR 12

XP 19,200

Type magical; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger proximity (*alarm*); **Duration** instantaneous; **Reset** none

Effect spell effect (*horrid wilting* (CL15), 15d6 damage, DC 22 Fortitude save for half); multiple targets (all living creatures in a 30 ft. radius)

Angel, Planetary (MANY)

CR 16

XP 76,800

NE Large outsider

hp 229 each (*Pathfinder Roleplaying Game Bestiary*)

Before Combat The corrupted angels cast *death ward* on themselves before encountering your demigods.

During Combat Once your demigods set off the trap, they cast *fire storm* to burn any PCs stuck in the black tentacles, use *blade barrier* to fence them in, then move around the edges of the traps to engage any that escape in melee.

Morale Though the fallen angels wish to please their dark god, they flee when reduced to 50 or fewer hit points.

STATISTICS

Str 27, **Dex** 19, **Con** 24, **Int** 22, **Wis** 25, **Cha** 24

Base Atk +17; **CMB** +26 (+28 sunder); **CMD** 44 (46 vs. sunder)

Feats Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +24, Craft (Armor) +24, Diplomacy +27, Fly +26, Heal +24, Intimidate +27, Knowledge (history) +23, Knowledge (planes) +26, Knowledge (religion) +26, Perception +27, Sense Motive +27, Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape

Gear +1 mithral heavy steel shield, +3 longsword

SPECIAL ABILITIES

Change Shape (alter self) (Su) You can change your form.

Truespeech (Su) Speak with any creature that has a language.

3RD LAYER OF PROTECTION

CR 14

Crystal statues of feminine angels spread their wings in the center of this circular room, each one pouring clear water into a small moat at their feet. The bodies of several angels lay scattered about the chamber.

The entire room is under several permanent magical effects, all CL 20: *consecration*, empowered *forbiddance* (attuned Lawful Good), *hallow*, *invisibility purge*, *zone of truth*. The invaders did not stay here long, but proceeded through the tower.

Forbiddance

CR 14

XP 38,400

Type magical; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger none; **Duration** permanent; **Reset** automatic

Effect spell effect (*forbiddance* (CL 20), Lawful Good, 12d6 damage+50% or 6d6+50%, DC 20 Will save for half); multiple targets (entire floor)

4TH LAYER OF PROTECTION

CR 20

Platinum dragon statues adorn the walls of this chamber.

The invaders inflicted the dragon with *insanity* and cast a power enchantment to put the dragon to sleep. Though the enchantment has worn off, the dragon remains unconscious, occasionally reacting to terrible nightmares.

Gold Dragon, Ancient

CR 20

XP 307,200

hp 377 (*Pathfinder Roleplaying Game Bestiary*)

Before Combat The dragon sleeps, but breathes a 60 ft. cone of fire every 2d4 rounds as he battles his nightmares.

During Combat If awoken, he attacks the closest creature on the first round of combat, then falls subject to the rules of the *insanity* spell affecting him.

Morale His solemn vow to guard this chamber remains, he must fight to the death. If your demigods can relieve his *insanity*, he will assist in any way he can without leaving the chamber.

5th Layer of Protection CR 22

Grey marble statues of hooded humanoids line the outside of this room. They each hold up one finger to their unseen faces. Blood has splattered the statues and floor of this room.

This chamber is permanently under the effects of a *silence* spell. The demons hiding in this room are using it to ambush reinforcements from the surface, but also fear to head further down the tower.

Demon, Vrolikai

CR 19

XP 204,800

hp 332 (*Pathfinder Roleplaying Game Bestiary 2*)

Before Combat The demon has placed a *symbol of death* at the foot of the stairs leading upward and clings to the ceiling, waiting for more defenders.

During Combat The vrolikai casts *deeper darkness*, then uses *Flyby Attack* and *quickenened enervation* to weaken opponents. If an opponent has taken 15 or more negative levels, it will hold back and force its death-stealing gaze on the weakened opponent.

Morale If reduced to 40 or fewer hit points, it attempts to flee.

Demon, Vavakia (2)

CR 18

This reptilian monstrosity is larger than a bull elephant. With the lower body of a spine-backed quadrupedal dinosaur, complete with spiked tail, the demonic creature has the upper body of a muscular humanoid. Its powerful arms wield an immense ranseur while tremendous draconic wings unfurl from its back. The creature's head—part dragon, part saurian, part demon—is a nightmare of horns and fangs and cruel, glowing eyes.

XP 153,600

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., true seeing; Perception +34

Aura frightful presence (60 ft., DC 25), unholy aura (DC 24)

DEFENSE

AC 35, **touch** 14, **flat-footed** 33 (+8 armor, +4 deflection, +2 Dex, +13 natural, -2 size)

hp 297 (18d10+198)

Fort +22, **Ref** +8, **Will** +18

DR 15/cold iron and good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 29

OFFENSE

Speed 40 ft. (60 ft. without armor), fly 60 ft. (average)

Melee +1 unholy ranseur +28/+23/+18/+13 (3d6+17/x3) or bite +27 (3d6+11 plus smoking wound), 2 claws +27 (1d8+11), tail slap +27 (2d8+16 plus stun)

Space 15 ft.; **Reach** 15 ft.; 30 ft. with ranseur

Special Attacks breath weapon, trample (1d8+16, DC 30)

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*true seeing*, *unholy aura* (DC 24)

At will—*enervation*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 21)

3/day—*blasphemy* (DC 23), *quickenened enervation*, *power word stun* (DC 24)

1/day—*earthquake*, *summon* (level 6, 1 marilith, 40%, or 1d3 nalfeshnees, 60%)

TACTICS

Before Combat The vavkia guard the stairway down, ensuring that no survivors reach the lower levels.

During Combat Using *earthquake*, *power word stun*, and *telekinesis*, they try and keep their targets close together so they can hit as many foes with their breath weapon as possible.

Morale If reduced to 30 or fewer hit points, they attempt to flee.

STATISTICS

Str 32, **Dex** 14, **Con** 33, **Int** 18, **Wis** 21, **Cha** 23

Base Atk +18; **CMB** +31; **CMD** 47 (51 vs. trip)

Feats Awesome Blow, Greater Vital Strike, Improved Bull Rush, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Quicken Spell-Like Ability (*enervation*), Vital Strike

Skills Bluff +27, Fly +16, Intimidate +27, Knowledge (arcana) +25, Knowledge (planes) +25, Perception +34, Sense Motive +26, Spellcraft +25, Stealth +20, Swim +26; Racial Modifiers +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds, a vavakia can breathe out a 60-foot cone of green fire that seems to writhe and coil with the tortured shapes of a thousand screaming ghosts. This green fire is akin to vomiting up the countless souls the vavakia has consumed, and these souls consume flesh as surely as they consume sanity. A creature struck by this breath weapon takes 20d6 points of damage (DC 30 Reflex half)—this damage manifests as blackened, melted flesh and skin but is treated as raw profane power. Evil creatures take half damage from the breath weapon, but good creatures who take any damage from a vavakia's breath weapon are automatically staggered for 1 round by the hideous sensation. In addition, any living creature that takes damage from a vavakia's breath weapon must also make a DC 30 Fortitude save to avoid suffering 1d8 points of Wisdom drain as her sanity slips away into madness. Immediately after the vavakia expels this green "soulfire," the wailing flames flow in reverse back into the demon's gullet through its open maw. This heals the vavakia 1d8 points of damage for each creature that was damaged by its breath weapon. The Wisdom drain element of this breath weapon is a mind-affecting effect. The save DC is Constitution-based.

Smoking Wound (Su) The wounds caused by a vavakia's fangs result in tremendous and eerie wounds. Rather than blood, wisps of green smoke constantly weep from a vavakia's bite wound—a grim manifestation of the demon's effect on a mortal soul. Each time a vavakia bites a creature, it bestows two negative levels—the wounds continue to smoke as long as the victim suffers those negative levels. The smoking wounds cause the victim to become sickened because of the hideous sensation and rank smell of the vapors. An effect that removes this sickened condition only temporarily causes the wounds to stop smoking—they begin smoking again in 1d6 rounds and persist as long as the victim suffers from the associated negative levels. Nonliving creatures bitten by a vavakia are immune to its energy-draining bite and do not exhibit smoking wounds. The Fortitude save to remove these negative levels is DC 25. The save DC is Charisma-based.

Stun (Ex) A creature struck by a vavakia's tail slap must make a DC 30 Fortitude save or be stunned for 1 round. On a critical hit, the stun effect lasts for 1d4 rounds on a failed save, and 1 round on a successful save. The save DC is Constitution-based.

6TH LAYER OF PROTECTION

CR 21

This shimmering hall contains several abstract crystal sculptures adorned with blue flames.

Every living creature entering this level gains the natural invisibility universal monster rule as a supernatural ability. The angels set up a *quest* trap to force invaders to defend the tower for them. A shoggoth set off the trap during the invasion, and is forced to remain in this room and attack any non-angel. The shoggoth, for its part, hardly minds the task.

Shoggoth

CR 19

XP 204,800

hp 333 each (*Pathfinder Roleplaying Game Bestiary 2*)

Before Combat Having already consumed several angels and demons, the shoggoth is rather enjoying its imprisonment. It stays perfectly still and waits food to come to it.

During Combat The shoggoth keeps quiet, resisting the urge to spout its maddening cacophony, then uses its trample and engulf abilities to consume anything it detects with tremorsense.

Morale Magically compelled, it fights to the death.

Because the shoggoth can still target your demigods normally, this encounter gains +2 CR.

7TH LAYER OF PROTECTION

Dark grey statues of singing angels hang from the ceiling, their hands spread out in praise.

Powerful magic twists space and gravity in this room, causing any creature who continues down the stairs to appear back at the upstairs entrance to this room. Only by heading back up the stairs without speaking the proper password, can one escape its magic and head further into the tower. In this way, invaders can no longer leave the tower, but must face the guardians further on.

If your demigods attempt to suppress or dispel the reversed gravity effect, treat it as a permanent *reverse gravity* spell (CL 20). Success causes the entire effect to cease in the room for 2 rounds, then resume (dealing 4d6 points of falling damage each time).

8th Layer of Protection

A single statue of an angel made from shining dark metal kneels in the center of this charcoal marble chamber as if in prayer, her giant sword wreathed in pure white flame. The blood and bodies of several demons lay scattered around the floor.

The dark invaders previously defeated this guardian, but it has regenerated to its pristine form and continues to guard this chamber. It attacks any creatures who attempt to pass into the floors below, though it cannot leave this room.

This room is under the effects of *forbiddance* (CL 20) attuned to Lawful Good (see 3rd Layer of Protection), forcing creatures to move past the golem to advance.

**Advanced Giant
Adamantine Golem** **CR 22**
XP 409,600

hp 225 each (*Pathfinder Roleplaying Game Bestiary 2*)

Before Combat The golem stays perfectly still until a creature attempts to pass it, at which point it immediately strikes.

During Combat The golem will stay in the center of the room, threatening every other square, so long as nothing has already gotten past it. If so, it will move to the stairs to block any creature from attempting to exit.

Morale As a mindless construct, it fights to the death.

Because the *forbiddance* effect requires you move through the room conventionally, the encounter gains CR +1.

9th Layer of Protection

Black marble with red veins makes up the majority of this chamber. Destroyed statues cover the floor mingled with mutilated bodies, burned to a crisp.

The balor and his flock of vescavors have been amusing themselves by destroying the statues in this room, rendering them unrecognizable and littering the entire floor with junks of marble and debris. The entire room is considered difficult terrain.

Demon, Balor **CR 20**
XP 307,200

hp 370 (*Pathfinder Roleplaying Game Bestiary*)

Before Combat The balor laughs heartily at the destruction he and his demons have caused, and is now amusing himself by whipping large chunks of stone around the room.

During Combat He stands in the back of the room, harassing your demigods with his whip and spell-like abilities. He gladly meets combatants in melee when they approach. If most of the vescavors are defeated, he blankets the room in a *fire storm*, summons another demon's assistance and aggressively attempts to destroy the demigod who killed the majority of his precious pets.

Morale Believing he cannot fail, he fights to the death.

Demon, Vescavor Swarm (16) **CR 5**

All teeth and wings, these miniature demons flap around energetically, their eyeless heads snapping at the air.

XP 1,600

CE Diminutive outsider (chaotic, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +9

Aura gibber (15 ft.)

DEFENSE

AC 19, **touch** 17, **flat-footed** 16 (+3 Dex, +2 natural, +4 size)

hp 47 (5d10+20)

Fort +7, **Ref** +9, **Will** +2

Immune poison, swarm traits, weapon damage;
Resist fire 10, electricity 10; **SR** 16

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee swarm (2d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 15), ravenous, traumatizing

TACTICS

Before Combat They fly around the room consuming marble and lapping up angel blood.

During Combat They swarm around your demigods, eating their flesh and equipment. They prefer metal weapons and then armor.

Morale Ravenously hungry, they never retreat.

STATISTICS

Str 7, **Dex** 17, **Con** 16, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 12 (can't be tripped)

Feats Blind-Fight, Lightning Reflexes, Toughness

Skills Fly +21, Perception +9, Stealth +23

Languages Abyssal

SPECIAL ABILITIES

Gibber (Su) Vescavors yammer the endless chorus of the Abyss. Any creature within 15 feet of a vescavor swarm or inside it must succeed at a DC 15 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same vescavor swarm's gibbering for 24 hours. The save DC is Constitution-based.

Ravenous (Ex) Vescavors can devour nearly anything, with the exception of adamantine. If the swarm attacks an object or structure, the vescavors ignore its hardness if it is made of any substance other than adamantine. Additionally, every round that a creature is in the same space as the swarm, the vescavors begin devouring one object on the creature. The object takes half its maximum hit points in damage and gains the broken condition. If the vescavors attack an object with the broken condition, it is destroyed. An attended or magic object can make a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

Traumatizing (Su) Vescavors embody the meanest depravities of the Outer Rifts, and walking among them is akin to being trapped in the Abyss itself. Any creature that spends more than 3 rounds inside a vescavor swarm must succeed at a DC 13 Will save or gain a type of madness.

Roll on the Types of Insanity table to determine which type of insanity affects the creature—the creature does not make another Will save against the specific insanity. This affliction is permanent, but can be healed as detailed in the Curing Insanity section of the Sanity and Madness rules. The save DC is Charisma-based.

10TH LAYER OF PROTECTION

The black marble walls feature several bronze statues of angelic creatures frolicking. Two large black chains lay limp and sundered on either side of the room. Several slain angel corpses lay about the chamber.

The angelic host trained these bandersnatches to defend the tower against magically powerful forces. Phaerael set the bandersnatches free after ambushing their trainers and allowing his undead allies to pass. He has commanded them to guard this room.

Magicbane Bandersnatch (2)

CR 22

XP 307,200 each

hp 310 each (*Pathfinder Roleplaying Game Bestiary 3*)

Before Combat The bandersnatches have scaled the wall above the stairs leading up, they wait to pounce on any non-angelic creature that enters their lair.

During Combat Trained to fight arcane foes, they attempt to focus their attacks on lightly armored creatures and creatures who use, or attempt to use, magic.

Morale If brought below 100 hit points, they attempt to flee the area. Once their fast healing brings them back over 200 hit points, they then track down and engage their prey.

11TH LAYER OF PROTECTION

Twelve sarcophagi line the walls of this cold, dark chamber, each lit by a group of candles faintly glowing with a blue light. The pitch black stone walls seem to absorb all light and heat in the room.

This room serves as a shrine to honor angels who have died in the defense of the tower. Though beings of light, heavens host has woven enchantments to prevent bright light from penetrating the room to maintain the somber and reverential atmosphere. A spell caster must succeed at a DC 30 caster level

check to successfully cast a light spell in this room. Any magical light source must succeed at the same check or be suppressed while in the room. Mundane light sources only shed dim light.

Lurking in the shadows are three powerful undead, promised the souls of angels for their part in this assault.

Tzitzimitl **CR 19**
XP 204,800

hp 319 (*Pathfinder Roleplaying Game Bestiary 3*)

Before Combat It hides on the ceiling, waiting for the demigods to fully enter the room

During Combat It coats the room in *deeper darkness* and uses ranged attacks while safely up by the ceiling. If engaged in melee, *bestow curse* to hamper its assailant

Morale If reduced to 30 or fewer hit points, the tzitzimitl will attempt to flee using *greater teleport*

Winterwight (2) **CR 17**
XP 102,400 each

hp 270 each (*Pathfinder Roleplaying Game Bestiary 2*)

Before Combat The winterwights hide on the ceiling with the tzitzimitl.

During Combat They prefer to sequester their pray with *wall of ice* then reign *cone of cold* on mortals from above. They will target particularly dangerous foes with *polar ray*.

Morale If reduced to 25 or fewer hit points, a winterwight will use *dimension door* to escape, only to return once restored to full health.

12th Layer of Protection

The black stonework in this area seems to absorb light and feels soft to the touch. Statues of angels with distraught expressions line the walls, horrified at what lies below. The sounds of a raging battle can be heard emanating from the staircase leading downward.

Phaerael isn't going to tolerate your demigods following him right to the bottom, and on the 12th level he waits for them in a supernaturally-dark room (as *darkness*).

When your demigods enter the room, Phaerael stands on the opposite side. He immediately casts *summon monster XI* to conjure 1d4+1 grasping nightmares, initiating combat. He then casts *deeper darkness* in the center of the room, and flies down the stairs. Once clear of the stairs, he casts *wall of stone* to seal the passageway.

Grasping Nightmare (1d4+1) **CR 10**

This ball of pulsating black tentacles seems to writhe on the ground, grasping the air around it.

XP 9,600

CE Medium aberration

Init +3; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +24

Aura aura of madness (DC 19)

DEFENSE

AC 24, touch 9, flat-footed 24 (-1 dexterity, +15 natural)

hp 157 (15d8+90); regeneration 5

Fort +13, **Ref** +6, **Will** +9

Defensive Abilities amorphous; **Immune** cold, *black tentacles*, blindness, mind-affects; **SR** 20

OFFENSE

Speed 20 ft., climb 20 ft., starflight

Melee 4 tentacles +19 (1d6+8 plus grab)

Space 5 ft.; **Reach** 10 ft.

Special Attacks soul digestion (*phantasmal killer* (DC 17), AC 17, 15 hp)

Spell-Like Abilities (CL 15th; concentration +17)
1/hour—quicken *black tentacles*

STATISTICS

Str 27, **Dex** 9, **Con** 23, **Int** 8, **Wis** 10, **Cha** 11

Base Atk +11; **CMB** +19 (+23 grapple); **CMD** 28 (can't be tripped)

Feats Ability Focus (aura of madness), Great Fortitude, Improved Initiative, Lightning Reflexes, Lunge, Quicken Spell-Like Ability (*black tentacles*), Skill Focus (Stealth), Step Up

Skills Climb +16, Perception +24, Stealth +23, Swim +26

Languages Aklo, Elder Thing; telepathy 100 ft.

SPECIAL ABILITIES

Aura of Madness (Su) Any sane being within 30 feet of a conscious grasping nightmare must make a DC 19 Will save each round or become confused

for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the insanity spell. A grasping nightmare can suppress or activate ability this as a free action.

Soul Digestion (Su) A grasping nightmare can pull a grappled creature into its body as a standard action. Once inside, the victim experiences horrific visions of torture and death. They are subject to *phantasmal killer* as the spell each round at the end of the grasping nightmare's turn, a successful DC 17 Will save negates. This functions in all other ways as the swallow whole universal monster ability. A grasping nightmare's stomach is an extra-dimensional space, so it may swallow an unlimited number of any size creature. The DC is Charisma based.

Starflight (Su) A grasping nightmare can survive the void of outer space, and flies through space at an incredible speed.

12TH LAYER OF PROTECTION

Four 20' plinths line the walls, each adorned with a bronze statue of an angelic warrior holding two massive swords. In the center of the chamber lies the mangled body of an enormous angel, his body cut cleanly in half. Next to him lies the corpses of dozens of demons, his blood mingling with theirs.

As your demigods enter the 12th layer, a battle is already being fought on the 13th layer against the final guardian of the Dark One, a powerful solar angel. Though he is able to defeat the demons, Phaerael finishes him off with one final stroke of his unholy weapon. He then animates 3 of the bronze statues, commanding each of them to prevent anyone from following him. After that he descends the final staircase and begins to prepare the ritual site.

Acting as the final magical choke point, this room is under the same magical effects as the 3rd Layer of Protection.

Animated Object (Gargantuan) (3) CR 12 XP 6,400 each

hp 115 each (*Pathfinder Roleplaying Game Bestiary*)

SQ construction points (additional attack, metal, slashing attack, slower, trip)

Before Combat The bronze statues remain on their plinths until your demigods enter the room.

During Combat They move to block the staircase down, preferring targets who attempt to move past them.

Morale They will pursue until destroyed.

Treasure The solar angel's gear remains on his body: +5 full plate, +5 dancing greatsword, +5 composite longbow [+9 Str bonus].

THE DARK ONE'S PRISON

The dark angel Phaerael stands over a black glyph in the center of this chamber. The floor is constructed of a transparent red energy; below appears to be the living chambers of a handsome tiefling man. He lounges on a recliner, laughing boisterously. The sound of his mirth echoes more in your mind than in the surrounding chamber. Lining the walls of the room are hordes of demons, held back by similar transparent barriers.

The final level is one of the gateways to the prison under the Realm of the Archangels. Beyond is a multi-layered dungeon inside a dungeon, with space squished and distorted by the evil around and the raw power of the prayers holding the evil back. Phaerael is a former angel, and this is when Astrael admits that Phaerael used to be a gate keeper... so he knows the combination to unlock the gate. You'd think they'd change the code every now and again, but no.

There's a howl of anticipation and the gibbering of a thousand excited demons from beyond the gateway as Phaerael steps up.

The floor is made of an invisible wall of force, impervious to all harm and passage of any kind. Only the Dark One's voice seems to be able to penetrate his confines. During the ensuing combat, the Dark One makes commentary about the tactics and effectiveness of the combatants, not unlike a sports announcer at a boxing match.

Phaerael

CR 24

This towering humanoid creature has orange eyes pulsing with an eerie light, barbed metallic skin, and three pair of black wings.

XP 1,228,800

Fiendish solar angel (*Pathfinder RPG Bestiary*)

CE Large outsider (angel, extraplanar, evil)

Init +9; **Senses** darkvision 60 ft., low-light vision, detect good, detect snares and pits, true seeing; Perception +33

Aura protective (20 ft.)

DEFENSE

AC 48, touch 14, flat-footed 46 (+14 armor, +4 deflection, +1 dexterity, +21 natural, -2 size)

hp 451 (22d10+330); regeneration 15 (evil artifacts, effects and spells)

Fort +33, **Ref** +17, **Will** +27; +4 vs. poison, +1 morale bonus vs. fear

DR 15/epic and good; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 15; **SR** 34

OFFENSE

Speed 50 ft. (35 ft. in armor), fly 150 ft. (good)

Melee +5 anarchic keen unholy adamantite greatsword +40/+40/+35/+30/+25 (4d6+25/17-20 plus 2d6 vs. good plus 2d6 vs. lawful) or slam +30 (2d10+7)

Ranged +5 composite longbow +31/+26/+21/+16 (2d6+15×3)

Space 15 ft.; **Reach** 15 ft.

Special Attacks smite good

Spell-Like Abilities (CL 20th; concentration +27)

Constant—detect good, detect snares and pits, discern lies (DC 20), true seeing

At will—aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, unholy blight (DC 21), imprisonment (DC 26), invisibility (self only), lesser restoration, remove curse, remove disease, remove fear, resist energy, speak with dead (DC 20), summon monster VII, waves of fatigue 3/day—blade barrier (DC 23), earthquake, heal, mass charm monster (DC 23), permanency, resurrection, waves of exhaustion

1/day—greater restoration, power word blind, power word kill, power word stun, prismatic spray, wish

Cleric Spells Prepared (CL 20th; concentration +28)

9th—implosion (DC 27), miracle (2), summon monster IX

8th—fire storm (DC 26), mass inflict critical wounds (2, DC 26), greater spell immunity, unholy aura (DC 26)

7th—blasphemy (DC 25), destruction (DC 25), ethereal jaunt, regenerate, word of chaos (DC 25)

PHAERAEL'S PREPARATIONS

Phaerael's actions are scripted, by round, from the moment the PCs see him in the 12th Layer. These actions are delayed or stopped if interrupted by your demigods.

Round 1 – casts *summon monster XI*

Round 2 – casts *deeper darkness* and moves down the stairs

Round 3 – casts *wall of stone*, then moves into Layer 13

Round 4 – charges the remaining solar demon, slaying him.

Rounds 5-7 – casts *animate objects* on each bronze statue

Round 8 – descends into the Dark One's prison

Round 9 – casts *heal* to bring his hit points to full

Rounds 10-15 – casts *forbiddance* on the entire chamber, attuned to Chaotic Evil

Round 16 – casts *bear's endurance*

Round 17 – casts *bull's strength*

Round 18 – casts *death ward*

Round 19 – casts *protection from good*

Round 20 – casts *protection from law*

Round 21 – casts *aid*

Round 22+ Until your demigods arrive, he begins the ritual to free the Dark One. As soon as he hears your demigods descending the stairs, he casts *righteous might* and *divine power*.

6th—*banishment* (DC 24), *find the path*, *forbiddance*, *heroes' feast*, *word of recall*

5th—*break enchantment*, *flame strike* (DC 23), *plane shift*, *righteous might*, *wall of stone*

4th—*death ward*, *dismissal* (DC 22), *divine power*, *freedom of movement*, *neutralize poison*, *unholy blight* (DC 22)

3rd—*blindness/deafness* (DC 21), *daylight*, *deeper darkness*, *invisibility purge*, *prayer*, *remove blindness/deafness*

2nd—*bear's endurance*, *bull's strength*, *eagle's splendor*, *hold person* (DC 20), *silence* (DC 20), *undetectable alignment* (DC 20)

1st—*bane* (DC 19), *bless*, *cause fear* (DC 19), *command* (DC 19), *protection from good*, *protection from law*

0th (at will)—*bleed* (DC 18), *detect magic*, *guidance*, *light*

TACTICS

Before Combat On layer 13, he casts *animate objects* to create 3 sentries from nearby angelic statues. Once he reaches the holy seal, he prepares the ritual site by casting *forbiddance*, then prepares to engage your demigods by casting *aid*, *bear's endurance*, *bull's strength*, *death ward*, *protection from good*, and *protection from law* on himself.

During Combat He starts by casting *fire storm* in an area including himself and as many PCs as possible. When able, he buffs himself with *righteous might* and *divine power*. He prefers to cast area of effect and multi-target spells when not engaged in melee.

Morale Empowered by his dark god, he fights to the death.

Base Statistics Without *aid*, *bear's endurance*, *bull's strength*, *divine power*, *protection from good*, *protection from law*, and *righteous might*, Phaerael's statistics are **AC** 48, touch 15, flat-footed 46; **hp** 363; **Fort** +29, **Ref** +18, **Will** +27; +4 vs. poison; **Melee** +5 *anarchic keen unholy adamantine greatsword* +35/+35/+30/+25/+20 (3d6+18/17-20 plus 2d6 vs. good plus 2d6 vs. lawful) or slam +25 (2d8+4); **Space** 10 ft.; **Reach** 10 ft.; **Str** 28, **Dex** 20, **Con** 30; **CMB** +32 (+34 sunder); **CMD** 52 (54 vs. sunder); **Skills** Stealth +21

STATISTICS

Str 36, **Dex** 18, **Con** 38, **Int** 23, **Wis** 27, **Cha** 25

Base Atk +22; **CMB** +37 (+39 sunder); **CMD** 55 (57 vs. sunder)

Feats Cleave, Deadly Aim, Great Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Lunge, Power Attack, Toughness

Skills Craft (weapon) +29, Diplomacy +32, Fly +27, Knowledge (history) +31, Knowledge (nature) +31, Knowledge (planes) +31, Knowledge (religion) +31,

Perception +33, Sense Motive +33, Spellcraft +31, Stealth +21, Survival +33

Languages Abyssal, Celestial, Daemonic, Draconic, Infernal; truespeech

SQ change shape, slaying arrow

Gear +5 *full plate*, +5 *composite longbow*, +5 *anarchic keen unholy adamantine greatsword*

SPECIAL ABILITIES

Protective Aura +4 (20 feet) (Su) Against attacks made or effects created by good creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against good* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level 20).

Slaying Arrow (Su) A solar's bow needs no ammunition, and automatically creates a slaying arrow of the solar's choice when drawn.

Smite Good (1/day) (Su) +7 to hit, +22 to damage when used.

Truespeech (Su) All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level 20). This ability is always active.

If your demigods can take down Phaerael, it's the ultimate win-win scenario that denies the dark powers the thing they need to flood the realm with darkness and pure evil. Phaerael's spirit raises before them and seeks forgiveness for his sins. If your demigods offer him words of comfort, or try and grant his forgiveness, then his spirit merges with his unholy greatsword. The outer layer of the evil weapon shatters, revealing a medium sized *adamantine holy avenger* underneath. When wielded by any of your demigods, they are considered a paladin for the purposes of this weapon's abilities.

If they falter at this point and fail, a startling revelation happens that should shake anyone's faith to the core: the Dark One emerges in all his powerful glory. He slaughters Phaerael and orders his armies to stand down, then nods to Astrael and your demigods.

"The time is coming when we shall have need of each other," the Dark One says, and orders his demons back into the prison. As he steps in he adds, *"Sooner than any of us would like, you'll be begging me to come out."* Then the mystic lock on the gateway seals him in.

The Dark One, even in his confinement, knows something the angels and your demigods are oblivious to - the tentacles of pure evil, and the tentacled horrors had nothing to do with him. There's another force in the continuum, and the mere thought of it is enough to make the Dark One behave himself.

EXIT

This revelation should scare the pants off your demigods, and in that moment the realms shift and they find themselves in another place.

ENCOUNTER 9: HEAVY ON THE MAGIC

Realm: Realm Of The Pure Mages (see *Savage Suzerain*)

The Realm of the Pure Mages is the location for this next sojourn, where your demigods are drawn into the machinations of a very logical madman and encounter the strangest creatures they're likely to have ever met. All in the name of science.

The Pure Mages' home is a construct in the Maelstrom where the gods of pure science live. To them, everything outside of their realm is their laboratory, as well as many of the sub-realms *inside*. Their science is so advanced, so pure, that they and their most powerful agents come across as wizards to the average mortal.

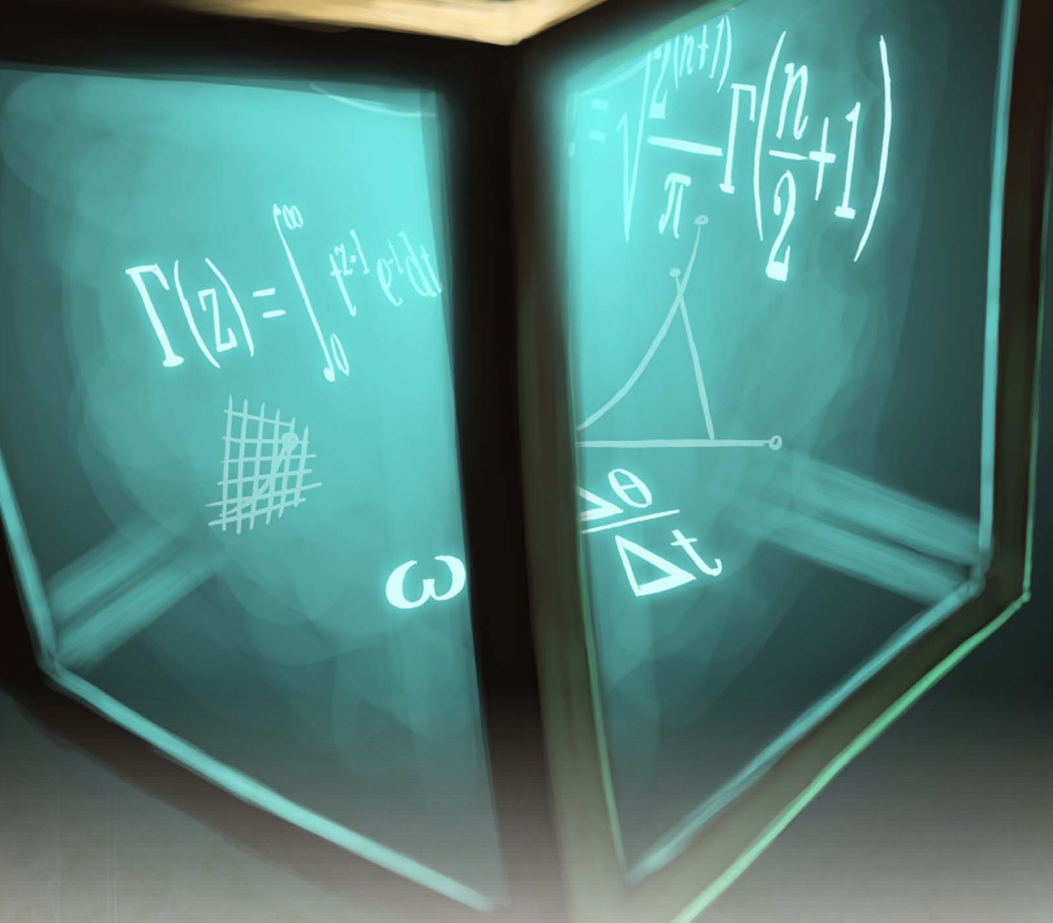
Your demigods find themselves in the lab of Doctor Karl Stein, a brilliant, mad, paranoid and genius scientist attempting to bring life to a creature using elemental forces. He was lacking one particular life essence, so he did what any mad scientist might do. He found the nearest source, his faithful assistant Rangrave who was standing next to him, and knocked him unconscious. Then he strapped his assistant into a device that extracted the life essence, killing poor Rangrave in an instant.

This had a profound effect on Rangrave (betrayed by his master he rose as a raging shade), on the elemental creature (it came to life), and on Doctor Stein (he's being chased by both).

To make matters more interesting, the process that created this unique creature has attracted feral science spirits who want to feast off the unique energy that's released when such creativity and absolute logic come together in one perfect moment, generating a genuinely new scientific event. Science spirits aren't unusual around the Realm of the Pure Mages, often treated as pets by the residents, but their feral cousins can be very disruptive. Especially when they eat you.

HELP ME!

Consider this an arena. Doctor Stein has his lab decked out as an old castle with multiple levels of hanging walkways suspended by rusting chains, flagstone floors below, and all manner of equipment that regularly vaults great streaks of electricity around the room. It makes him feel at home, since that's the sort of scientific background he had before being brought to the Pure Mage's realm.



Doctor Stein is screaming far above your demigods, running along the walkways, trying to avoid the elemental creature... which is gaining on him. Rangrave's shade is just rising from his corpse, bent on getting to the Doctor first and finishing him off so it can rest in peace. And floating up through the flagstones beside your demigods are three glowing cubes filled with ever-changing equations.

Let's start with the Doctor. Think of him as Norman Bates mixed with Victor Frankenstein and add a dose of Sherlock Holmes for good measure. His madness comes and goes and when he can think straight, he's a brilliant man capable of mixing alchemy, magic, necromancy and demonology together in one hugely powerful cocktail. When he's not thinking straight, he actually does it - creating powerful cocktails that should never exist.

Being logical, he spots your demigods and latches onto them like a terrified limpet, practically jumping into their arms, begging for their protection. He starts out seeming sane enough, but have him flip between sanity and insanity a few times during the encounter.

Doctor Karl Stein

CR 19

XP 204,800

Human alchemist 20 (inspired chemist)

CN Medium humanoid (human)

Init +2; **Senses** Perception +8

DEFENSE

AC 34 (42 vs. firearm and ranged attacks), touch 18, flat-footed 30 (+7 armor, +4 deflection, +2 dexterity, +2 dodge, +5 natural, +4 shield)

hp 142 (20d8+20)

Fort +12, **Ref** +14, **Will** +6

Defensive Abilities bullet shield (adjusted in AC), channel vigor (limbs), *freedom of movement*, *protection from energy* (fire 120, cold 120 acid 120, electricity 120, sonic 120), resurgent transformation (31 hp), twisted innards (fortification 75%); **DR** 10/adamantine (150, from *stoneskin*); **Immune** poison; **SR** 32 (from spell)

OFFENSE

Speed 60 ft.

Ranged bomb +19/+14/+9 (10d6+11 fire) or confusion bomb +19/+14/+9 or dispelling bomb +19/+14/+9 or force bomb +19/+14/+9 (10d4+11 force) or poison bomb +19/+14/+9 or smoke bomb +19/+14/+9 or tanglefoot bomb +19/+14/+9

Special Attacks bomb 33/day (10d6+11 fire, DC 31)

Alchemist (Inspired Chemist) Remaining Spells Prepared (CL 20th; concentration +31)

6th—*analyze dweomer* (2), *caging bomb admixture* (2), *heal* (3)

5th—*languid bomb admixture* (DC 26), *monstrous physique III*, *overland flight*, *resurgent transformation*, *spell resistance*

4th—*cure critical wounds* (2), *detonate* (3, DC 25)

3rd—*channel vigor*

2nd—*resist energy*, *touch injection* (4)

1st—*bomber's eye*, *cure light wounds* (3), *shield*, *targeted bomb admixture* (2)

TACTICS

The doctor will activate any round based buff spells available to him while the PC's fight the elemental creature. When he turns on the PCs, he uses caging bomb admixture to try and disable and separate them. If a PC gets within touch range, he uses touch injection to apply one of his powerfully adjusted poisons.

STATISTICS

Str 9, **Dex** 14, **Con** 10, **Int** 33, **Wis** 10, **Cha** 12

Base Atk +15; **CMB** +14; **CMD** 32 Freedom of Movement

Feats Brew Potion, Craft Rod, Craft Wand, Craft Wondrous Item, Extra BombsAPG, Extra DiscoveryAPG, Forge Ring, Gunsmithing, Master Alchemist, Point-Blank Shot, Poison Focus, Rapid Shot, Throw Anything

Skills Acrobatics +7, Craft (alchemy) +36 (+56 to create alchemical items), Disable Device +22, Escape Artist +21, Fly +19, Heal +23, Knowledge (arcana) +34, Knowledge (dungeoneering) +26, Knowledge (engineering) +26, Knowledge (geography) +26, Knowledge (history) +26, Knowledge (nature) +29, Knowledge (planes) +31, Knowledge (Science) +31, Linguistics +31, Perception +8, Spellcraft +34, Survival +23, Use Magic Device +24

Languages All

SQ alchemy, arcane sight, discovery (concentrate poison, confusion bomb, dispelling bomb, explosive

bomb, fast bombs, force bomb, inspiration [21/day], inspired bomb, Inspiring cognatogen, malignant poison, poison bomb, poison conversion, smoke bomb, tanglefoot bomb), fast poisoning, grand discovery (awakened intellect), poison use, swift alchemy

Gear inspiring cognatogen dragon bile (5 doses, DC 32), hemlock converted to contact DC 24 (5), tears of death DC 28 (6), +3 *chain shirt*, *headband of aerial agility* (Int +6, Escape Artist, Disable Device), *ring of protection* +4

Next, the elemental creature. If there weren't feral science spirits in the room this would be the weirdest and deadliest critter your demigods had seen in some time. And yes, we know what they've battled through in the rest of Dungeonlands. It wants to kill the Doctor and anyone else who's alive, for that matter. What sort of psychological profile do you expect from a life form created by someone like Doctor Stein? Your demigods count as 'anyone else' and so are targets for its assortment of elemental powers.

Stein's Monster

CR 22

This amorphous creature swirls with various elements, fire and water flowing together, with ice, earth and metals bobbing through like mini glaciers.

XP 614,400

NE Medium elemental

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 39, touch 15, flat-footed 34 (+4 Dex, +1 dodge, +24 natural armor)

hp 440 (30d10 +180); fast healing 15

Fort +23, **Ref** +18, **Will** +18

Defensive Abilities amorphous, energy healing; **Immune** acid, cold, electricity, fire, sonic; **DR** 10/—

OFFENSE

Speed 50 ft., fly 50 ft. (average)

Melee slam +26/+21/+16/+11/+6 (1d8+28 plus 1d10 acid plus 1d10 cold plus 1d10 electricity plus 1d10 fire)

Ranged blasting boulder +26/+21/+16/+11/+6 (1d10+10 plus choking smoke or concussive blast or incendiary explosion)

Space 5 ft.; **Reach** 10 ft.

Special Attacks blasting boulder, critical mass, heat rock

STATISTICS

Str 30, **Dex** 18, **Con** 22, **Int** 6, **Wis** 10, **Cha** 8

Base Atk +22; **CMB** +30 (+34 sunder); **CMD** 44 (48 vs. sunder)

Feats Power Attack, Smoking Boulder, Blasting Boulder, Improved Natural Attack (slam), Improved Sunder, Greater Sunder, Sundering Strike, Blind Fight, Dodge, Cleave, Great Cleave

Skills Bluff +10, Knowledge (planes) +19, Perception +11, Sense Motive +12, Stealth +8

SPECIAL ABILITIES

Amorphous Body (Ex) Stein's monster always acts as though affected by a permanent *freedom of movement* spell.

Critical Mass (Ex) As a full-round action, Stein's monster may make a slam attack against each opponent within 10 feet.

Energy Healing (Su) All energy-based attacks heal Stein's monster of 1 hp per die of damage the attack would normally deal.

Rangrave's shade is focused solely on revenge.

It's smart enough to know what will allow him to go to the Underrealm, where all good souls should go - yes, revenge. It may attack anyone who gets in its way, but the raging shade is really after Doctor Stein and won't waste much time on anyone else.

Rangrave the Raging Shade (Advanced Revenant)

CR 15

XP 51,200

LE Medium undead

Init +7; **Senses** darkvision 60 ft., sense murderer; Perception +11

DEFENSE

AC 34, touch 16, flat-footed 31 (+4 armor, +3 deflection, +3 Dex, +10 natural, +4 shield)

hp 130 (10d6+9d8+36)

Fort +10, **Ref** +10, **Will** +15

DR 5/slashing; **Immune** cold, undead traits; **SR** 17
Weaknesses self-loathing

OFFENSE

Speed 30 ft.

Melee 2 claws +19 (1d8+7 plus grab)

Special Attacks baleful shriek, constrict (1d6+7)

STATISTICS

Str 24, **Dex** 17, **Con** —, **Int** 7, **Wis** 12, **Cha** 19

Base Atk +11; **CMB** +18 (+22 grapple); **CMD** 31

Feats Cleave, Improved Initiative, Power Attack, Step Up, Weapon Focus (claw)

Skills Intimidate +16, Perception +13

Languages Common

SQ reason to hate

SPECIAL ABILITIES

Baleful Shriek (Su) Once every 1d4 rounds, Rangrave can shriek as a standard action. All creatures within a 60-foot spread must make a DC 23 Will save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Reason to Hate (Su) If Dr. Stein dies, Rangrave is immediately slain. A murderer who becomes undead does not trigger a revenant's destruction. Rangrave gains the benefits of a *haste* spell (CL 20th) that lasts as long as Stein remains in sight. Against Stein, Rangrave also gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws.

Self-Loathing (Ex) When confronted with its reflection or any object that was important to it in life, a revenant must make a DC 20 Will save to avoid becoming overwhelmed with self-pity. This condition renders the revenant helpless, and lasts until the revenant is attacked or sees its murderer. If a revenant resists becoming overwhelmed, the revenant becomes obsessed with the source that triggered the saving throw and does everything it can to destroy it, reacting to the trigger as if the trigger were its murderer and gaining bonuses from its reason to hate ability.

Sense Murderer (Su) A revenant knows the direction but not the distance to its murderer—this sense can be blocked by any effect that blocks *scrying*. Against its murderer, a revenant has *true seeing* and *discern lies* in effect at all times (CL 20th); these abilities cannot be dispelled.

Finally, those feral spirits. There's a spirit of physics, a spirit of chemistry, and a spirit of biology. This physics spirit loves playing with energy, which is what attracted it here. The chemistry spirit smelt the concoctions in the mad doctor's powerful cocktail, which is what attracted it here. And the biology spirit is fascinated by the elemental life form that's just been made, which is what attracted it here.

These aren't passive observers though. They happily feed off anyone, starting with those standing closest. Only giving them something they crave more is likely to avert their attention. It's something Doctor Stein might mention in a lucid moment. Otherwise, they're almost impossible to defeat.

Feral Biology Spirit **CR 20**

This cube of floating equations explodes into a mutating miasma of animal and plant matter that changes form as it moves to suit its needs. Limbs, wings, vines, and other appendages form and reform with each movement.

XP 307,200

NE Medium outsider (extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 34, touch 18, flat-footed 26 (+8 Dex, +16 natural)

hp 387 (31d10+217)

Fort +24, **Ref** +16, **Will** +10

OFFENSE

Speed 30 ft.

Melee 3 slams +38 (6d12+7)

Ranged spit poison (ranged touch +31, DC 22)

Special Attacks poison

Spell-Like Abilities (CL 20th; concentration +25)

At will—quicken *beast shape IV*, quicken *monstrous physique IV*, quicken *plant shape III*

5/day—*baleful polymorph* (DC 20)

TACTICS

The creature adjusts its form into various configurations with its spell-like abilities as it observes its opponents.

STATISTICS

Str 25, **Dex** 22, **Con** 24, **Int** 7, **Wis** 10, **Cha** 20

Base Atk +31; **CMB** +38; **CMD** 54

Feats Improved Initiative, Power Attack, Quicken Spell-Like Ability (*beast shape IV*), Quicken Spell-Like Ability (*monstrous physique IV*), Quicken Spell-Like Ability (*plant shape III*)

Skills Acrobatics +22, Knowledge (nature) +22, Knowledge (planes) +15, Perception +14, Sense Motive +8

Languages Common, Aquan, Auran, Ignan, Terran

SPECIAL ABILITIES

Poison (Ex) Spit poison—contact; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d3 Str and 1d3 Dex; cure 2 consecutive saves.

Feral Chemistry Spirit

CR 19

This cube of floating equations explodes into a bubbling mass of acrid liquids and base elements surrounded by gases.

XP 204,800

LN Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +12

Aura cloudkill 5 ft.

DEFENSE

AC 29, touch 17, flat-footed 22 (+6 Dex, +1 dodge, +12 natural)

hp 350 (28d10+196)

Fort +18, **Ref** +17, **Will** +8

Defensive Abilities amorphous

OFFENSE

Speed fly 30 ft. (perfect)

Melee 2 slams +34 (6d6+4 acid plus poison)

Ranged chemical blast (ranged touch +34, 10d6 acid damage plus 10-foot radius *stinking cloud* centered on target, CL 19)

Special Attacks poison

TACTICS

The feral chemical spirit will advance on anyone using alchemical items with curiosity.

STATISTICS

Str 18, **Dex** 22, **Con** 24, **Int** 24, **Wis** 14, **Cha** 10

Base Atk +28; **CMB** +32; **CMD** 48

Feats Ability Focus (poison), Dodge, Hover, Improved Natural Armor

Skills Craft (alchemy) +30, Knowledge (arcana) +22, Knowledge (planes) +20, Perception +12, Sense Motive +10

Languages Common, Aquan, Auran, Ignan, Terran

SPECIAL ABILITIES

Cloudkill Aura (Ex) When this creature ends its turn adjacent to an opponent, that opponent is affected by a *cloudkill* (CL 19, Fort DC 22).

Poison (Ex) Confusion vapor—inhaled; save Fort DC 23; frequency 1/round for 6 rounds; effect 1 Wis and *confusion* (CL 19) 1 round; cure 2 consecutive saves.

Feral Physics Spirit

CR 18

A glowing mass of equations hovers lightly above the ground, contained within its cube, pulsing with energy.

XP 153,600

CN Medium outsider (extraplanar, incorporeal)

Init +10; **Senses** darkvision 60 ft., blindsense; Perception +15

DEFENSE

AC 23, touch 23, flat-footed 16 (+6 deflection, +6 Dex, Dodge +1)

hp 312 (25d10+175)

Fort +21, **Ref** +14, **Will** +16

Defensive Abilities redirect energy; **Immune** acid, cold, electricity, fire

OFFENSE

Speed fly 30 ft. (perfect)

Melee *elemental touch* +31 (touch)

Ranged *battering blast* +31 (ranged touch)

Spell-Like Abilities (CL 18th; concentration +25)

Constant—*elemental aura* (DC 20), *elemental touch*

At will—*enemy hammer* (DC 23), *quicken detonate* (DC 21), *quicken battering blast* (DC 20), *telekinesis* (DC 22)

TACTICS

The physics spirits will only attack if it feels threatened. It likes to redirect energies, and does not realize it is not a game to others until attacked or confronted.

STATISTICS

Str —, **Dex** 22, **Con** 24, **Int** 24, **Wis** 14, **Cha** 10

Base Atk +25; **CMB** +31; **CMD** 47

Feats Dodge, Hover, Improved Initiative, Quicken Spell-Like Ability (detonate), Quicken Spell-Like Ability (battering blast)

Skills Knowledge (arcana) +20, Knowledge (engineering) +28, Knowledge (planes) +22, Perception +15, Sense Motive +16, Spellcraft +22

Languages Common, Aquan, Auran, Ignan, Terran

SPECIAL ABILITIES

Redirect Energy (Su) A physics spirit can change the target or area of effect of any energy-based spell or effect within 60 feet, including energy damage from weapons.

It's possible to reason with the elemental creature - yes, it's sentient and intelligent - and that

might stop it attacking or even, with good enough negotiating skills, bring it onto your demigods' side.

The spirit of physics could be tricked into one of the arcs of electricity that's flying between machines - that would mellow it out for a while.

The spirit of chemistry could be given the whole container of Doctor Stein's powerful cocktail, which sits chilling in a liquid nitrogen tank at the back of the room. That would make it very happy, and a little giggly.

The spirit of biology... well, that's tougher. It wants to devour the elemental creature, to sample its essence, but the creature isn't actually a bad guy. Or it could eat the Doctor.

Speaking of which... at some point, when the carnageometer drops a few notches, Doctor Stein has a major 'event'. He'll go nuts, and decide it's time to create a *new*, better creature. This might be just after the spirit of biology eats the first creature, but could be at any stage when it feels right to you.

All he needs to create a new creature is to immobilize your demigods, stick them in a device that currently has Rangrave's corpse in it, and Bob's your uncle. He grabs the nearest piece of useful technology and goes to work. Saving a mad scientist was always going to be a thankless task...

MAD SCIENTIST TECH

All of these items are hooked to other machines for various reasons, and cannot be removed without breaking them. Doctor Stein, as he was running around the room, has been flipping switches and pushing buttons charging the items up. These 'magic items' are unique and do not follow normal magic item creation rules.

Shrink Spray This hose ends in a brass tip with a lever to start or stop the flow of Shrink Foam, one of Doctor Steins favorite inventions. It only works on organic materials; flesh, wood, and cloth. As a standard action it sprays in a 10-foot cone. The hose is 20 feet long. Anyone within the cone must make a DC 26 Fortitude save or be reduced to the next smaller size. Non-magical wood and cloth items shrink automatically, while magical ones get a save to resist the effect. Roll one save for all items carried to save time. If the players make their save, their items still need to save, as well as their shrinking non-magical clothes give them the entangled condition. Items may now be the wrong size for the heroes, but some magic items always resize with the wearer (like rings). Items with both organic and non organic materials gain the broken condition until the spray wears off, which is 10 minutes.

Vorpal Ray This large machine takes a full round action to aim and fire its 40-foot line. Anyone caught in this line must make a DC 26 Reflex save or take 15d6 slashing damage and make a DC 26 Fortitude save or roll on the following table:

Severence Table - Roll a D20

| |
|--|
| 1 Decapitated: dead |
| 2 Both Legs Removed : 4d6 bleed, movement reduced to 0 |
| 3-6 One Leg Removed: 2d6 bleed |
| 7-10 Arm Removed: 2d6 bleed |
| 11-15 Debilitating Wound: Staggered until healed |
| 16-20 Deep Wound: 2d6 bleed |

Metal armor and metal shields help against this effect, and targets may add bonuses from these items (including enhancement bonuses) to their Fortitude save. This item has a 180-degree pivot and cannot be moved otherwise.

Electric Prongs This machine sits next to the doctor's table and has a dozen wires streaming off of it with small metal prongs on the end for attaching to subjects. It is a touch attack to attach one, and the subject takes 10d6 electricity damage and must make a DC 26 Fortitude save or become staggered. The wires will only extend 20 feet away from the machine.

Enervation Station This device looks like a Large-sized gun with a dish on the end. The swivel mount allows it to point anywhere in the room with ease. It makes a low-pitched wet sound when fired, and shoots a blackish stream that attaches to the target. This acts as a ranged touch attack to hit. Every round the stream is attached, the target gains 1d4 negative levels, as per the *enervation* spell. Breaking line of sight or line of effect severs the attached stream. Every round after the machine successfully enervates there is a loud ding, and pill drops into a tray.

EXIT

Your demigods get ejected from the realm the moment Doctor Stein has been dealt with. Reality bends, space and time shift, and they leave the realm with the sound of the doctor's mad laughter still ringing in their ears, plus the smell of ozone from all that arcing electricity. Mathematical formulae flash before their eyes, the world around them turns into streams of cascading green numbers, and then utter darkness, a Big Bang, and the next realm wraps itself around them.



ENCOUNTER 10!

ALIGNMENT

Realm: Relic, 2nd Age (see *Caladon Falls*)

It's the Second Age of the realm of Relic and the city of Caladon Falls is under assault by Warlocks and their Wild armies. As this war rages on, the Caladonians are constantly struggling to find some way to turn the tide. Relics of the First Age are occasionally unearthed in this land, powerful weapons against the Wild.

The power of one such relic has temporarily crushed three ages of Relic together and dragged your demigods in, depositing them in a puzzle they need to solve so they can continue on their journey. Your demigods are standing before a gigantic Third Age tower wreathed in blue-white flames....

TOWER ONE! ÆETHER

Ætheric energy blasts around this tower and it has taken a few lives this day. There are numerous knights and their attendant squires surrounding it; a scholar called Anthony studies the patterns of energy leaping from the cold grey stone. He spots your demigods and approaches them, his first thoughts being to get them to safety. However, Anthony has the same spark of destiny that your demigods have. He senses they're not from Relic or the High Kingdom of Caladon. Your demigods need to convince him they're not Warlock spies or any kind of bad guys. If they can do that they won't have to fight about twenty or so knights.

Let's assume Anthony and your demigods see eye to eye. He quickly brings them up to speed, explaining that a few hours ago this strange tower

and two others appeared, changing the landscape drastically, literally melding into the ground and mixing with the features of the Caladon Kingdom. It's like two huge bits of clay were jammed together and the nearby ground now features elements of these towers combined with familiar Caladonian features.

He knows the towers are emitting a form of energy, but not quite what. It's his lucky day, since your demigods have probably encountered this in the machine level of the Lich Queen's dungeon. They can make a Knowledge (arcana) check, DC 20, to determine the source is ætheric in nature. This tower is projecting the energy in a pattern and with the right roll (Acrobatics DC 28) your demigods can make it past the searing blasts and to the door.

Once your demigods get into the tower they need to activate the mechanism inside, the device is a series of three levers and it's a binary system, so 1 and 0s. Pulling the levers like this: 1 1 0, where 0 is down and 1 is up, triggers the projector inside the tower and a beam of light shoots off into the distance. A ghostly voice proclaims, "*Tower one aligned. Towers two and three misaligned*".

Your demigods should be wondering what this means, and Anthony is certainly interested. He notes that the voice speaks in the Caladon language, but it's a very strange dialect (not surprising, since it's from the Third Age, hundreds of years in the future).

What it means is that one of three towers has been aligned, obviously. The good news is that the beam is pulsing in the direction of tower two, so they can see where they should be going next.

TOWER TWO! TIME

The second tower is protected by a time dilation effect, one which slows down and speeds up local time by erratic leaps and bounds. It's a dangerous effect and can only be seen when your demigods look at the ground (Perception DC 25). Some bubbles of this chrono effect change the way the ground looks, so spring becomes winter for instance. Step wrong and become subjected to one of the following effects (determined randomly): *slow* (CL 20, DC 25), *sands of time* (CL 18, DC 25), *temporal stasis* (CL 20, DC 25), or *time stop* (CL 20).

The PCs need to navigate the bubbles (using some kind of detection power also works) and get into the tower. If they align the levers: 1 0 0 then they get the same ghost voice informing them that, "*Towers one and two aligned. Tower three misaligned*". A second beam shoots across the sky and illuminates the third tower.

TOWER THREE! SPACE

The third and final tower's protected by a complex magical effect, distorting spatial distance. Those caught in the effect find themselves in different places, prevented from getting to the door as a few steps have turned into a few miles.

It's a hard effect to spot visually (Perception DC 40), but magical detection works wonders. If your demigods don't have that kind of ability, they can look for odd heat haze effects playing across the ground. If they're caught by the effect, have fun putting them miles away, barely able to see the tower in the distance. They're now on a small island in the middle of a lake. In fact, they're sharing the

island with a large predator that's busy stripping a horse carcass for its lunch. The horse killer doesn't take kindly to having an audience.

The Horse Killer

CR 19

The gargantuan monstrosity that stands before you tears into a large horse with a zeal that borders on euphoria. Before you have time to react, however, it raises his head and takes a possessive stance over it's meal as it lets out a deafening roar.

XP 307, 200

Half-dragon fiendish tyrannosaurus sorcerer (wildblooded) 9

N Gargantuan dragon (animal)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +20

DEFENSE

AC 34, touch 10, flat-footed 30 (+4 armor, +4 Dex, +20 natural, -4 size)

hp 328 (18d8+9d6+216); **DR** 10/good

Fort +21, **Ref** +18, **Will** +14

Immune electricity, fire, paralysis, sleep; **Resist** cold 15; **SR** 25

OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee bite +28 (4d6+30/19-20 plus grab), 2 claws +28 (2d6+15)

Space 30 ft.; **Reach** 30 ft.

Special Attacks linnorm breath (1/day; 9d6 fire, 30 ft. cone, DC 18), breath weapon (1/day; 18d6 electricity, 60 ft. line, DC 26), smite good 1/day, swallow whole (2d8+11, AC 20, 32 hp)

Sorcerer Spells Known (CL 9th; concentration +13)

4th (5/day)—*fear* (DC 18), *stoneskin*, *wall of fire*;

3rd (7/day)—*excruciating deformation* (DC 17), *fly*, *haste*, *vampiric touch*;

2nd (7/day)—*darkness*, *hideous laughter* (DC 16), *resist energy*, *scorching ray*, see *invisibility*;

1st (6*/day)—*burning hands* (DC 15), *ear-piercing scream* (DC 15), *mage armor**, *magic missile*, *stone shield*, *true strike*;

0th (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *detect poison*, *disrupt undead*, *flare* (DC 14), *mage hand*, *touch of fatigue* (DC 14)

Bloodline linnorm

*already cast; factored into statblock above.

TACTICS

Before Combat The horse killer is intelligent enough to know how to use its spells effectively. It begins by using *haste*, *stoneskin* and *true strike* (in that order) on itself if it can. Otherwise it uses it's flight to close with prey, targeting whoever attacked it first.

During Combat It begins by hitting as many enemies as it can with its line of electricity then uses *wall of fire* as soon as it closes into melee, punishing any who come too close or can't get away. From there it uses *hideous laughter* on whoever is casting spells of their own or bites them with the intent of swallowing them whole next round. It also uses *Stand Still* to hold enemies in melee or just out of reach, whether they're running or charging. It saves it's ranged spells like *scorching ray* or *magic missile* for weakened enemies as they flee.

Morale It knows when it's beat, fleeing when reduced to less than half it's hit points.

STATISTICS

Str 40, **Dex** 18, **Con** 25, **Int** 8, **Wis** 15, **Cha** 18

Base Atk +17; **CMB** +36 (+40 grapple); **CMD** 50

Feats Bleeding Critical, Blind-Fight, Combat Reflexes, Critical Focus, Diehard, Eldritch Claws, Endurance, Eschew Materials, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Perception), Stand Still, Toughness, Vital Strike

Skills Acrobatics +4 (+8 to jump with a running start), Fly +28, Intimidate +20, Perception +46, Sense Motive +16, Stealth +22; **Racial Modifiers** +8 Perception

EXIT

With the treasure recovered, a few minutes pass and then the ages of Relic finally untangle. Your demigods leave the realm and appear in the next encounter, their last sight being of Anthony sitting with a sketch pad and drawing the towers as quickly as possible before they fade too.

He's impressed by the architectural ideas and when it comes to rebuilding the Caladon Kingdom after the War of the Wild, history will record that it was a former scribe called Anthony who designed the new look for the Kingdom's most impressive Third Age buildings.

Bloodless Heart (Minor Artifact)

Aura strong abjuration; CL 17th
Slot see description; Weight 5 lbs.

DESCRIPTION

A processed bloodstone the size of a large man's fist, this gemstone gleams with a calming light as it floats gently.

The bloodless heart can function as an amulet or an ioun stone. If it is used as an amulet, the bloodless heart confers a +5 bonus on saving throws against necromancy effects and curses. These bonuses stack.

If used as an ioun stone, it absorbs curses directed at the owner. Each time it absorbs a curse, it gains a charge. The owner can expend a charge as a swift action to cast searing light as a 20th level caster.

Either way, the wearer is also under a constant death ward effect.

DESTRUCTION

The bloodless heart is destroyed if it is ever put into contact with a dead lich's phylactery. It responds to the spells that keep the lich around, absorbing the soul of the lich and fusing to the phylactery before turning the two objects into a hunk of lead. Unfortunately when used against the Lich Queen's phylactery it does not destroy her, but merely delays her reappearance by 1d6 rounds.

ENCOUNTER II: OGRES Attack

Realm: Relic, 3rd Age (see *Savage Suzerain*)

When your demigods arrive here they find the Third Age of Relic has come, the Second Age long past now. Two hundred years has flown by like the blink of an eye.

As a refreshing change this is nothing to do with rogue gods, nor the insidious spread of any evil that could consume all of existence. There's no dangerous servitor enemy for them to worry about. Just demi-ogres, a lot of demi-ogres, and they're intent on smashing the village of Sundown

to pieces. The demi-ogres are here to hunt down a relic that will make their tribe the strongest. Your demigods are there and caught in the middle.

We're going to assume they help out too, otherwise they wouldn't be heroes, but be prepared for the odd group who just shrug and wander off into the sunset looking for a way home. If that's your type of anti-hero then let them wander for a few hours, getting attacked by demi-ogres just the same, before letting them out.

The village of Sundown is not doing well. The water supply is tainted by runoff from a recently unearthed relic and a broken ancient tower is now the base for the demi-ogres, from which they're raiding the village itself. The only remaining defenders are having a heck of a time keeping them from butchering everyone to get to the relic that sits in the centre of Sundown. This relic, a key to the ancient tower, is important to the demi-ogres since they know it unlocks the tower cellars and will let them get at the weapons stored inside.

OUR ONLY HOPE

Your demigods hear lots of screams as they appear from their previous location. They see the village melt into view and find themselves in direct line of the demi-ogre assault team that's currently heading towards Sundown's main gate with all the force of an unleashed locomotive.

Demi-Ogre Raider

CR 11

This large ugly humanoid has a leathery hide covered in odd, colorful patches. Two spindly, fragile wings extend from their back between steel lamellar plates. They roar and raise their weapon as it drips with bubbling, steaming acid.

XP 12,800

Demi-ogre barbarian 7

CE Large fey (humanoid, giant)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 29, touch 13, flat-footed 26 (+8 armor, +1 deflection, +3 Dex, +4 natural, +4 shield, -1 size)

hp 147 (7d12+4d8+84); **DR** 1/—, 5/cold iron

Fort +15; **Ref** +6; **Will** +3; +4 vs. Mind-affecting effects

Defensive Abilities improved uncanny dodge, trap sense +2; **Resist** cold 10, electricity 20, fire 10

OFFENSE

Speed 35 ft., fly 75 ft. (good)

Melee +1 *corrosive flaming terbutje* +13/+8 (2d6+8/19-20 plus 1d6 fire plus 1d6 acid) and light shield bash +12 (1d6+3) or +1 *corrosive flaming terbutje* +15/+10 (2d6+8/19-20 plus 1d6 fire plus 1d6 acid)

Space 10 ft.; **Reach** 10 ft.

Special Attacks longstep (110 ft. *teleport* as move action every 1d4 rounds), rage (22 rounds/day), rage power (powerful blow +2, reckless abandon, strength surge +7)

TACTICS

Before Combat Demi-ogres don't enjoy fighting tactically. They don't hide, they don't sneak, and they don't parley. They longstep in and use Vital Strike to initiate combat, then bludgeon with their terbutje and shield.

During Combat Demi-ogres rage and use everything they have, expecting to end the skirmish instantly with overwhelming momentum.

Morale Demi-ogres don't really flee unless exhausted. The idea that they can be beaten by anything shorter than them just doesn't enter their mind. They will back off to heal if they can, often when another demi-ogre "steps in" to deal with their enemy or between victims.

STATISTICS

Str 25, **Dex** 16, **Con** 22, **Int** 10, **Wis** 10, **Cha** 7

Base Atk +10; **CMB** +18; **CMD** 32

Feats Improved Initiative, Improved Shield Bash, Power Attack, Toughness, Two-weapon Fighting, Vital Strike

Skills Acrobatics +9, Climb +13, Fly -3, Intimidate +12, Knowledge (nature) +6, Perception +14, Stealth +0, Survival +14

Languages Giant, Sylvan

SQ fast movement

Gear *potion of cure moderate wounds, potion of cure serious wounds, +2 steel lamellar armor, +3 light wooden shield, +1 flaming corrosive terbutje, belt of physical might +2 (Str, Con), ring of protection +1, 34 gp.*

Sergeant Bonebreaker

CR 15

XP 51,200

Demi-ogre barbarian 12

CE Large fey (humanoid, giant)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 27, touch 12, flat-footed 25 (+9 armor, +1 deflection, +2 Dex, +6 natural, -1 size)

hp 204 (12d12+4d8+108); DR 2/—, 10/cold iron

Fort +17; Ref +8; Will +5; +4 vs. mind-affecting effects

Defensive Abilities evasion, improved uncanny dodge, trap sense +4; Resist cold 10, electricity 20, fire 10

OFFENSE

Speed 45 ft., fly 75 ft. (good)

Melee +2 greatsword +25/+20/+15 (3d6+14/19-20)

Space 10 ft.; Reach 10 ft.

Special Attacks greater rage (31 rounds/day), longstep (160 ft. teleport as move action every 1d4 rounds), rage power (bleeding blow, body bludgeon, fearless rage, powerful blow +4, strength surge +12, unexpected strike), vanish (16/day, become invisible for 1 round).

TACTICS

Before Combat Sergeant Bonebreaker uses his *potion of jump* and *potion of enlarge person* to enable him to jump into combat huge sized and lay waste to his enemies.

During Combat Sergeant Bonebreaker uses rage and strikes with all of his most potent attacks immediately in hopes of eliminating as many enemies as possible..

Morale Demi-ogres don't really flee unless exhausted. The idea that they can be beaten by anything shorter than them just doesn't enter their mind. They will back off to heal if they can, often when another demi-ogre "steps in" to deal with their enemy or between victims.

STATISTICS

Str 26, Dex 17, Con 21, Int 10, Wis 10, Cha 10

Base Atk +10; CMB +18; CMD 32

Feats Devastating Strike, Furious Focus, Power Attack, Raging Brutality, Raging Vitality, Toughness, Vital Strike, Weapon Focus (greatsword)

Skills Acrobatics +14 (+19 to jump), Climb +21, Fly -3, Intimidate +15, Knowledge (nature) +7, Perception +17, Stealth +10, Swim +11

Languages Giant, Sylvan

SQ fast movement

Gear *potion of cure light wounds*, *potion of cure serious wounds*, *potion of enlarge person*, *potion of haste*, *potion of jump*, +3 chainmail, +2 greatsword, amulet of natural armor +2, belt of physical might +2 (Str, Dex), boots of striding and springing, ring of protection +1



Your demigods can get out of the way, or try and stop the demi-ogres. In that case they get the attention of Sergeant Bonebreaker and his men (another 3 demi-ogres), who switch from trying to bash the village gate into dust and instead try to bash your demigods into dust. The villagers are going to be sufficiently impressed with any show of heroism, galvanizing some of the more militant members to come and stand side by side and fight with your demigods against Bonebreaker.

Militant Villagers

CR 8

XP 4,800

Human fighter 9

LN Medium humanoid (human)

Init +2; Senses Perception +6

DEFENSE

AC 24, touch 14, flat-footed 21 (+10 armor, +1 deflection, +2 Dex, +1 dodge)

hp 99 (9d10+45)

Fort +9; Ref +5; Will +4; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee +1 spear +17/+12 (1d8+9/19-20/x3)

Special Attacks weapon training (spears +2, maces +1)

TACTICS

Before Combat The militant villagers drink their *potion of heroism* before charging in.

During Combat militant villagers use Vital Strike with Lunge, keeping themselves at the edge of the demi-ogre's reach.

Morale While the militant villagers have rallied to the aid of the demigods. However, if they take a significant amount of damage (either more than half their HP or more than 20 damage in a single round), they flee while apologizing to the demigods.

STATISTICS

Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 8

Base Atk +9; CMB +12; CMD 26

Feats Dodge, Greater Weapon Focus (spear), Improved Critical (spear), Lunge, Point-Blank Shot, Power Attack, Quick Draw, Toughness, Vital Strike, Weapon Focus (spear), Weapon Specialization (spear)

Skills Acrobatics +0, Climb +5, Intimidate +6, Perception +6, Profession (Any One) +7, Ride +3, Stealth +2, Survival +8, Swim +7

Languages Common

SQ armor training 2

Gear *potion of cure light wounds, potion of heroism, +1 full plate, +1 spear, ring of protection +1, 48 gp*

Pike and Rondel are two junior mercenaries who join your demigods the moment they figure they've got a chance at breaking the demi-ogres. They're not brilliant by any means and they're a bit impressionable, so your demigods are going to have a pair of groupies hanging around them from now on. This should provide some useful insight into the village life (it's rough but things are getting better) and give your demigods someone to be interactive with who's not trying to kill them.

Pike

CR 14

XP 38,400

Human fighter 7 (phalanx soldier)/stalwart defender 8

NG Medium humanoid (human)

Init +3; Senses Perception +12

DEFENSE

AC 34, touch 17, flat-footed 28 (+11 armor, +1 deflection, +2 Dex, +4 dodge, +6 shield)

hp 155 (8d12+7d10+60)

Fort +12; Ref +8; Will +5; +2 vs. Trample

Defense Abilities improved uncanny dodge; DR 3/—

OFFENSE

Speed 20 ft.

Melee +1 flaming guisarme of mighty cleaving +18/+13/+8 (2d4+4 plus 1d6 fire/x3)

Special Attacks phalanx fighting, ready pike

TACTICS

Before Combat Pike takes a moment to find the most advantageous position, possibly using his *slippers of spider climbing* to get there.

During Combat Pike might spend a round or two using a full defense action in his defensive stance to assess the enemy. Otherwise he uses improved vital strike with power attack and lunge or strike back against larger opponents, favoring keeping enemies at reach. When using improved vital strike and

power attack his attack becomes +14 (6d4+20 plus 1d6 fire/x3).

Morale Pike protects Rondel, keeping near him. If Rondel is too wounded to continue, he'll protect him to the best of his ability and at the exclusion of all other objectives. If he needs to, he'll bull rush Rondel out of the fight to keep him safe, fleeing with him. If Rondel dies, Pike fights to the death.

STATISTICS

Str 16, **Dex** 16, **Con** 17, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +15; **CMB** +17 (+19 bull rush); **CMD** 36 (40 vs. bull rush, 38 vs. drag, overrun, and trip)

Feats Devastating Strike, Dodge, Endurance, Improved Bull Rush, Improved Vital Strike, Lunge, Power Attack, Saving Shield, Shield Focus, Sidestep Charge, Strike Back, Toughness, Vital Strike

Skills Acrobatics +0, Climb -4, Intimidate +14, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Perception +12, Survival +10, Swim +3

Languages Common

SQ armor training 2

Gear *potion of cure light wounds*, *potion of heroism*, +1 full plate, +1 spear, ring of protection +1, 48 gp

Rondel

CR 14

XP 38,400

Half-elf fighter 1/sorcerer 6/eldritch knight 6

CG Medium humanoid (elf, human)

Init +7; **Senses** low-light vision; Perception +4

DEFENSE

AC 30, touch 15, flat-footed 26 (+11 armor, +3 Dex, +1 dodge, +4 shield)

hp 106 (9d10+6d6+31)

Fort +12; **Ref** +13; **Will** +10; +2 vs. enchantments

Defense Abilities fated (+1); **Immune** sleep

OFFENSE

Speed 20 ft.

Melee +1 scimitar +15/+10/+5 (1d6+2/18-20)

Bloodline Spell-like Abilities (CL 13th; concentration +18)

10/day—touch of destiny (+3)

Sorcerer Spells Known (CL 13th; concentration +18)

6th (4/day)—*acid fog*, *disintegrate* (DC 21)

5th (7/day)—*baleful polymorph* (DC 20), *fire snake* (DC 20), *hungry pit* (DC 20), *icy prison* (DC 20), *wind blades* (DC 20)

4th (7/day)—*ball lightning* (DC 19), *black tentacles*, *calcific touch* (DC 19), *monstrous physique II*

3rd (7/day)—*heroism*, *slow* (DC 18), *spiked pit* (DC 18), *vampiric touch*

2nd (7/day)—*blur*, *ghoul touch* (DC 17), *glitterdust* (DC 17), *invisibility*, *scorching ray*, *web* (DC 17)

1st (8/day)—*alarm*, *ear-piercing scream* (DC 16), *expeditious retreat*, *shield*, *shocking grasp*, *true strike*

0th (at will)—*acid splash*, *arcane mark*, *detect magic*, *flare* (DC 15), *light*, *message*, *read magic*, *spark* (DC 15), *touch of fatigue* (DC 15)

Bloodline destined

TACTICS

Before Combat Rondel casts *heroism*, *expeditious retreat* and *ball lightning* as soon as a fight seems unavoidable, directing them to strike at any heavier armored enemies.

During Combat If he feels melee combat is also likely he casts *monstrous physique II* to change into a gargoyle, using the natural flight and freeze abilities to ambush his enemies with either *disintegrate* or *acid fog*. Afterwards, he uses *baleful polymorph* or *icy prison* on the more damaging enemies.

Morale Rondel protects Pike. He uses *wind blades* to cover their retreat, but only retreats if they are able to together. He'll typically withdraw from combat long enough to cast some more protective magic before getting involved again. If Pike dies Rondel fights to the death.

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 20

Base Atk +12; **CMB** +13; **CMD** 28

Feats Arcane Armor Mastery, Arcane Armor Training, Arcane Blast, Arcane Shield, Arcane Strike, Dodge, Eschew Materials, Improved Initiative, Lightning Reflexes, Shield Focus, Skill Focus (Perception), Toughness, Weapon Focus (scimitar)

Skills Bluff +14, Escape Artist +20, Fly +5, Knowledge (arcana) +8, Knowledge (engineering) +8, Perception +4, Sense Motive +6, Spellcraft +15, Swim +5; **Racial Modifiers** +2 Perception

Languages Common, Dwarven, Elven

SQ bloodline arcana (destined), elfblood

Gear +2 buckler, +1 scimitar, +2 mithral full plate, belt of might constitution +2, cloak of resistance +3, handy haversack, headband of alluring charisma +2, dusty rose prism ioun stone, 30 gp.

Bonebreaker's demi-ogres retreat if the battle goes sorely against them, getting the heck out of there and regrouping at the ancient tower. If the demi-ogres are all defeated, not to worry - there's a bunch more waiting at the tower who'll come tromping down to find out what happened to their

glorious leader. As per usual in demi-ogre society, they replace the lead guy quickly and get back to trying to destroy Sundown to get at that key.

Your demigods need to find out about the tower and the key. One way to do this is to have one of the ogres let it slip during the fight or the retreat, as he asks: what about the tower and the key, boss? Or, a parchment (orders) slips out of Bonebreaker's possession. Could this hint to a mysterious third party pulling the demi-ogres strings for money and food? Or, your demigods could try being stealthy for once and hide outside the tower, listening to the demi-ogres talking. Or, whatever works for you.

Once your demigods can get the relic and figure out that it's a key to the tower (it's actually hidden in the village as part of a holy display at the Church of Trinity), they can take it to the tower. They'll be accompanied by Pike and Rondel unless they managed to shake those two off. Pike and Rondel have indefatigable optimism, which means it's not as easy as shouting at them to stay in the village or threatening them. They'll agree, then try (badly) to sneak along the road at a discrete distance behind your demigods. It won't help to tie them up either. Rondel's an expert escapologist (it's not the first time someone's tied these two up and walked off). Make sure it's almost impossible to get rid of them.

The tower is an overgrown old grey stone construction that's just poking out the ground like a broken arm bone. It lists at an angle and flocks of crows circle ominously, cawing out a warning as your demigods approach (unless they're very careful not to disturb the birds). There's a demi-ogre patrol outside the tower (consisting of the demi-ogre shaman [below] and another 4 demiogres, as well as more demi-ogres inside [another 4 demi-ogres])."

Demi-Ogre Shaman

CR 14

XP 153,600

Demi-ogre barbarian 4/oracle 2/rage prophet 7

CE Large fey (humanoid, giant)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 33, touch 13, flat-footed 29 (+7 armor, +4 Dex, +9 natural, +4 shield, -1 size)

hp 227 (4d12+7d10+6d8+136)

Fort +22; **Ref** +12; **Will** +13; +4 vs. mind-affecting effects

Defense Abilities evasion, trap sense +1, uncanny dodge; **DR** 10/cold iron; **Resist** cold 10, electricity 10, fire 10; **SR** 29

OFFENSE

Speed 35 ft., fly 75 ft. (good)

Melee +1 *corrosive flaming furious nine-ring broadsword* +21/+16/+11 (2d6+9 plus 1d6 fire plus 1d6 acid/x3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rage (17 rounds/day), rage power (moment of clarity, powerful blow +3, lesser spirit totem)

Rage Prophet Spell-like Abilities (CL 7th; concentration +20)

1/rage—*guidance* (+3 vs. fey, outsiders, undead, or incorporeal)

1/day—*dancing lights, ghost sound* (DC 16), *mage hand*

Oracle Spells Known (CL 7th; concentration +20)

3rd (6/day)—*animate dead, blindness/deafness* (DC 19), *inflict serious wounds* (DC 19), *summon monster III*

2nd (8/day)—*dread bolt* (DC 18), *effortless armor, false life, hold person* (DC 18), *inflict moderate wounds* (DC 18), *levitate, minor image* (DC 18), *shard of chaos* (DC 18), *weapon of awe* (DC 18)

1st (8/day)—*cause fear* (DC 17), *command* (DC 17), *divine favor, infernal healing, inflict light wounds* (DC 17), *murderous command* (DC 17), *protection from good, shield of faith*

0th (at will)—*bleed* (DC 16), *detect magic, ghost sound* (DC 16), *guidance, light, mage hand, read magic, resistance, virtue*

Mystery bones

TACTICS

Before Combat The demi-ogre shaman uses *summon monster III* and *animate dead* to rally minions together as soon as a fight seems likely. He also casts

effortless armor, weapon of awe and shield of faith to improve his combat abilities.

During Combat He tries to stay back after his minions are summoned, using *animate dead* to bring back his demi-ogre allies while hitting the enemy with *blindness/deafness* and *murderous command* to keep them occupied while hitting obviously good or lawful enemies with *dread bolt* or *shard of chaos*. Once melee is joined, he rages and uses *inflict serious wounds* to hamper and bleed an enemy immediately before finally swinging away.

Morale The shaman hopes to do his ancestors proud and doesn't flee for any reason.

STATISTICS

Str 26, **Dex** 20, **Con** 24, **Int** 12, **Wis** 12, **Cha** 23

Base Atk +13; **CMB** +22; **CMD** 37

Feats Bloody Assault, Extra Rage, Extra Rage Power, Improved Vital Strike, Power Attack, Raging Brutality, Toughness, Warrior Priest

Skills Acrobatics +10, Bluff +18, Climb +16, Diplomacy +18, Fly +0, Intimidate +20, Knowledge (planes) +7, Knowledge (religion) +9, Perception +16, Sense Motive +15, Spellcraft +12, Stealth +16, Survival +6, Swim +10

Languages Abyssal, Giant, Sylvan

SQ enduring rage, fast movement, mystery (bones), oracle's curse (haunted), rageraster, raging healer, revelation (bleeding wounds), spirit guardian

Gear *potion of displacement, potion of heroism, +2 kikko armor, +2 heavy steel shield, +1 corrosive flaming furious nine-ring broadsword, amulet of natural armor +3, belt of physical might +2 (Str, Con), cloak of resistance +3, headband of alluring charisma +4, tome of leadership and influence +1 (read), 270 gp*

Once the demi-ogres are all dealt with, the way down into the depths is clear. A search should find the place the key goes to unlock the door to the cellars. They could face all sorts of mutants and monsters from Relic's Second Age which are still trapped in there. That's up to you. Certainly there's an ancient trap on the armory.

Corporeal Instability Trap

CR 19

XP 204,800

Type magic; **Perception** DC 40; **Disable Device** DC 40

EFFECTS

Trigger visual; **Reset** 1 hour

Effect A creature that triggers this trap must make a Fort save (DC 26), or be cursed.

Curse

Save Fort DC 26; effect amorphous body and 1 Wisdom drain per round (see below); cure 3 consecutive saves.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and biols. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 20 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Inside the armory they find a rack with six staves as well as other (mundane and rusted) weapons. Each staff is a powerful weapon, but it's Wild magic. Do your demigods really want to be messing with it?

The following staves are found in the rack: *staff of hungry shadows*, *black dragon staff*, *staff of abjuration*, *staff of one hundred hands*. Each of these staves function normally, but each use has a 20% chance of functioning as though it were a miscast scroll (refer to the Pathfinder Core Rulebook's relevant section for further details). If the d% result is less than 5% the wielder is affected by the Wild Magic Trap (see above).

As your demigods step out of the cellars onto the steps, they feel the realms shift. The steps shift and morph as they climb so that, a few steps later, they're climbing up steps in another realm altogether. If Pike and Rondel are with them, even if they got left in the cellar below or in the tower above, then they make the transition too. Nobody know why, but Pike especially finds this very exciting.

Your demigods now have two new puppies (we mean "followers"). Make sure your demigods regret the extra 'help' regularly, then have Pike and Rondel save their bacon at some point down the line so they appreciate what they've got.

ENCOUNTER 12: GREYSTONE'S PROBLEM

Realm: Shaintar (see *Shaintar: Legends Arise*)

Your demigods find themselves walking the streets of a dour-looking old-stone market town in mountainous terrain which replaces their former environment, whipping one reality aside for another. This isn't a smooth transition, more a kick-your-teeth-in wallop from the Lich Queen's dungeon to the realm of Shaintar, an epic high fantasy world.

Shaintar's not about hunting down kobolds for their coins, or about murdering hordes of orcs for the color of their skin. It's about heroic deeds, in this case about saving a town from a terrible force that seeks to destroy it. The Lord Mayor of Greystone has been possessed by a demonic force of Flame and he's currently doing his level best to bring more of his kind through into humanoid hosts.



See? Heroics required.

Adramelech, the demon possessing Finley, as several plans that can spin off into a few different directions since we want to present the encounter as a sort of sandbox and let your demigods figure out how to stop this problem. Like most market towns, Greystone is a bustling place, full of different areas for entertainment, trade, noble housing, guards and adventurer quarters. It's packed with people and highly claustrophobic in design. Everything folds inward towards a central square, itself overshadowed by the mayoral residence which is more of a keep than a manor.

Your demigods can find out what's going on if they wander around Greystone. Eventually they hear guards talking about Lord Mayor Finley and his increasing bouts of paranoia. They may even hear one tale of a guard telling a friend that Finley's eyes changed color when he got angry. The

guard doesn't know this, but that was the demon's manifestation as the creature lost control for a few seconds.

More stories begin to surface about the man the longer your demigods explore the city. From the market stall holders, to the nobles in high class taverns... it's clear that something isn't right and things spiral out of control quickly from that point on.

Flame On

Soon Finley's guard are on the streets and there are people being dragged off as a warning to others; the atmosphere degrades and a riot begins.

Greystone Elite Guard

CR 5

Thuggish and muscular, this guard glares at everyone around him. He wears resplendent chain mail and Greystone tabard with a longsword at his side.

XP 1,600

Human fighter 6

LN Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 shield)

hp 55 (6d10+18)

Fort +7, **Ref** +4, **Will** +3 (+2 vs. fear)

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee mwk longsword +12/+7 (1d8+6/19-20)

Ranged mwk light crossbow +9 (1d8/19-20)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 24

Feats Power Attack, Shield Focus, Shield Specialization, Shield Wall, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +11, Intimidate +8, Perception +7, Sense Motive +7

Languages Common

SQ armor training I

Gear *potion of cure light wounds*, mwk chain shirt, mwk heavy steel shield, mwk light crossbow, mwk longsword

Those who are abducted are hidden beneath one of Finley's warehouses in the merchant district and then sacrificed. That's right, Adramelech is harvesting souls and that ritual of Flame lets more demonic entities possess Finley's troops.

Demon, Ukobach

CR 13

This gangly creature, covered in flame, has a long pointy snout with a small hole for a mouth. Its whip-like tongue flicks out, writhing in the air. The creature's long claws scratch at its smooth, oily skin.

XP 25,600

CE Medium outsider (chaotic, demon, evil, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft., see in darkness; Perception +21

Aura flaming body, unholy aura (DC 22)

DEFENSE

AC 28, touch 19, flat-footed 23 (+4 deflection, +5 dexterity, +9 natural)

hp 171 (18d10+72)

Fort +18, **Ref** +15, **Will** +15

Defensive Abilities fire healing; **DR** 10/cold iron and good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10

Weakness sunlight powerlessness, vulnerability to cold

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Space 5 ft.; **Reach** 15 ft. (tongue)

Melee 2 claws +23 (1d6 plsu 2d6 fire), tongue +18 (1d4 plus 2d6 fire and grab)

Special Attacks rend (2 claws, 2d6)

Spell-Like Abilities (CL 18th; concentration +21)

Constant—*true seeing*, *unholy aura* (DC 22)

At will—*burning hands* (DC 15), *produce flame*, *pyrotechnics* (DC 15), *spark* (DC 13)

3/day—*boiling blood* (DC 16), *deeper darkness*, *fireball* (DC 17), *flaming sphere* (DC 16), *scorching ray*, *wall of fire*

1/day—*detonate* (DC 18), *incendiary cloud* (DC 22), *magic jar* (DC 18), *summon* (level 9, 1 ukobach 50%)

STATISTICS

Str 10, **Dex** 21, **Con** 16, **Int** 15, **Wis** 11, **Cha** 16

Base Atk +18; **CMB** +23 (+25 trip); **CMD** 37 (39 vs. trip)

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Deceitful, Elemental Focus, Improved Trip, Nimble Moves, Toughness, Weapon Finesse

Skills Bluff +28, Diplomacy +24, Disguise +28, Fly +34, Intimidate +24, Knowledge (planes) +14, Perception +21, Spellcraft +14, Stealth +26

Languages Abyssal, Celestial, Common, Draconic, Ignan, Undercommon

SQ penetrating heat

SPECIAL ABILITIES

Fire Healing (Ex) Every 3 fire damage that would be dealt to an ukobach heals it 1 hp instead. An ukobach does not heal itself with its own flaming body.

Flaming Body (Su) An ukobach's body is covered in dancing flames. Anyone striking an ukobach with a natural weapon or unarmed strike takes 2d6 points of fire damage. When an ukobach strikes a creature with its natural attacks it does an additional 2d6 points of fire damage and the target must succeed on a DC 22 Reflex save or catch fire. A creature that grapples an ukobach or is grappled by one takes 6d6 points of fire damage each round the grapple persists and automatically catches fire.

Penetrating Heat (Su) All fire damage dealt by an ukobach ignores the first 20 points of fire resistance and treats creatures immune to fire as if they had fire resistance 30 unless they also have the fire subtype.

Finley has heard of your demigods and knows they're not from Shaintar... this interests him and worries him greatly at the same time. He decides he can't take chances and sends out a group of assassins to deal with them. The assassins attack when they're unsuspecting or at least paying less attention than they should be.

Demon, Ukobach (4)

CR 13

XP 25,600 each

hp 171 (18d10+72) each

Before Combat The ukobach possess several of the elite guards with *magic jar* and try to scare your demigods away.

During Combat They use their spell-like abilities to incinerate your demigods. If their mortal shells perish, they manifest and attempt to finish the job with their own bodies.

Morale If reduced to 30 or fewer hit points, they flee to inform Adramelech that your demigods are no average adventurers.

If the attempt fails, that only riles Adramelech even more and he sends out bigger and nastier agents. Meanwhile your demigods get some help from resistance members in Greystone. A few of the citizens have banded together ready to take down the Lord Mayor and they contact your demigods to see if they would be interested in storming the mayor's home and helping free them from an oppressive tyrant. The members of the resistance don't know the mayor is being controlled by a demon though, so they'll have a shock when they try and face him down.

Your demigods can try the direct approach or, with the help of someone who used to work in the manor, they can find a back way in through the tunnels that run underneath. The architect of Greystone Manor was a man who loved secrets, so he built the manor with dozens of secret passages and tricks to allow him to move unseen within its stately confines. Of course he also packed it full of traps and dangerous dead-falls to confuse and kill intruders: he had a lot of wealth, so it made sense to protect it.

When Finley took over the manor he missed out on a lot of the traps, but the architects and assayers he sent in to check the place out didn't. After about six deaths he declared certain parts of his new home out of bounds and kept people out of there until he could hire someone with enough skill not to be killed by the various mechanisms.

If they try the front or back door, your demigods have to contend with the Lord Mayor's ably-trained guards and either sneak past them or

attack them head on. It'll be a brutal fight if they do, since some of those guards have been replaced with demon servitors.

When they get to Finley he's had enough of charades; he doesn't waste time and the demon takes full control of the Mayor, all the while screaming curses at your demigods. The demon has a whole slew of abilities which can make real trouble for the party, not to mention his ability to summon reinforcements.

Adramelech

CR 18

Tall and terrible, the otherworldly creature's tongue darts out, whip-like and wreathed in flame. It brandishes its lengthy claws, legs tensed, ready to strike.

XP 614,400

Advanced ukobach rogue 4

CE Medium outsider (chaotic, demon, evil, extraplanar, fire)

Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +27

Aura flaming body, unholy aura (DC 24)

DEFENSE

AC 33, touch 22, flat-footed 25 (+4 deflection, +8 Dex, +11 natural)

hp 249 (18d10+4d8+132, 22 HD)

Fort +21, **Ref** +22, **Will** +18

Defensive Abilities evasion, fire healing, trap sense +1, uncanny dodge; **Immune** electricity, fire, poison;

Resist acid 10, cold 10

Weakness sunlight powerlessness, vulnerability to cold

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee 2 claws +29 (1d6+2 plus 2d6 fire), tongue +24 (1d4+2 plus 2d6 fire and grab)

Special Attacks rend (2 claws, 2d6+3), sneak attack +2d6

Spell-Like Abilities (CL 18th; concentration +23)

Constant—*true seeing*, *unholy aura* (DC 24)

At will—*burning hands* (DC 17), *produce flame*, *pyrotechnics* (DC 17), *spark* (DC 15)

3/day—*boiling blood* (DC 18), *deeper darkness*, *fireball* (DC 19), *flaming sphere* (DC 18), *scorching ray*, *wall of fire*

1/day—*detonate* (DC 20), *incendiary cloud* (DC 24), *magic jar* (DC 20), *summon* (level 9, 1 ukobach 50%)

STATISTICS

Str 14, **Dex** 26, **Con** 20, **Int** 19, **Wis** 15, **Cha** 20

Base Atk +21; **CMB** +29 (+33 grapple, +33 trip); **CMD** 45 (47 vs. trip)

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Deceitful, Elemental Focus APG, Greater Trip, Improved Feint, Improved Trip, Nimble Moves, Toughness, Weapon Finesse

Skills Bluff +34, Diplomacy +30, Disguise +34, Escape Artist +21, Fly +37, Intimidate +30, Knowledge (local) +16, Knowledge (planes) +16, Perception +27, Perform (oratory) +17, Profession (mayor) +14, Sense Motive +14, Sleight of Hand +20, Spellcraft +16, Stealth +33, Use Magic Device +17

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Ignan, Undercommon

SQ penetrating heat, rogue talent (convincing lie, honeyed words), trapfinding +2

SPECIAL ABILITIES

Fire Healing (Ex) Every 3 fire damage that would be dealt to an ukobach heals it 1 hp instead. An ukobach does not heal itself with its own flaming body.

Flaming Body (Su) An ukobach's body is covered in dancing flames. Anyone striking an ukobach with a natural weapon or unarmed strike takes 2d6 points of fire damage. When an ukobach strikes a creature with its natural attacks it does an additional 2d6 points of fire damage and the target must succeed on a DC 26 Reflex save or catch fire. A creature that grapples an ukobach or is grappled by one takes 6d6 points of fire damage each round the grapple persists and automatically catches fire. The DC for this is Constitution based.

Penetrating Heat (Su) All fire damage dealt by an ukobach ignores the first 20 points of fire resistance and treats creatures immune to fire as if they had fire resistance 30 unless they also have the fire subtype.



Defeating Finlay frees the town of the demon taint. As the demon takes the killing blow, your demigods sense the realms shift around them and they're left with the smell of sulfur as they find themselves in another place.

ENCOUNTER 13: FIRE AND CHAOS

Realm: Sunfire Domain (see *Set Rising*)

Your demigods are going to leave their comfortable fantasy world and be tossed into one that's decidedly science-fiction. It's ancient Egypt mixed with the incredible leaps and bounds of technology created by the god Ra, and he's very proud of it. He took his whole pantheon of gods into a new age when he invented the concept of Hypertech, a technology that ignores the ordinary laws of science and works, as the slogan says: because it does!

Hypertech uses a mix of god power and pure awesome to deliver the end result, thus Ra melds his own love of light into the technology and delivers a product that's made of "hard light".

Set, the god of chaos and disorder isn't as happy as everyone else in Ra's little domain so he's made a new realm in the Maelstrom: Xaos is a city where he can follow the old ways of human sacrifice and a caste system that puts the priests at the top of society.

Your demigods are almost run over by Ra as he makes his way through the streets of his neon-technological pyramid wonderland. He's cruising in his Ra sunfire chariot (a high tech golden sports car) and it stops on a dime. He looks them over and it's obvious to the god that they're not from his Sunfire Domain at all. Ra gives a sly grin and cuts the engine. He's part James Bond, Tony Stark and The Doctor rolled into one. His speech is like silk - silk you really want to buy badly, even if you weren't in the market for fabric a moment earlier.



"Folks," Ra says with a chuckle. "You won't believe it, but really, you're just the people I'm looking for. Now I bet you don't get a god say this to you every day, but honestly, we can talk. I have a problem and you're the perfect people who can solve it for me. I'm willing to help you, if you help me. What do you say?"

Ra's problem relates to one of Set's agents who has busted into his realm and taken hostages in the nightclub district. He was on the way to meet up with Anubis, who's leading a tactical team to the hostage taker's location, and he'd appreciate the help of some people with serious skills. He can spot potential a mile off too, and sees the chance to build friends from other realms. You never know when that might come in handy.

Of course, that friendship goes both ways - if your demigods deal with Set's agent without it getting messy for the hostages, they'll walk out of the Sunfire Domain with a solid "I owe you" from the Egyptian sun god.

HOSTAGES

The local nightspot called The Dancer has been taken over by Djoser-ti, a female sobeki (crocodile-headed people) who has been seduced by Set's dark promises. Anubis has the place surrounded and was about to send in the troops, but Ra turns up and shakes his head. He wants to see what your demigods can do. Anubis maintains the perimeter and your demigods are up.

DJOSER-TI

A massively hulking sobeki grips her black staff of Set tightly, clawed foot stamping the ground.

Djoser-Ti

CR 19

XP 204,800

Sobeki cleric (undead lord) of Set 20

NE Medium monstrous humanoid (aquatic)

Init +2; **Senses** darkvision 60 ft., true seeing; Perception +6

Aura frightful aspect (30 ft.), unholy aura (30 ft., DC 24)

DEFENSE

AC 30, touch 14, flat-footed 29 (+8 armor, +4 deflection, +1 Dex, +8 natural, -1 size)

hp 287 (20d8+194)

Fort +25, **Ref** +12, **Will** +23; +1 vs. fear effects

Defensive Abilities death's embrace, fortification 25%, protection from energy (electricity 120, fire 120), stability; **DR** 10/magic; **SR** 30

OFFENSE

Speed 20 ft., swim 40 ft.; air walk, freedom of movement

Melee +3 unholy darkwood quarterstaff +22/+17/+12 (1d8+10 plus 2d6 vs. good) or bite +14 (1d6+2)

Special Attacks bite, channel negative energy 7/day (DC 26, 10d6), death's kiss

Cleric (Undead Lord) Spells Prepared (CL 20th; concentration +28)

9th—energy drain D (DC 27), energy drain (DC 27), etherealness, miracle, soul bind (DC 27)

8th—create greater undead D, frightful aspect, mass inflict critical wounds (DC 26), orb of the void (DC 26), unholy aura (DC 24)

7th—blasphemy (DC 23), destruction D (DC 25), destruction (DC 25), repulsion (DC 23), greater scrying (DC 23)

6th—blade barrier (2, DC 22), create undead D, harm (DC 24), heal, word of recall

5th—communal air walk, major curse (DC 23), slay living D (DC 23), slay living (DC 23), true seeing, unhallow

4th—blessing of fervor (DC 20), divine power, enervation D, freedom of movement, restoration, unholy blight (DC 20)

3rd—animate dead D, bestow curse (DC 21), blindness/deafness (DC 21), invisibility purge, protection from energy (2)

2nd—aid, desecrate, ghoul touch D (DC 20), spiritual weapon (2), unliving rage (2)

1st—cause fear D (DC 19), cause fear (DC 19), murderous command (2, DC 17), protection from good good, sanctuary (DC 17)

0th (at will)—bleed (DC 18), create water, guidance, light

D Domain spell; **Domain** Death (Undead subdomain)

TACTICS

Before Combat Djoser-Ti protected herself with several spells before assaulting the nightclub including: *communal air walk*, *freedom of movement*, *protection from energy* (electricity and fire). Once she conquered the site, she cast *unhallow* with *invisibility* *purge* tied to it followed by *desecrate*. She then cast *greater scrying* just outside the front of the club and is watching the authorities. If your demigods give any indication they are breaching the building, she casts *sanctuary* then *aid*, *frightful aspect*, and *true seeing*.

During Combat She tries to stall as long as possible, but will use channel energy to kill as many hostages as possible once your demigods look like they're going to attack. Knowing that the longer she holds out, the more glory for Set, she lets her undead bodyguards protect her by casting *unholy aura*, and ranged spells before wading into melee.

Morale Though she would gladly die for the glory of Set, she knows that her escape will infuriate the forces of Ra even more. If reduced to 30 or fewer hit points, or her situation seems desperate, she casts *word of recall*.

Base Statistics Without *aid*, *air walk*, *freedom of movement*, *frightful aspect*, *protection from energy* (electricity and fire), *shield of faith*, and *unholy aura* her statistics are **Aura** none; **Perception** no spells; **AC** 21, touch 11, flat-footed 20; **hp** 233; **Fort** +23, no special save bonuses; **DR** none; **Immunities** none; **SR** none; **Speed** no spells; **Melee** +3 *unholy darkwood quarterstaff* +20/+15/+10 (1d6+6 plus 2d6 vs. good) or bite +12 (1d4+1); **Str** 14, **Con** 22; **CMB** +17; **CMD** no immunities

STATISTICS

Str 20, **Dex** 12, **Con** 26, **Int** 8, **Wis** 22, **Cha** 18

Base Atk +15; **CMB** +21; **CMD** 32

Feats Channel Smite, Combat Casting, Command Undead, Endurance B, Greater Channel Smite, Greater Spell Focus (necromancy), Improved Channel, Improved Natural Armor, Power Attack, Quick Channel, Spell Focus (necromancy), Uncanny Concentration, Warrior Priest

Skills Appraise +3, Diplomacy +8, Heal +10, Knowledge (religion) +12, Sense Motive +10, Spellcraft +7, Swim +11

Languages Common, Sobeki

SQ amphibious, corpse companion, empowered unlife healer

Gear +2 *fortification (light) agile breastplate*, +3 *unholy darkwood quarterstaff*, *belt of physical might* +4 (Dex, Con), *cloak of resistance* +5, *headband of mental prowess* +4 (Wis, Cha), 1,160 gp

Witchfire (2)

CR 9

For full stats see page 206

XP 6,400 each

hp 115 each

Before Combat They wait in the walls, at Djoser-Ti's command, and wait to ambush anyone that comes in the door.

During Combat They attempt to summon will-o'-wisps, then fire witchflame bolts at the most dangerous enemies, laughing all the while.

Morale They are under the control of Djoser-Ti and have no choice but to fight to the... um... death.

Zombie Raver Horde

CR 14

Dressed in silk, sequins, and neon lights, these recently deceased corpses wear the latest fashions. They shamble forward carrying an array of improvised weapons including broken bottles, martini glasses, and stiletto heels.

XP 38,400

NE Colossal undead (troop)

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 13, touch 2, flat-footed 13 (+11 natural, -16 size)

hp 110 (20d8 plus 20)

Fort +6; **Ref** +6; **Will** +12

Defensive Abilities; **DR** 10/slashing; Immune undead traits

OFFENSE

Speed 20 ft.

Melee troop (5d6+6 plus 1d4 bleed)

Space 30 ft.; **Reach** 5 ft.

STATISTICS

Str 22, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +15; **CMB** +29; **CMD** 39 (can't be tripped)

Feats Improved Overrun, Toughness

Skills Stealth -16

Just as your demigods look like they've got things under control, Djoser-ti activates a grenade-like device and hurls it to the ground. It explodes in a burst of light and whirling glyphs - these are Egyptian cartouches with the divine power of Set. There is a sound like the air tearing, bodies swirling everywhere, and a huge-muscled abomination is standing there, ready to pummel... everything.

Mortuary Cyclone

CR 20

A whirling and spinning cyclone of dirt, bone fragments, and body parts rapidly advances toward you. It stands about 20 feet tall. From its central form you see two large arm-like appendages ending in clenched fists emerge.

XP 307,200

N Huge undead

Init +5; **Senses** darkvision 60 ft.; Perception +39

Aura desecrating aura (50 ft.)

DEFENSE

AC 28, **touch** 13, **flat-footed** 27 (+1 Dex, +15 natural, +4 profane, -2 size)

hp 263 (31d8+124)

Fort +20, **Ref** +17, **Will** +24

DR 15/bludgeoning and magic; **Immune** undead traits; **SR** 31

OFFENSE

Speed 40 ft.

Melee slam +33 (2d8+16/19-20 plus energy drain)

Space 15 ft.; **Reach** 15 ft.

Special Attacks create spawn, energy drain (2 levels, DC 29), necrocone, whirlwind (10-40 ft. high, 3d6 damage, DC 36),

STATISTICS

Str 33, **Dex** 12, **Con** --, **Int** 11, **Wis** 12, **Cha** 19

Base Atk +23; **CMB** +36; **CMD** +49

Feats Ability Focus (energy drain), Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Iron Will, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Weapon Focus (slam)

Skills Acrobatics +32, Intimidate +46, Perception +39, Sense Motive +1, Stealth +27

Languages Common (cannot speak)

SQ unholy grace

SPECIAL ABILITIES

Create Spawn (Su) Any living creature slain by a mortuary cyclone's necrocone attack or energy drain attack becomes an undead creature in 1d4 rounds. Spawn are under the command of the mortuary cyclone that created them and remain enslaved until its destruction.

Desecrating Aura (Su) A mortuary cyclone emanates an aura of desecration within a 50-foot radius centered on its body. This functions as a desecrate spell (caster level 18th) as if the mortuary

cyclone where a permanent fixture dedicated to its own deity. Clerics in the area take a -6 profane penalty on turning checks, undead within the area gain a +2 profane bonus on attack rolls, damage rolls, and saves, and undead created within the area have +2 hit points per HD. Further, anyone casting animate dead within 50 feet of a mortuary cyclone creates as many as double the normal amount of undead (4 HD per caster level instead of 2 HD per caster level).

A consecrate spell cast on a mortuary cyclone by a caster of 18th level or higher nullifies its desecrating aura for 1 minute per caster level.

Necrocone (Su) Once every 1d4 rounds, a mortuary cyclone can blast forth a mass of bone fragments, debris and negative energy in a 30-foot cone. Creatures caught in the cone take 6d6 points of damage. Half this damage is piercing damage, but the other half is from negative energy and is not subject to resistance or immunity (unless the opponent is resistant or immune to negative energy effects). An affected creature that succeeds on a DC 27 Reflex save reduces the piercing damage by half. Undead within the area of a necrocone heal a number of hit points equal to the amount of negative energy damage (3d6) the attack would otherwise deal. An undead creature cannot gain temporary or bonus hit points from a mortuary cyclone's necrocone. The save DC is Charisma-based.

Unholy Grace (Su) A mortuary cyclone adds its Charisma modifier as a bonus on its saving throws and as a profane bonus to its Armor Class. (The statistics block already reflects these bonuses.)

While your demigods are dealing with this setback, Djoser-ti's partner, the sneaky one of the duo, is breaking into Ra's secure research facility. It turns out the place isn't as secure as Ra might like. Just when your demigods emerge from the club (victorious, hopefully), Ra gets a message that encrypted files are getting accessed by an unauthorized person.

Congratulations will have to wait. The job's only half done. Time to ride across town in Ra's chariot - which magically morphs from a sports car into a limousine. How? Because Ra says it can! Two minutes and several hundred miles per hour later they're at the door.

Building security has created a discrete cordon around the exits to the research pyramid. Ra nods, and it's time for your demigods to go in to deal with the situation. There are lots of fragile and very expensive things inside, so they sense they're not to break anything. Ra doesn't have to say a word. They just *know* that would be bad for their budding friendship with the god.

The head of security shows them a schematic of the pyramid - the intruder is on the 14th level, one of the cozier research labs near the top.

Altyr is a spymaster for Set, with the stealth to match. He's busy stealing some tech plans for a golden starship called the Osiris when your demigods show up. As they enter the level, it's very likely they trigger a silent alarm grid he set up as a precaution.

Proximity Detector

CR 15

XP 19,200

Type mechanical; **Perception** DC 40; **Disable Device** DC 40

EFFECTS

Trigger proximity (as *alarm*); **Duration** instantaneous; **Reset** none

Effect alerts Altyr's commlink of movement.

Altyr is alone, but very skilled. Also, even when he's alone he has himself as backup - several 'himselves' in fact. He uses a magic belt, created by the god Set, to create multiple simulations of Altyr, each exact replicas which are fully capable of working independently. Figuring which is the real Altyr during the confusion of combat will be tough. Hint - he's the invisible one who's finishing sealing the plans rather than fighting. Give him 5 rounds and he'll be done, ready to leave.

Altyr

CR 19

Grinning and covered head to toe in black cloth, this handsome man has a gleam in his eye and a dagger in each hand.

XP 204,800

Human rogue 20 (knife master) (*Pathfinder RPG Ultimate Combat*)

NE Medium humanoid (human)

Init +8; **Senses** Perception +24

DEFENSE

AC 24, touch 16, flat-footed 18 (+8 armor, +6 Dex) **hp** 153 (20d8+60)

Fort +13, **Ref** +25 (+10 competence bonus vs. traps), **Will** +12

Defensive Abilities blade sense, improved evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee *dagger of doubling* +16/+11/+6 (1d4+1/19-20) and *dagger of doubling* +16/+11/+6 (1d4+1/19-20) or *dagger of doubling* +18/+13/+8 (1d4+1/19-20)

Ranged *dagger of doubling* +18/+13/+8 (1d4+1/19-20)

Special Attacks master strike (DC 23), sneak stab +10d8

Base Statistics Without using his *wand of cat's grace* or drinking his *potion of blur* his statistics are **Init** +6; **Ref** +23; **Defensive Abilities** blade sense, improved evasion, improved uncanny dodge; **Melee** *dagger of doubling* +14/+9/+4 (1d4+1/19-20) and *dagger of doubling* +14/+9/+4 (1d4+1/19-20) or *dagger of doubling* +16/+11/+6 (1d4+1/19-20); **Ranged** *dagger of doubling* +16/+11/+6 (1d4+1/19-20); **Dex** 22; **CMD** 31; **Skills** Acrobatics +29, Disable Device +31, Escape Artist +29, Sleight of Hand +29 (+39 to conceal a light blade), Stealth +34.

STATISTICS

Str 10, **Dex** 26, **Con** 14, **Int** 16, **Wis** 12, **Cha** 10

Base Atk +15; **CMB** +15; **CMD** 33

Feats Combat Expertise, Combat Reflexes, Gang Up, Greater Two-weapon Fighting, Improved Feint, Improved Two-weapon Feint, Improved Two-weapon Fighting, Outflank, Precise Strike, Two-Weapon Feint, Two-Weapon Fighting

Skills Acrobatics +31, Bluff +23, Climb +23, Disable Device +33, Escape Artist +31, Knowledge (engineering) +23, Knowledge (local) +26, Perception +26 (+36 to spot or locate traps and devices on the floor within 10 ft.), Sense Motive +24, Sleight of Hand +31 (+41 to conceal a light blade), Stealth +36, Use Magic Device +23

Languages Common, Elven, Halfling

SQ hidden blade, rogue talent (another day, assassinate, assault leader, bleeding attack, fast tumble, hard minded, hide in plain sight, hunter's surprise, improved evasion, opportunist)

Gear *potion of blur* (used), *potion of invisibility* (used), *teleportation charm* (as *teleport*; single use), *unfettered shirt*, *wand of cat's grace* (CL 5, 15 charges), +4 *expeditious shadow mithral chain shirt*, *dagger of doubling*, *burglar boots (major)*, *cloak of resistance* +5, *headband of vast intelligence* +2, *multiplicity cord*, thieves' tools, masterwork, 736 gp

Altyr Simulacrum

CR -

Grinning and covered head to toe in black cloth, this handsome man has a gleam in his eye and a dagger in each hand.

XP 6,400

Human rogue (knife master) 10 (*Pathfinder RPG Ultimate Combat*)

NE Medium humanoid (human)

Init +7; **Senses** Perception +14

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +6 Dex)
hp 68 (10d8+20)

Fort +4, **Ref** +14, **Will** +4

Defensive Abilities blade sense, *blur*, evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk dagger +8/+3 (1d4/19-20) and mwk dagger +8 (1d4/19-20) or mwk dagger +10/+5 (1d4/19-20)

Ranged mwk dagger +10/+5 (1d4/19-20)

Special Attacks sneak stab +5d8

TACTICS

During Combat Altyr Simulacrums try to quickly engage a single foe and take them down as fast as possible. Using their teamwork feats and opportunist rogue talent, they are able to coordinate their efforts. They'll delay and ready actions to make the most of their tactics.

Morale As soulless creatures of shadow, they fight to the death.

Base Statistics Without Altyr's *wand of cat's grace* or their *potion of blur* their statistics are **Init** +5; **AC** 19, touch 15, flat-footed 14; **Ref** +12; **Defensive Abilities** blade sense, evasion, improved uncanny dodge; **Melee** mwk dagger +6/+1 (1d4/19-20) and mwk dagger +6 (1d4/19-20) or mwk dagger +8/+3

(1d4/19-20); **Ranged** mwk dagger +8/+3 (1d4/19-20); **Dex** 20; **CMD** 22; **Skills** Acrobatics +18, Disable Device +20, Escape Artist +18, Sleight of Hand +18 (+23 to conceal a light blade), Stealth +18.

STATISTICS

Str 10, **Dex** 24, **Con** 13, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +7; **CMD** 24

Feats Combat Expertise, Combat Reflexes, Gang Up, Outflank, Precise Strike, Two-Weapon Fighting

Skills Acrobatics +20, Bluff +13, Disable Device +22, Escape Artist +20, Knowledge (engineering) +12, Knowledge (local) +15, Perception +14, Sense Motive +14, Sleight of Hand +20 (+25 to conceal a light blade), Stealth +20, Use Magic Device +13

Languages Common, Elven, Halfling

SQ hidden blade, rogue talent (assault leader, bleeding attack, fast tumble, hunter's surprise, opportunist)

Gear *potion of blur* (used), mithral shirt, mwk dagger (2), thieves' tools, masterwork

UNIQUE MAGIC ITEM

Multiplicity Cord

Price 100,000 gp; **Slot** belt; **CL** 20th; **Weight** 2 lbs.; **Aura** strong illusion

DESCRIPTION

This silken cord contains a very complicated braid. By speaking the command word while wearing the cord, the wearer can summon an exact duplicate of himself. This duplicate functions in all ways like a *simulacrum* but only last for 1 hour or until reduced to 0 or fewer hit points. The duplicates are equipped with mundane copies of all of the wearer's gear; magical items, poisons, and alchemical items copied will not function. Any spell effects on the wearer are not duplicated, though the duplicates can receive beneficial spells as if they were a creature of the same type. The duplicates are made of shadow essence, and they dissolve into black smoke after 1 hour or when defeated. This belt functions up to 6 times per day.

CONSTRUCTION REQUIREMENTS

Cost 50,000 gp; **Feats** Craft Wondrous Item; **Spells** *simulacrum*

There are two ways this can end. If Altyr gets the plans, he has a *teleportation charm* around his neck which zaps him onto a cloaked vessel waiting just outside the pyramid wall, and then away. He engages it just as he comes out of invisibility, knowing he has a few seconds to gloat and wave goodbye before it kicks in. That's the last chance to get him. Fail, and he teleports away. Ra's miffed, and a bit preoccupied talking to Anubis about tracking the spy ship. Whatever corner they next walk round or whichever doorway they next go through, that's the realm shift to their next encounter. They hear Egyptian dance music, the echo of Altyr's final taunt, and they're gone.

However, if your demigods stop Altyr, Ra tells them to look him up if they're ever back in the Sunfire Domain. The techno-Egyptian realm could do with some handy troubleshooters. Your demigods can also take Altyr's belt, with Ra's blessing. The teleportation charm is coded to Altyr unfortunately, but that belt alone... that's some serious magical hardware there.

ENCOUNTER 14: 1, DINOSAUR

Realm: Titans Of The Jurassic (alternate stone age)

10,000 BC and fledgling tribes struggle against a harsh environment. Even the plants want to eat them and let's not talk about what the dinosaurs really want. Not as though the tribes know the dinosaurs still exist, until some bonehead heroes manage to break down a ton of rock and reveal an underground kingdom where the dinosaurs still live.



To add to this, the tribes that flourish in the underground beneath the jungle canyons of this world have found the answer to the riddle of steel; they've developed advanced (for this period) technology and some have even made the dinosaurs their steeds. Your demigods are going to gatecrash this party to stop the plans of a madwoman who's determined she can lead this underground kingdom to war against every realm in the Maelstrom.

She Who Cannot Be Named, because names have power and she'd rather keep her name out of the equation, is neither mad nor from this realm at all, but she's a cunning saurian (dino-person) and loves to play different roles. Her real name is Michella Drax and she hails from an alternate Jurassic that you can get a glimpse of in the Scarbone adventure from *Savage Suzerain*.

Drax has been working to corrupt the tribes of the underground world to prepare them to aid her in the task she has been given: use this realm as a forward base to attack other places in time and space, attacking them with fire, steel and dinosaurs. Roar!

**Michella Drax,
She Who Cannot Be Named** **CR 19**

With glowing blue eyes and a metal arm, this proud looking reptilian woman is an amalgamation of scales and machinery. The leathery wings on her back flutter with excitement as she surveys all she sees.

XP 204,800

Saurian blood arcanist 20

LE Medium reptilian humanoid (shapechanger)

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft., scent, arcane sight, see invisibility; **Perception** +28

DEFENSE

AC 26, touch 12, flat-footed 24 (+8 armor, +2 Dex, +6 natural)

hp 183 (20d6+111)

Fort +14, **Ref** +13, **Will** +17; +4 vs. blindness and visual effects, +4 racial bonus vs. poison

Immune divination magic, gaseous attacks, poison, paralysis, ranged weapons; **Resist** electricity 30, fire 30

DR 10/magic against ranged (100 points), 10/adamantine (150 points)

OFFENSE

Speed 30 ft., fly 60 ft. (perfect) or fly 90 ft. (good)

Melee bite +10 (1d4 plus poison), 2 claws +10 (1d4)

Special Attacks bite, serpent's fangs

Bloodline Spell-Like Abilities (CL 20th; concentration +31)

At will—serpentfriend

2/day—den of vipers

Blood Arcanist Spells Prepared (CL 20th; concentration +31)

Constant—arcane sight, see invisibility

9th (5/day)—meteor swarm (DC 28), summon monster IX, time stop, winds of vengeance

8th (5/day)—form of the dragon III, horrid wilting (DC 27), mind blank

7th (5/day)—mass hold person (DC 26), greater scrying (DC 26), reverse gravity

6th (5/day)—greater dispel magic, freezing sphere (DC 25), globe of invulnerability

5th (6/day)—dominate person (DC 24), break enchantment, hungry pit (DC 24), teleport

4th (6/day)—ball lightning (DC 23), greater false life, greater invisibility, stoneskin

3rd (6/day)—displacement, fireball (DC 22), haste, communal resist energy

2nd (6/day)—blindness/deafness (DC 21), make whole, mirror image, pilfering hand, protection from arrows

1st (7/day)—feather fall, liberating command, magic missile, shield, true strike

0th (at will)—acid splash, daze (DC 19), detect poison, mage hand, message, open/close (DC 19), prestidigitation, read magic, spark (DC 19)

Bloodline serpentine

TACTICS

Before Combat Michella casts *mind blank* and *greater false life* on herself daily. Before the battle, she prepares herself and her cyber-saurus mount, Spot, with *communal resist energy* (fire and lightning), *protection from arrows*, and *stoneskin*. She rides around on Spot during the battle using message to communicate with her lieutenants. Unless your demigods approach her especially stealthily, she prepares for the inevitable battle by casting *mirror image* and *winds of vengeance* on herself. Spells cast are already in her statistics.

During Combat Once your demigods pose a serious threat, she casts *time stop*, then protects herself by casting *greater invisibility*, *globe of invulnerability*, *displacement*, *shield*, and *haste*, in that order. During combat, she uses her greater counterspell exploit to block decisive magical attacks while replenishing her arcane reservoir with her counter drain exploit and consume spells. She tries to use her arcane reservoir to boost the power of her spells with impromptu applications of metamagic feats using her metamixing exploit. If Spot is defeated, or Michella is threatened in melee, she uses dimensional step to get away and flies around the battlefield.

Morale If reduced to 30 or fewer hit points, she uses dimensional step to withdraw from the fight and casts *teleport* to reach her bedroom inside her base (very familiar). She then gathers her spellbooks and personal effects before setting the self-destruct sequence and fleeing.

Base Statistics Without *communal resist energy*, *greater false life*, *mind blank*, *mirror image*, *protection from arrows*, *stoneskin*, and *winds of vengeance*, Michella's base statistics are **hp** 152 (20d6+80); **Immune** poison, paralysis; **Resist** none; **DR** none; **Speed** fly 90 ft. (good); **Skills** Fly +16.

STATISTICS

Str 10, **Dex** 14, **Con** 16, **Int** 28, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +9; **CMD** 21

Feats Combat Casting, Craft Cybernetics, Craft Technological Arms & Armor, Craft Technological Item, Empower Spell, Expanded Preparation, Persistent Spell, Quicken Spell, Skill Focus (Knowledge

[engineering]), Technologist, Uncanny Concentration

Skills Appraise +22, Bluff +5, Craft (alchemy) +17, Craft (armor) +17, Craft (firearms) +17, Diplomacy +22, Escape Artist +6, Fly +24, Heal +10, Knowledge (arcana) +32, Knowledge (dungeoneering) +17, Knowledge (engineering) +38, Knowledge (nature) +17, Knowledge (planes) +32, Linguistics +32, Perception +28, Profession (soldier) +8, Ride +12, Sense Motive +2, Spellcraft +32, Use Magic Device +15; **Racial Modifiers** +2 Perception, serpent's senses

Languages Common, Saurian plus 26 others

SQ arcane reservoir (13/23), arcanist exploit (counter drain, counterspell, dimensional slide, greater counterspell, metamagic knowledge, metamixing), bloodline (serpentine), consume spells, scaled soul

Gear boots of escape, cureall, hemochem V, battery (4), belt of mighty constitution +4, bracers of armor +8, cloak of resistance +5, commset, cybernetic arm, cybernetic eyes, headband of vast intelligence +6, prismatic access card (all doors in her base), 2,000 gp worth of diamonds and diamond dust

SPECIAL ABILITIES

Poison (Ex) Bite—Injury; save Fort DC 23, frequency 1/round for 6 rounds; effect 1d4 varies (see Scaled Soul); cure 2 saves

Scaled Soul (Su) Michella has the shapechanger subtype, and you can assume the form of a reptilian humanoid (as *alter self*) or snake of Diminutive to Huge size (as *beast shape III*) at will. She retains the power of speech and the ability to use somatic spell components when transformed. She also becomes immune to poison and paralysis. When using her bite attack she may choose to inflict damage to any ability score.

Serpent's Senses (Ex) Saurians receive a +2 racial bonus on Handle Animal checks against reptiles.

Serpentfriend (Ex) Michella can use *speak with animals* at will with reptilian animals (including various forms of dinosaurs, lizards, and other cold-blooded creatures).

Your demigods may be more than enough to discourage her and wreck the plans she's been working on for years. After all, that's what heroic adventurer demigods are often best at.

STALKING THE STALKER

Your demigods should really be exploring a cavern system when you use this, or in some place that could easily be turned into a lush jungle. Either works for a smooth transition between realms. Otherwise, a dramatic realm clash is fine too.

Unfamiliar sights and sounds greet your demigods as they explore the local zone, then in a clearing with alien skies above they spot three men riding three huge beasts (triceratops) covered in a mix of steel and chain armor. The men wear hide and fur, they carry spears tipped with steel and crude but effective steel swords at their belts. The men are guarding an entry to the underground kingdom but right now they're looking for someone, spreading out in the clearing.

Dino-Rider

CR 15

XP 51,200

Human cavalier (beast rider) 11/mammoth rider 5

NG Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 156 (5d12+11d10+59)

Fort +13, **Ref** +7, **Will** +8; +2 morale bonus vs. spells, +3 morale bonus vs. fear when beneath banner

OFFENSE

Speed 20 ft.

Melee +1 impact darkwood spear +23/+18/+13/+8 (2d6+10×3, +2d6 on charge) or longsword +22/+17/+12/+7 (1d8+6/19-20, +2d6 on charge)

Special Attacks challenge, cavalier's charge, mighty charge

STATISTICS

Str 23, **Dex** 14, **Con** 16, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +16; **CMB** +22 (+23 bull rush); **CMD** 34

Feats Cavalry Formation, Coordinated Charge, Escape Route, Furious Focus, Intercept Charge, Iron Will, Mounted Combat, Mounted Skirmisher, Power Attack, Ride-by Attack, Skill Focus (Ride), Spirited

Charge, Trick Riding

Skills Climb +14, Handle Animal +12, Intimidate +8, Knowledge (geography) +4, Knowledge (nature) +7, Ride +27, Sense Motive +10, Survival +10 (+15 to follow tracks), Swim +14

Languages Common

SQ banner, beast's skills, colossus hunter, order (order of the beast), tactician, rapid straddle, undaunted, valiant devotion, wild empathy +15, wild mount shape (11 hours)

Gear *rhino hide*, darkwood buckler, +1 *impact darkwood spear*, longsword, *belt of physical might* +2 (Str, Con), 255 gp

Animal Companion

CR —

Triceratops

N Huge animal

Init +2; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 35, touch 10, flat-footed 33 (+4 armor, +2 Dex, +21 natural, -2 size)

hp 123 (+65)

Fort +13, **Ref** +10, **Will** +5 (+4 morale bonus vs. charm, compulsion, and fear effects, +4 morale bonus vs. enchantment spells and effects)

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee gore +17 (4d6+15)

Space 15 ft.; **Reach** 10 ft.

Special Attacks powerful charge (6d6)

STATISTICS

Str 30, **Dex** 14, **Con** 20, **Int** 3, **Wis** 12, **Cha** 7

Base Atk +9; **CMB** +21; **CMD** 33 (37 vs. trip)

Feats Devastating Strike, Endurance, Escape Route, Furious Focus, Improved Natural Attack (gore), Intercept Charge, Power Attack, Vital Strike

Tricks Attack, Attack Any Target, Come, Defend, Down, Fetch, Guard, Heel, Seek, Stay, Track, Work

Skills Acrobatics +8, Climb +12, Perception +11

SQ devotion, improved evasion, multiattack

Gear chain shirt, barding

They talk amongst themselves in a cultured way; unlike the other tribes, this one has been specially trained and educated by Drax. She's making sure there's no mistake when she starts

invading different parts of reality. First though, she plans to subjugate the other tribes on the surface of this realm.

So the men are tracking down Stalker in Shadows, a pretty young gangly spy from one of the other tribes. She's one of the few people who has learnt what's going on here, one of the few people who gives two hoots too. She wears clothes made from big cats, comfortable and allowing for freedom of movement. They've been enchanted by her tribal shaman too, for extra comfort and freedom of movement.

Stalker in Shadows

CR 15

XP 51,200

Female human rogue 16

CN Medium humanoid (human)

Init +6; **Senses** Perception +18

DEFENSE

AC 19, touch 16, flat-footed 13 (+3 armor, +6 Dex)

hp 107 (16d8+32)

Fort +7, **Ref** +16, **Will** +4

Defensive Abilities evasion, improved uncanny dodge, trap sense +5

OFFENSE

Speed 30 ft.

Melee +2 *stalking cold iron dagger* +20/+15/+10 (1d4+8/19-20)

Ranged +1 *darkwood shortbow* +19/+14/+9 (1d6+1/x3)

Special Attacks sneak attack +8d6

STATISTICS

Str 10, **Dex** 22, **Con** 14, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +12; **CMB** +18 (+20 dirty trick); **CMD** 28 (30 vs. dirty trick)

Feats Agile Maneuvers, Combat Expertise, Greater Feint, Improved Dirty Trick, Improved Feint, Quick Dirty Trick, Skill Focus (Stealth), Slashing Grace, Weapon Finesse

Skills Acrobatics +30, Appraise +21, Bluff +21, Climb +8, Craft (alchemy) +10, Diplomacy +21, Disable Device +31, Disguise +10, Escape Artist +19, Knowledge (engineering) +5, Knowledge (local) +15, Linguistics +6, Perception +18, Sense Motive

+12, Sleight of Hand +25, Stealth +36, Swim +8, Use Magic Device +15

Languages Common, Draconic, Saurian

SQ rogue talent (camouflage, fast stealth, fast tumble, follow clues, hide in plain sight, slippery mind, stealthy sniper, trap spotter), trapfinding +8

Gear *potion of cure moderate wounds (2), potion of cure serious wounds (2), catskin leather, +1 darkwood shortbow, +2 stalking cold iron dagger, belt of physical might +2 (Dex, Con)*

Stalker in Shadows is going to get your demigods into trouble. She uses them as a distraction and, as soon as the men on dino-back see her, she points out your demigods and shouts, "Invaders!" She's hoping to escape in the confusion and you can't blame her either. Her life expectancy was pretty low otherwise.

Your demigods are going to get attacked, even if they're hidden - young Stalker in Shadows observed them hide not far from where she is.

If your demigods defeat the guards, they can chase after Stalker as she flees and catch up to her. It's dangerous of course. She knows the land well and she also knows where traps and creatures are. She'll need some convincing as to the strangers' intentions, but if they kicked the guards' butt she won't be that hard to convince.

If your demigods get captured, she follows the guards into the underground kingdom and tries to free them. She realizes that perhaps she made a mistake and these new invaders could be allies after all.

Either way, your demigods can talk to her, get the skinny on the realm and the lowdown on She Who Cannot Be Named. Stalker in Shadows asks for help, offering to take your demigods to her tribe and introduce them to her people so they can help them defeat their enemy.

The rest of this can play out in a sandbox manner with your demigods acting against Drax's scouts and organizing a commando raid on the saurian's main camp. Alternatively, they can get right to it and attack the problem head on. Cue a big, brutal battle. It depends on how much time you want to spend on this encounter and how much you like the idea of demigods exploring and interfering in other realms.

Tracker drones and turrets constantly patrol She Who Cannot Be Named's base. If your demigods engage in combat in or near her base, one random demigod will be targeted each round on initiative 10.

Tracker Shot

CR 3

DESCRIPTION

Type mechanical and technological; **Trigger** combat (Perception +15); **Reset** automatic (1 round)

EFFECT

Atk +10 ranged touch (1d8 plus tracker chip)

Special The tracker shot embeds a tracker chip in the flesh of organic targets (or on the surface of inorganic targets) when it succeeds at a ranged touch attack. The Perception DC to notice the chip and the Heal DC required to remove it is equal to the attack roll total.

Because of her constant vigilance, She Who Cannot Be Named will most likely be riding on her prototype cyber-saurus, Spot, when encountered.

Cyber-saurus Rex

CR 19

XP 204,800

Augmented tyrannosaurus

N Colossal animal

Init +4; **Senses** low-light vision, scent; Perception +41

DEFENSE

AC 31, touch 2, flat-footed 31 (+9 armor, +20 natural, -8 size)

hp 315 (30d8+180)

Fort +23, **Ref** +17, **Will** +14

Resist electricity 30, fire 30

DR 10/magic against ranged (100 points), 10/adamantine (150 points)

Weaknesses vulnerable to electricity

OFFENSE

Speed 35 ft., booster jets, unstoppable

Melee bite +29 (6d6+30/19-20x3 plus grab), tail slap +24 (4d6+7 plus trip)

Ranged x-laser cannon +15/+10/+5/+0 touch (6d8 fire/x3) or grenade launcher +10 (4d6 fire and 4d6 electricity, DC 15)

Space 30 ft.; **Reach** 30 ft.

Special Attacks trample (4d6+22, DC 40)

TACTICS

Before Combat Before the battle, Michella protects her mount by casting *communal resist energy* (fire and lightning), *protection from arrows*, and *stoneskin* on it (already included in statistics). She rides around the battlefield on her prototype cyber-saurus, shouting commands and evaluating her troops.

During Combat Left to her own devices, the cyber-saurus rips through as many opponents as possible while the targeting computer locates as many targets in range as possible. When a particularly dangerous target presents itself, Michella directs her favorite pet to devour that target.

Morale The cyber-saurus always fights to the death.

Base Statistics Without *communal resist energy*, *protection from arrows*, and *stoneskin* the cyber-saurus's statistics are **Resist** none; **DR** none.

STATISTICS

Str 40, **Dex** 11, **Con** 23, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +22; **CMB** +45; **CMD** 55

Feats Bleeding Critical, Critical Focus, Devastating Strike, Diehard, Endurance, Furious Focus, Greater Vital Strike, Improved Critical (bite), Improved Devastating Strike, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike

Skills Acrobatics -6 (-2 to jump with a running start), Perception +41

SQ ejector seat, powerful bite, targeting computer

Gear booster jets, full plate, grenade launcher, x-laser cannon

SPECIAL ABILITIES

Booster Jets (Ex) As a swift action up to 10 times per hour, a cyber-saurus can gain a fly speed of 60 feet (poor maneuverability) for a duration of 1 minute.

Ejector Seat (Ex) The cyber-saurus's armor comes with a built-in saddle that completely straps the rider in; unconscious riders cannot fall from the saddle. If the cyber-saurus's hit points drop to 0 or lower, the saddle immediately ejects, flying 100 ft. straight up. It then gently glides to the ground at 60 ft. per round. Getting into and out of the saddle is a full-round action that provokes attacks of opportunity.

Powerful Bite (Ex) A cyber-saurus's adds twice its Strength modifier to bite damage and does x3 damage on a critical hit.

Targeting Computer (Ex) A complex computer installed in the cyber-saurus's cybernetic armor controls the booster jets, head-mounted x-laser cannon and grenade launcher when the rider is not controlling them. It uses a chipfinder to locate tracking chips within a 1,000 ft. range to determine its targets, flying the cyber-saurus to the closest target. The targeting computer has a +10 bonus on Fly checks including the cyber-saurus's size penalty. It may fire either the x-laser cannon (reusable once every 2d4 rounds) or the grenade launcher (loaded with 4 plasma grenades) once per round; this action is on the cyber-saurus's initiative but independent of its actions. The targeting computer does not provoke attacks of opportunity nor take penalties for firing into melee when using the x-laser cannon or grenade launcher. The cyber-saurus's bio-electricity powers the targeting computer; if the cyber-saurus dies, the targeting computer ceases to function in 1d4 rounds.

Unstoppable (Ex) Cyber-sauri ignore movement penalties from difficult terrain.

X-Laser Cannon (Ex) This powerful weapon is mounted on the cyber-saurus's head. It has a range increment of 200 ft. The heat and sound from the firing weapon distract the cyber-saurus, giving it a -5 penalty on all attack rolls any round the weapon fires.

SANDBOX ADVENTURE

She Who Cannot Be Named controls a well defended compound defended by robots she has built or brought with her and dinosaurs she has convinced to join her cause. She casts *greater scrying* to spy on the local barbarian tribes daily, and will quickly find out about your demigods. If

| d% | Encounter | Avg. CR | Source |
|-------|--------------------------------|---------|--|
| 1-11 | 2d6 Dinosaur, Triceratops | 15 | Pathfinder Roleplaying Game Bestiary |
| 12-21 | 2d4 Dinosaur, Tyranosaurus | 15 | Pathfinder Roleplaying Game Bestiary |
| 22-26 | 1d4 Viper Vine (defender only) | 15 | Pathfinder Roleplaying Game Bestiary 2 |
| 27-29 | 1d2 Dinosaur, Spinosaurus | 15 | Pathfinder Roleplaying Game Bestiary 3 |
| 30-34 | 1 Barometz | 15 | Pathfinder Roleplaying Game Bestiary 4 |
| 35 | 1 Golem, Mithral | 16 | Pathfinder Roleplaying Game Bestiary 2 |
| 36-44 | 2d6 Clockwork Golem | 17 | Pathfinder Roleplaying Game Bestiary 2 |
| 45-53 | 1d6 Dinosaur, Diplodocus | 17 | Pathfinder Roleplaying Game Bestiary 4 |
| 54-61 | 2d6 Golem, Iron | 18 | Pathfinder Roleplaying Game Bestiary |
| 62-75 | 1d3 Clockwork Dragon | 18 | Pathfinder Roleplaying Game Bestiary 4 |
| 76-87 | 2d4 Golem, Canon | 19 | Pathfinder Roleplaying Game Bestiary 3 |
| 88-98 | 1 Clockwork Goliath | 19 | Pathfinder Roleplaying Game Bestiary 3 |
| 99 | 1 Kaiju, Agyra (always solo) | 27 | Pathfinder Roleplaying Game Bestiary 4 |
| 100 | 1 Kaiju, Mogaru (always solo) | 28 | Pathfinder Roleplaying Game Bestiary 4 |

they don't leave for the next reality quickly, she'll send forces to take them out. If your demigods decide to move against her, she will be ready.

Use the above table for random encounters while assaulting the compound. Add the advanced and giant templates to all dinosaurs to represent cybernetic implants and growth hormones. For assault parties, role once. For defenders, roll twice and fight all opponents.

EXIT

A cavern behind a mysterious waterfall is rumored to be where She Who Cannot Be Named was originally found. Perhaps it's a weak point between worlds? Or, when Drax is defeated the realms shift in the middle of the inevitable celebration feast. When they do leave, your demigods enter the next realm smelling of dinosaur and possibly with the taste of roasted triceratops in their mouth.

ENCOUNTER 15: Tally Ho!

Realm: Untamed Empires (muskets and magic)

Your demigods are going to be thrown out of kilter on this one, a sudden shift in reality that really shakes things to the core. The ground they knew so well and take for granted is gone in an instant as they're catapulted into a realm of magic, swashbuckling and musketeers. Welcome to the Setward Isles where the life of a pirate is a good one, if a tad short.

Your demigods are unceremoniously dumped out of the air and onto the sails of a ship that's being attacked by pirates, so their first problem is how to arrest their fall down this rather fragile cloth and prevent a painful landing on the hardwood deck of a galleon called the *Storm Rider*. The good news is that apart from the sails themselves, there are also plenty of flapping ropes and at least a few wooden platforms to catch onto.

The bad news is that the ship's being raked by a pirate vessels' cannon fire. Magic and mayhem abound.

Sailor/ Pirate Troop

CR 8

XP 4,800

N Medium humanoid (human, troop)

Init +2; **Senses** Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 88 (10d8+40)

Fort +10, **Ref** +5, **Will** +4

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee *troop* (2d8+2)

Ranged pistol volley +9 (2d8/x4)

Space 20 ft.; **Reach** 5 ft.

Special Attacks pistol volley

STATISTICS

Str 14, **Dex** 15, **Con** 16, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 21

Feats Combat Reflexes, Lightning Reflexes, Power Attack, Skill Focus (Profession [sailor]), Toughness

Skills Climb +10, Craft +7, Handle Animal +6, Heal +5, Perception +6, Profession Sailor +11, Ride +9, Survival +14

Languages Common

Gear leather armor, longsword, pistol

SPECIAL ABILITIES

Pistol Volley (Ex) As a standard action, the sailors fire their pistols at their opponents. The troop selects up to 4 targets within 40 ft., and fires a volley.

The *Covenant* is a larger, vastly more powerful ship which is after the *Storm Rider's* cargo, Lady d'Amber Kissalis - a dashing adventurer who has stolen a key to a fabled treasure, right from the bedside table of the *Covenant's* captain - William Hale. Now Hale hasn't taken kindly to having his treasure purloined, and even though he stole that treasure from elsewhere, his pirate's code demands satisfaction... and a lot of blood.

Captain John Deckard is a man who recognizes magic when he sees it. He saw your demigods appear out of nowhere onto his ship. Right now he's meeting steel against steel with some of the pirate crew that have managed to get aboard. They used a teleport spell, so Captain Deckard might just put your demigods in the pirate category. He's not sure, but the prospect worries him.

Captain John Decker

CR 13

XP 25,600

Male human expert 8 (sea captain)/fighter 10

LN Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

AC 16, touch 15, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)

hp 138 (8d8+10d10+44)

Fort +11, **Ref** +8, **Will** +9; +3 vs. fear

Defensive Abilities armor training, bravery +3

OFFENSE

Speed 30 ft.

Melee +1 *keen longsword* +21/+16/+11/+6 (1d8+6/19-20)

Ranged masterwork pistol +20 (1d8/x4)

Special Attacks weapon training (heavy blades +2, light blades +1)

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 13, **Wis** 10, **Cha** 12

Base Atk +16; **CMB** +19; **CMD** 32

Feats Agile Maneuvers, Alertness, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (pistol), Improved Bull Rush, Improved Disarm, Mobility, Power Attack, Skill Focus (intimidate), Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Appraise +1, Bluff +1, Climb +22, Craft (wood working) +9, Handle Animal +1, Intimidate +28, Knowledge (engineering) +21, Knowledge (geography) +1, Perception +9, Profession (sailor) +20, Ride +3, Sense Motive +9, Survival +7, Swim +21

Languages Common, Aquan

Gear +1 *keen longsword*, masterwork pistol, *potion of cure serious wounds* (2), *horn of the tritons*, *wind fan*



CBS11

Lady d'Amber, on the other hand, wielding two cutlasses and sporting a wicked grin on her face, is having a ball on the deck of the *Storm Rider* as she matches wits and swords with the ruthless raiders. After stabbing one man with her cutlass, she steals his pistol, shoots his friend, gets her sword back and dives into the fray again. Any demigod who looks at her may be treated to a cheeky grin; she's dressed like a musketeer and fights like a demon.

Lady d'Amber **CR 12**
XP 19,200

Female human fighter 6/duelist 7
CG Medium humanoid (human)
Init +9; **Senses** Perception +13

DEFENSE

AC 23, touch 15, flat-footed 18 (+8 armor, +1 canny defense, +3 Dex, +1 dodge)
hp 108 (13d10+32)
Fort +9, **Ref** +7, **Will** +5; +2 vs. fear
Defensive Abilities bravery, elaborate defense

OFFENSE

Speed 30 ft.
Melee +1 *dueling cutlass* +18/+13/+8 (1d6+5/15-20), or
+3 *defending cutlass* +19/+14/+9 (1d6+7/15-20) or
+1 *dueling cutlass* +16/+11/+6 (1d6+5/15-20), and
+3 *defending cutlass* +18/+13 (1d6+3/15-20)
Ranged pistol +16 (1d8/x4)
Special Attacks parry, precise strike, riposte, weapon training (light blades +1)

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 13, **Wis** 13, **Cha** 12
Base Atk +13; **CMB** +15 (+17 disarm); **CMD** 30 (32 vs. feint)
Feats Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (pistol), Great Cleave, Improved Critical, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (cutlass), Weapon Specialization (cutlass)
Skills Acrobatics +15, Bluff +13, Climb +2, Escape Artist +3, Handle Animal +1, Intimidate +14, Knowledge (engineering) +1, Knowledge (geography) +1, Perception +13, Perform +12, Ride +15, Sense Motive +13, Survival +6, Swim +6

Languages Common, Goblin

SQ acrobatic charge, armor training I, canny defense, grace, improved reaction

Gear +1 *dueling cutlass*, +2 *mithral chainmail*, +3 *defending cutlass*, *potion of cat's grace*, *potion of cure moderate wounds*

Your demigods can fight the pirates (who will attack them). This endears them to Captain Deckard and his crew, as well as the Lady. Once the pirates are driven back, the *Storm Rider* puts some distance between the ships and manages to escape by sailing into a fog bank created by the ship's resident star shaman, Ottawambe.

Ottawambe **CR 14**
XP 38,400

Male gillman witch 15
CN Medium humanoid (aquatic)
Init +1; **Senses** Perception +3

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)
hp 115 (15d6+60)
Fort +8, **Ref** +6, **Will** +10; +2 vs. non-aboleth enchantment, -2 vs. aboleth enchantment
Defensive Abilities enchantment resistance
Weakness water dependent

OFFENSE

Speed 30 ft., swim 30 ft.
Melee *masterwork spear* +9 (1d8+1/x3)
Special Attacks hexes (agony, cackle, cauldron, coven, disguise, flight, nightmares, vision)
Witch Spells Prepared (CL 15; concentration +20)
8th—*seamantle*
7th—*control weather*, *elemental body IV*, *empowered cloudkill* (DC 22)
6th—*chain lightning* (DC 21), *elemental body III*, *enlarged cloudkill* (DC 21), *find the path*
5th—*baleful polymorph* (DC 20), *break enchantment*, *cloudkill* (DC 20), *geyser*, *major creation*, *suffocation* (DC 20)
4th—*black tentacles*, *control water*, *divination*, *ice storm* (DC 19), *solid fog*, *summon monster IV*
3rd—*bestow curse* (DC 18), *dispel magic*, *lightning bolt* (DC 18), *rain of frogs*, *sleet storm* (DC 18), *water breathing*

2nd—*daze monster* (DC 17), *fog cloud* (2), *see invisibility*, *slipstream*, *web* (DC 17)

1st—*bless water*, *command* (DC 16), *ill omen* (2), *ray of enfeeblement* (2, DC 16), *unseen servant*

0th (at will)—*dancing lights*, *detect magic*, *mending*, *purify food and drink*

Patron Water

STATISTICS

Str 12, **Dex** 12, **Con** 16, **Int** 20, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +8; **CMD** 19

Feats Brew Potion, Combat Casting, Empower Spell, Enlarge Spell, Greater Spell Focus (conjuration), Greater Spell Penetration, Spell Focus, Spell Penetration

Skills Appraise +15, Craft (alchemy) +20, Fly +11, Heal +19, Intimidate +10, Knowledge (arcana) +23, Knowledge (nature) +23, Knowledge (planes) +17, Perception +3, Spellcraft +23, Use Magic Device +10

Languages Aboleth, Aklo, Aquan, Common, Draconic, Elven, Giant

SQ amphibious, witch's familiar (parrot),

Gear *bracers of armor* +5, *elemental gem* (water), masterwork spear, *potion of displacement*, *wand of cure serious wounds*

SPECIAL ABILITIES

Enchantment Resistance: Gillmen gain a +2 racial bonus to saving throws against non-aboleth enchantment spells and effects, but take a –2 penalty on such saving throws against aboleth sources.

They're not quite safe yet though - Captain Hale has another trick up his sleeve. Even as the Storm Rider slips into the fog he calls in a favor with one of the local residents, a sea dragon of epic proportions. It clambers out of the water onto the ship, launching a fierce fight. Through it all, Lady d'Amber just seems to be having fun, swinging from the rigging firing a pistol at the beastie even as it snaps its huge jaw in her direction like she's an annoying fly.

Great Wyrms Brine Dragon
XP 204,800

CR 19

Great wyrms brine dragon
hp 351 (*Pathfinder RPG Bestiary* 2)

When the sea dragon's been beaten back, things calm down for a while. In the fog there are no other nasty surprises (unless you want to add some).

Lady d'Amber explains that she needs an escort on Pelican Island and she's hunting for treasure there. Your demigods really don't have much choice regarding where the galleon's going. A few hours' sailing through the fog and the *Storm Rider* pops out the other side, close up on Pelican Island.

While sailing in the fog, Lady d'Amber is very interested in the Lich Queen's story if your demigods tell any of their adventures. In return for some stories, she shares a useful bit of information: there's a circle of stones on Pelican Island which, it's said, often shows images of other worlds.

Your demigods arrive at Pelican Island, a beautiful tropical paradise, and Lady d'Amber gets out her notes ready to explore the location. She knows the treasure's hiding place and heads for the tallest tree in the island's rainforest. It's huge, towering above all the other trees, as big as a house inside. The tree has been hollowed out and stairs carved inside, spiraling upwards. The place is full of mechanical traps and dormant magic waiting to ambush anyone coming in.

EXAMPLE TRAPS AND DORMANT MAGIC

Harm Trap

CR 14

XP 38,400

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger touch; **Reset** automatic; **Bypass** password
Effect spell effect (*harm*, +6 melee touch, 130 damage, DC 19 Will save for half, cannot be reduced to less than 1 hit point)

Collapsing Stairs

CR 14

XP 38,400

Type mechanical; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger location; **Reset** automatic (1d6 rounds)

Effect 100-ft. fall (10d6 falling damage); DC 26 Reflex save avoids; multiple targets (all targets in a 10-ft.-square)

Maximized Fireball Trap

CR 13

XP 25,600

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*fireball*, 60 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

At the top of the tree is a chest carved out of living wood, into which Lady d'Amber places a key made out of a living branch. There's a click and the chest opens. Inside is the loot of a dozen successful pirate raids. The Lady is willing to give your demigods a share, but really, what do they want with gold and jewels at this stage of their career?

There's the sound of cannon fire and, looking out from the tree top, the group can see that Captain Hale and his *Covenant* have caught up with the *Storm Rider*. Looking the other way, to a bald hill that rises above the rainforest, they can see a stone circle.

EXIT

Your demigods can go to the stone circle and leave. We won't say that Lady d'Amber isn't disappointed. We are too. The smell of salt water and a haze of gunpowder smoke follow them out of the realm to pastures new.

Otherwise, they can swing down the side of the tree on long vines, dash to the beach, swim out to the *Covenant*, board her, lead the counterattack, and put down Captain Hale once and for all. If they do that, they leave this encounter with a rousing sea shanty from the *Storm Rider's* crew ringing in their ears.

ENCOUNTER 16: MUTATION OVERDRIVE

Realm: Wilderlands (post-apocalyptic)

Under a blood red sky, after decades of nuclear, biological, chemical and nanotech warfare, the post-apocalypse of the Wilderlands is the only thing that's left. The 21st century didn't go as it should have; cities were devastated and people changed. Some of them evolved into radiation-pumped mutants who roam the badlands and dark places of a world born from fire and ash.

Your demigods are going to see their comfortable friendly environment turn into this hellish wasteland before their eyes. They're going to witness (as they arrive) the murder of a whole cart load of pure-strain humans, stomped by a gargantuan mutated beast under the control of its wasteland wizard master.

The problem is, the wasteland wizard doesn't like witnesses. He'll immediately order his pet to turn its attention on the fresh, uncorrupted meat that's just popped out of nowhere. The beast's ordered not to squish them too badly - fresh meat is tough to come by here.



Wasteland Wizard

CR 17

XP 102,400

Mutant human summoner 17

CE Medium aberration (humanoid, human)

Init +7; **Senses** bond senses; Perception +15

DEFENSE

AC 28, touch 14, flat-footed 24 (+8 armor, +3 Dex, +1 dodge, +6 natural)

hp 169 (17d8+68); fast healing 5

Fort +14, **Ref** +13, **Will** +20

Defensive Abilities fortification 75%, shield ally, life bond; **DR** 5/—; **Immune** mind-affecting effects, radiation

OFFENSE

Speed 20 ft.

Melee adamantite dagger +12/+7/+2 (1d4-1/19-20) or

tentacle +6 (1d4-1)

Ranged +3 *endless ammunition heavy crossbow* +14 (1d10+3/19-20)

Summoner Spell-Like Abilities (CL 17th; concentration +22)

8/day—*summon monster*

Summoner Spells Known (CL 17th; concentration +22)

6th (2/day)—*binding* (DC 21), *incendiary cloud* (DC 21), *maze*

5th (5/day)—*greater dispel magic*, *greater heroism*, *greater rejuvenate eidolon*, *repulsion* (DC 20)

4th (5/day)—*baleful polymorph* (DC 19), *hostile juxtaposition* (DC 19), *insect plague*, *mage's faithful hound*, *teleport*

3rd (6/day)—*black tentacles*, *dimension door*, *displacement*, *evolution surge* (DC 18), *rejuvenate eidolon*, *wall of fire*

2nd (6/day)—*blur*, *bull's strength*, *cat's grace*, *lesser evolution surge* (DC 17), *invisibility*, *summon swarm*

1st (7/day)—*expeditious retreat*, *jump*, *life conduit*, *mage armor*, *lesser rejuvenate eidolon*, *shield*

0th (at will)—*acid splash*, *daze* (DC 15), *light*, *mage hand*, *message*, *resistance*

STATISTICS

Str 9, **Dex** 17, **Con** 19, **Int** 12, **Wis** 17, **Cha** 20

Base Atk +12; **CMB** +11; **CMD** 25

Feats Acrobatic, Combat Casting, Dodge, Extra Evolution (x4), Improved Initiative, Iron Will, Resilient Eidolon

Skills Acrobatics +7, Climb -2, Diplomacy +8, Escape Artist +6, Fly +2, Heal +9, Intimidate +11, Knowledge (local) +9, Perception +15, Sense Motive

+11, Spellcraft +19, Survival +18 (+19 to navigate in the wilderness in The Wasteland), Swim -2

Languages Common, Custom Language

SQ aspect (improved natural armor, tentacle), deformities (fractured mind), eidolon link, life link, maker's call, merge form, mutations (armored, armored, fast healing, rugged, sealed mind), share spells with eidolon

Gear *cube of force*, *pipes of the sewers*, +4 *fortification (heavy) lamellar (leather) armor*, +3 *endless ammunition heavy crossbow*, *adamantine dagger*, *cloak of resistance* +5, *ring of force shield*, *area map*, *survival kit*

SPECIAL ABILITIES

Area Map (The Wasteland) A geographically relevant map grants a user a +5 circumstance bonus on Survival checks made to navigate in the wilderness.

Eidolon (Quadruped)

CE Medium outsider

Init +6; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 37, touch 17, flat-footed 30 (+6 Dex, +1 dodge, +20 natural)

hp 163 (+78); fast healing 1

Fort +13, **Ref** +14, **Will** +6 (+4 morale bonus vs. enchantment spells and effects)

Defensive Abilities evasion; **Immune** fire

OFFENSE

Speed 40 ft.

Melee bite +20 (1d6+10/19-20), 4 tentacles +18 (1d4+3)

Special Attacks pounce, trample (1d6+10, DC 23)

STATISTICS

Str 24, **Dex** 22, **Con** 20, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +13; **CMB** +20; **CMD** 37 (can't be tripped)

Feats Critical Focus, Dodge, Improved Critical (bite), Improved Iron Will, Iron Will, Mobility, Multiattack, Toughness

Skills Acrobatics +19, Escape Artist +19, Perception +16, Stealth +22

Languages Common

SQ devotion, improved evasion, multiattack/extra attack

The beast attacks, uncompromising in its assault despite its orders. Your demigods of course aren't like the helpless family the pure-strain humans

just slaughtered, so they should be able to defend themselves. This is just the start of their adventure in the Wilderlands. Pretty soon they'll get to meet the people of Last Stop (a broken town) and the Cigarman A.K.A. General Dreyfuss. He's from a forgotten unit, fighting a war against mutants that he's going to win by unleashing an old but serviceable nuke - a relic from the last big battle that blew things to hell.

Last Stop is a typical post-apocalyptic dump, made from the wreckage of scavenged vehicles and with all the amenities one might expect of a place that boasts 'Live Meat TV' as one of its attractions in the local watering hole, charmingly called Scabbers. Ah, Live Meat, that lovely game show which is still being sent out by some miracle across the only channel still broadcasting.

The town's not far from your demigods' initial location. They can see it the moment they cross the ridge where they arrived, and they'll always be heading towards it once they start exploring the wild. Behind them is a massive flat plane of blackened obsidian where the sand's been glassed and it crackles with dangerous energy. If they want to cross it, have them make rolls to be smart enough to turn back.

If they want to continue anyway, have them make rolls to avoid the effects of prolonged nanite and radiation exposure. Once they grow a few extra useless limbs, or pop a few eyes in unsightly places they'll get the idea it's a bad place to be. We believe in not railroading players. Let their demigods carry on for as long as they like. We've faith in you as a GM; we're sure they'll turn back before you run out of anatomically gruesome mutations to bestow on them.

Nanite Infested High Radiation Zone

Fort DC 28, Primary Effect 2d4 Con drain, **Secondary Effect** 50% chance of acquiring the Mutant template/4hrs **Tertiary Effect** 1d6 Str drain/day

All nanite/radiation damage is a poison effect, and as such it can be removed with any effect that neutralizes poison. Ability damage and drain caused by radiation damage can be healed normally. Heroes who gain the Mutant Template are stuck with it, it cannot be removed by anything short of *wish* or *miracle*.

MUTANT TEMPLATE

"*Mutant*" is an acquired template that can be added to any living, corporeal creature. A mutant retains the base creature's statistics and special abilities except as noted here.

CR: As base creature +1.

Type: The creature's type changes to aberration. Do not recalculate HD, BAB, or saves.

Defensive Abilities: Mutants are immune to radiation.

Mutations: A mutant gains one of the mutations below when it acquires this template, plus an additional mutation for every 4 HD it possesses. By taking an extra deformity, a mutant can add an additional beneficial mutation. Only the first extra deformity provides this benefit. A mutant that gains additional HD after acquiring this template does not gain additional special abilities.

Abilities: A mutant gains a +4 bonus to two ability scores of its choice and takes a -2 penalty to two ability scores of its choice.

Skills: A mutant gains Climb, Intimidate, Knowledge (any one), Perception, Sense Motive, Survival, and Swim as class skills.

MUTATIONS

Armored (Ex) +2 natural armor bonus to AC. This ability can be taken multiple times.

Bulbous Eyes (Ex) Darkvision 60' and low-light vision 60'.

Celerity (Ex) +2 bonus on Initiative checks. Once every 1d4 rounds, *haste* (1 round) as a swift action.

Extra Arm (Ex) Grows an extra arm. Gains Multiweapon Fighting as a bonus feat if this mutation brings its total number of arms above two. This ability can be taken multiple times, adding an arm each time.

Fast Healing (Ex) Fast healing 5.

Feral (Ex) Bite attack and one claw attack per forelimb. If the Hero already has these attacks, their damage improves by one size category.

Gills (Ex) Gains the aquatic subtype, the amphibious special ability, and a swim speed equal to its base speed.

Increased Speed (Ex) Speed increases by 10 feet.

Leaping (Ex) Gains Acrobatics as a class skill, +10 bonus on Acrobatics checks to jump. Always counts as having a running start when jumping.

Mental Armor (Su) Generates a protective field as *mage armor* while conscious. If its mental armor is removed, the mutant can restore it as a swift action.

Radiation Affinity (Ex) Gains the advanced simple template when in areas of medium or stronger radiation.

Rage (Ex) Gains rage, as the barbarian rage class feature. The mutant uses its HD as its barbarian level.

Resistance (Ex) Resistance 10 to a single energy type. This special ability can be selected multiple times, for the same or different types. Selecting it twice for one energy type grants resistance 20; taking it three times for the same energy type provides immunity.

Rugged (Ex) DR 5/—.

Sealed Mind (Ex) Immune to mind-affecting effects.

Slam (Ex) Gains a slam attack for each arm or forelimb. If the mutant already has a slam attack, its slam damage improves by one size category.

Sonar (Ex) Blindsense 30 ft. and gains Blind-Fight as a bonus feat.

Spell-Like Ability (Sp) The mutant has one of the following spell-like abilities, usable at will unless noted otherwise: *charm monster*, *charm person*, *chill metal*, *deep slumber*, *dimension door* (3/day), *dominate person* (dominating a new character frees any previous dominated creature), *heat metal*, *mirror image*, *modify memory*, *rage*, *shocking grasp*, *shout*, *sleep*, *suggestion*, *telekinesis*. The mutant's caster level is equal to its HD. The mutant can choose only spells with a level no higher than half its hit dice. This ability can be taken multiple times, choosing a different spell each time.

Stench (Ex) Stench ability, duration of 1 minute.

Telepathy (Su, Sp) Telepathy 100 ft. as a supernatural ability and *detect thoughts* as a spell-like ability, usable at will.

Wings (Ex) Wings, fly speed of 40 feet with average maneuverability.

DEFORMITIES

Each mutant has one of the following deformities. It can take a second to gain an extra special ability as detailed above. If a deformity would not disadvantage the mutant, it cannot be taken.

Blind (Ex) The mutant cannot see, and gains the blinded condition unless it possesses a means

of seeing other than normal vision, darkvision, or low-light vision. This blindness cannot be magically removed.

Deaf (Ex) The mutant can't hear, and gains the deafened condition. This deafness cannot be magically removed.

Fragile (Ex) When the mutant fails a Fortitude save, it is staggered for 1 round.

Fractured Mind (Ex) When the mutant fails a Will save, it is confused for 1 round.

Lame (Ex) Reduce its base speed by 10 feet. This deformity cannot be taken if the mutant's base speed is already slower than 20 feet.

Light Blindness (Ex) Light blindness special ability. This deformity cannot be taken in conjunction with the blind deformity.

Mindless (Ex) The mutant gains the mindless trait. A mindless mutant has no Intelligence score, loses all feats and skills, and is immune to mind-affecting effects. A mutant with class levels retains its hit points, base attack bonus, and base saves from its class levels, but loses all weapon and armor proficiencies and other class abilities. This deformity may prevent the mutant from being eligible to take certain special abilities or using some of the base creature's abilities, at the GM's discretion.

Misshapen (Ex) The mutant cannot wear armor (including magical armor) fashioned for humanoid creatures. Armor made to fit the mutant costs twice as much.

Poor Ability (Ex) -4 penalty to one ability score in addition to the normal ability score penalties applied by the template.

Spasms (Ex) When the mutant fails a Reflex save, it loses its Dexterity bonus to AC, on ranged attack roll, and attack rolls with finesse weapons, and on ability checks and skill checks, and it cannot take attacks of opportunity or immediate actions for 1 round.

Useless Arm (Ex) One of the mutant's arms is malformed and useless.

Vulnerability (Ex) The mutant is vulnerable to one energy type. If the base creature has innate resistance or immunity to that energy type, it loses those abilities.

CRAZY MAXINE, ROAD WARRIOR

In Last Stop they doubtless end up at Scabbers.

Enter a new town, go to the tavern - it's what adventuring parties do. There, they meet some of Dreyfuss' men who brag about their General, the Cigarman, saying how he's going to unleash hell

on a mutant stockade. The muties, they say, will be glowing even more in a few days. They sink what passes for beer and stumble out of the watering hole. They're not drunk, but the stomach cramps are that bad.

Your demigods also meet Maxine Crawford. She explains that the Cigarman's nuke will also hit a pure-strain human settlement close to the mutants and someone should warn them. She's got a bus and fuel but no one's mad enough to go with her to protect her from the road scum that love to attack vehicles on Route 666.

Crazy Maxine **XP 38,400**

CR 14

Female human rogue 15 (scavenger)
CG Medium humanoid (human)
Init +9; **Senses** Perception +21

DEFENSE

AC 22, touch 16, flat-footed 16 (+6 armor, +5 Dex, +1 dodge)
hp 147 (15d8+53)
Fort +7, **Ref** +16, **Will** +10
Defensive Abilities evasion, trap sense +5; **Resist** electricity 20

OFFENSE

Speed 30 ft.
Melee +3 *brilliant energy shortsword* +16/+11/+6 (1d6+5/19-20) or
+3 *stun baton* +16/+11/+6 (1d8 fire 1d4 bludge)
Ranged +3 *arc pistol* +19/+14/+9 (1d8+3) or
+3 *laser sight thundering sonic rifle* +19 (2d6+3/19-20)
Special Attacks sneak attack +8d6

STATISTICS

Str 14, **Dex** 20, **Con** 15, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +11; **CMB** +13; **CMD** 29
Feats Armor Proficiency (medium), Dodge, Improved Critical (sonic rifle), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Technologist, Toughness
Skills Acrobatics +23, Appraise +16, Climb +12, Diplomacy +13, Disable Device +23 (+30 vs

mechanical or high-tech traps, +27 vs electronic devices), Disguise +10, Escape Artist +22, Heal +18, Knowledge (engineering) +8, Knowledge (local) +11, Perception +21 (+28 to locate mechanical or high-tech traps), Ride +15, Sense Motive +18, Sleight of Hand +23, Stealth +19, Survival +21, Swim +6, Use Magic Device +20

Languages Common, Custom Language x 3

SQ lucky glitch, robot slayer, rogue talent (defensive roll, fast stealth, firearm training, rogue crawl, slippery mind, surprise attacks, survivalist), technic training +7

Gear +4 *electricity resistance improved neraplast armor*, +3 *arc pistol*, +3 *brilliant energy shortsword*, +3 *laser sight thundering sonic rifle*, +3 *stun baton*, autonomous cartographer, adventurer's sash, green e-pick, grenade, EMP, power cable, rogue's kit, trauma pack plus, adamantine wire saw

"RustHound", Crazy Maxine's Bus

DESCRIPTION

RustHound is Crazy Maxine's pride and joy. The former school bus has been plated with metal armor and bars reinforcing the windows.

Huge Land vehicle

Squares 10 (10 ft. by 25 ft.; 15 ft. high); **Cost** 7,200 gp

DEFENSE

AC 12; **Hardness** 10
hp 210 (105)
Base Save +1

OFFENSE

Maximum Speed 60 ft.; **Acceleration** 20 ft.
Attack ram 2d8
CMB +2; **CMD** 12

DRIVE

Propulsion Solar Engine (2 squares of solar engines; hardness 8, hp 40; technological device); engine located in the front squares of the bus.

Driving Check Knowledge (engineering) or Profession (driver)

Forward Facing the vehicle's forward

Driving Device steering wheel and two levers (brake and throttle)

Driving Space a single 5-ft.-by-5-ft. square that contains the steering wheel and two levers that serve as the wagon's driving device; the steering wheel and levers are located in the front of the wagon, behind the engine

Crew 0

LOAD

Decks 1; The deck seats the bus' passengers and cargo. The deck consists of the bus' driving device and driving square, followed by passenger space. The driver's square is only partially exposed, and encased in glass windows, granting the driver cover from attacks outside the vehicle. The deck has small windows, granting passengers improved cover from attacks outside the vehicle.

Passengers 25

If your demigods go with her, she appreciates it. Maxine's not afraid of much, her mean temper helps keep her sharp, and she's a good driver. Her journey to rescue the settlement from the Cigarman's nuke should come right out of the post-apocalyptic fight manual: lots of spiky-haired psychos on jury-rigged vehicles, plenty of carnage and a whole lot of fun.

Spiky-Haired Psycho

CR 12

XP 19,200

Human fighter 13

CE Medium humanoid (human)

Init +8; **Senses** Perception +16

DEFENSE

AC 27, touch 15, flat-footed 22 (+12 armor, +4 Dex, +1 dodge)

hp 153 (13d10+52)

Fort +16, **Ref** +13, **Will** +12 (+3 vs. fear); +3 resistance bonus vs. airborne toxins and diseases

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee +3 *brilliant energy shocking burst spiked gauntlet* +13 (1d4+5 plus 1d6 electricity) or

+4 *wounding armor spikes* +19/+14/+9 (1d6+5 plus 1 bleed) or

+4 *impact heavy mace* +18/+13/+8 (2d6+9) or dagger +20/+15/+10 (1d4+7/19-20)

Ranged +4 *distance seeking autograpnel* +24/+19/+14 (1d8+13/x3)

Special Attacks weapon training (firearms +3, thrown +2, axes +1)

STATISTICS

Str 21, **Dex** 18, **Con** 16, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +13; **CMB** +18 (+22 bull rush); **CMD** 33

Feats Combat Reflexes, Critical Focus, Deadly Finish, Dodge, Exotic Weapon Proficiency (firearms), Great Fortitude, Hammer The Gap, Improved Initiative, Iron Will, Lightning Reflexes, Opening Volley, Point-Blank Shot, Precise Shot, Skilled Driver, Toughness

Skills Acrobatics +16, Intimidate +16, Perception +16, Survival +19

Languages Common

SQ armor training 3

Gear *potion of cure serious wounds* (2), acid, alchemist's fire (2), +4 *armor spikes mithral agile half-plate*, +3 *brilliant energy shocking burst spiked gauntlet*, +4 *distance seeking autograpnel*, +4 *impact heavy mace*, dagger, *cloak of resistance* +3, cylex (3), detonator, filter mask, grenade, bang (2), grenade, concussion (3), wrist sheath, spring loaded

Jury Rigged Bikes and Trikes

DESCRIPTION

These ramshackle two and three wheeled vehicles look like patchwork, but in reality are quite solid and reliable when driven by the spikey haired psychos who infest the desert.

Large Land vehicle

Squares 2 (5 ft. by 10 ft.; 10 ft. high); **Cost** 1,200 gp

DEFENSE

AC 9; **Hardness** 10

hp 80 (30)

Base Save +2

OFFENSE

Maximum Speed 120 ft.; **Acceleration** 60 ft.

Attack ram 1d8

CMB +1; **CMD** 11

DRIVE

Propulsion Technological Engine (1 square of engine; hardness 8, hp 25; technological device); engine located within the driving space, beneath the driver

Driving Check Acrobatics or Knowledge (engineering)

Forward Facing the vehicle's forward

Driving Device handlebars, throttle and brake



Her bus can carry the twenty six people from the community to safety if your demigods can get her there okay.

The survivors won't want to leave to begin with, but if your demigods come clean about the nuke and aren't heavy-handed in their diplomacy (Diplomacy DC 20), they can't get on that bus fast enough. Then they need to be protected all the way back to Last Stop. This time they come under attack from mutants who were feeding on the corpses of spiky-haired psychos but who have no objection to taking down another easy-looking target.

Fast Mutant (4)

CR 13

XP 25,600

Wasteland mutant

CN Large aberration

Init +10; **Senses** darkvision 60 ft.; Perception +22

Aura stench (30 ft., 7 rounds, DC 22)

DEFENSE

AC 33, touch 14, flat-footed 28 (+4 armor, +4 Dex, +1 dodge, +15 natural, -1 size)

hp 110 (15d8+76); fast healing 5

Fort +11, **Ref** +12, **Will** +11

DR 5/piercing; **Immune** radiation; **Resist** fire 10, sonic 10

Weakness vulnerability to cold

OFFENSE

Speed 60 ft., sand glide

Melee bite +19 (1d12+6/19-20), 2 talons +19 (1d10+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d10+9)

STATISTICS

Str 22, **Dex** 18, **Con** 16, **Int** 8, **Wis** 10, **Cha** 5

Base Atk +14; **CMB** +21; **CMD** 36

Feats Acrobatic, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Lightning Reflexes, Lunge, Mobility, Run, Spring Attack, Toughness, Vital Strike

A TOTAL WASTE

Of course your demigods might also want to find where Dreyfuss has his nuke, disarm it, fight off his army and deal with the man himself. Surely that's a true adventure!

True, and if your demigods want to go that way, they'll find him at an old missile silo beyond where they first arrived. It's out across the blasted wasteland. Go ahead and run a whole adventure out there. We'll be waiting back at the Lich Queen's palace for you.

Skills Acrobatics +30 (+34 to jump with a running start, +40 to jump), Escape Artist +16, Fly +4, Perception +22, Survival +13

SQ deformities (vulnerability), mutations (celerity, fast healing, leaping, mental armor, rage)

SPECIAL ABILITIES

Sand Glide (Ex) Burrowing leaves no tunnel or hole or evidence of the movement.

EXIT

We don't think anyone's going to be sad to see the back of this realm. Feel free to have a sudden and brutal shift between encounters. This makes a good encounter for sunset - the sun is setting as the bus drives into Last Stop and pulls up outside Scabbers, turning the dust in the air a burnt orange color. Then there's a flash on the horizon and the shockwave hits a minute later, knocking your demigods into the first nighttime encounter.

ENCOUNTER 17: HIGH SPEED RANGE

Realm: Stellar West (alternate Wild West)

Your demigods are going to have fun with this transition, as their environment changes and shifts rather suddenly. One moment they're wherever they were and the next they in a full blown cyber-cow stampede. That's right, regular cows with bits of metal and machine melded into their flesh.

Your demigods are right smack-bang in the middle of a hundred-strong herd being driven by whooping and hollering rustlers riding mecha horses (like classic mechs, but more... horsey). These good-for-nothings are stealing the herd from a determined posse of cowboys who are giving chase right behind. As always, it's up to your demigods what they do.

Rustlers (8)

CR 9

XP 6,400

Human rogue 10

NE Medium humanoid (human)

Init +3; **Senses** Perception +14

DEFENSE

AC 15, touch 14 (22 vs. beam weapons and rays), flat-footed 11 (+1 armor, +3 Dex, +1 dodge)

hp 83 (10d8+30)

Fort +6, **Ref** +12, **Will** +6

Defensive Abilities evasion, improved uncanny dodge, trap sense +3

OFFENSE

Speed 30 ft.

Melee brass knuckles +9/+4 (1d3+2) or dagger +9/+4 (1d4+2/19-20)

Ranged +3 *flaming burst inferno pistol* +13 (1d6+3 plus 1d6 fire)

Special Attacks sneak attack +5d6

STATISTICS

Str 14, **Dex** 16, **Con** 17, **Int** 11, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 23

Feats Dodge, Iron Will, Lightning Reflexes, Mobility, Point-Blank Shot, Technologist

Skills Acrobatics +15, Appraise +8, Climb +9, Diplomacy +8, Disguise +8, Escape Artist +10, Intimidate +13, Perception +14, Ride +12, Sense Motive +9, Sleight of Hand +10, Stealth +15, Survival +11, Swim +9

Languages Common

SQ rogue talent (bleeding attack, crippling strike, defensive roll, fast getaway, firearm training), trapfinding +5

Gear prismatic scatterlight suit, +3 *flaming burst inferno pistol*, brass knuckles, dagger

Mecha Horses

CR 2

XP 600

Tech-augmented heavy horse

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 15 (+4 Dex, +6 natural, -1 size)

hp 19 (2d8+10)

Fort +4, **Ref** +3, **Will** -1

OFFENSE

Speed 70 ft.

Melee bite +5 (1d4+5), 2 hooves +0 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11

Base Atk +1; **CMB** +7; **CMD** 21 (35 vs. trip)

Feats Endurance, Run

Skills Acrobatics +14 (+18 to jump with a running start), Perception +8

Gear cybernetic legs, cybernetic legs, dermal plating mark IV

SPECIAL ABILITIES

Cybernetic Legs (Ex) Cybernetic legs do not increase the horse's Strength score. Since all four legs are replaced, they increase the horse's base land speed by 10 feet and grant a +5 bonus to CMD against trip attempts and a +5 circumstance bonus on Acrobatics checks.

Cyber Herd

CR 10

XP 9,600

N Large animal (half-construct, troop)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size)
hp 67 (1d8+30)

Fort +9, **Ref** +5, **Will** +2; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

DR 5/chaotic; **Immune** flanking, staggered, troop traits; **Resist** construct resistance, acid 10, cold 10, fire 10; **SR** 15

Weakness vulnerability to area effects

OFFENSE

Speed 50 ft.

Melee gore +7 (1d12+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks distraction (DC 17), smite chaos (1/day, +6), trample (2d8+6, DC 17), troop attack

STATISTICS

Str 18, **Dex** 10, **Con** 19, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 19 (can't be bull rushed, grappled, or tripped)

Feats Endurance, Improved Natural Armor, Toughness

Skills Perception +9, Swim +13

Laser blasts rip through the air as the rustlers and posse exchange fire, the herd looks set on trampling your demigods under metal-shod hooves. Clever demigods may get out of the way doing whatever it is they do: wizards teleporting away, fighters hefting a fallen tree trunk as a makeshift shield, rogues back flipping and looking cool while doing it. We'd like to see a bard sing their way out of this one. Let us know how that goes.

The posse doesn't know this, but the herd's just a diversion so the bad guys can ambush the good guys and put them down once and for all.

Black 'Jack' McCall and his gang aren't prepared for your demigods though. Those folks are definitely a fly in Jack's ointment and he's going to be unhappy when he discovers they exist.

Your demigods can escape the stampede, watch the whole thing go down, or help. If they help out then they get to meet a woman by the name of Martha 'Maddie' Avon. She's the Sheriff of a sweet little town called Redrock. This highly-strung cyborg lady still looks kind of pretty despite all the metal jammed in her. She recruits your demigods if they're interested in helping her take down the outlaw gang, but all this depends on how your demigods handle the rustlers in the first place. If they do nothing then they need to find Redrock all on their own, by tracking mecha horse hoofprints or using some other unheroic means.

If they fight the rustlers (and win) not only do they impress Martha, but they also come to the attention of Jack. That's by far the more interesting version of events.

REDROCK CANDY MOUNTAIN

Redrock is a midsized town that's somewhere on the dusty plains of the Tech West. It's got a population of around 300 souls all told, the usual places for travelers to rest, whet their whistle and indulge in all kind of games, from gambling to pleasures of the flesh. If your demigods have helped out Martha then they get the guided tour. If not, they get to meet her later when she returns from getting all shot up by Jack's gang, losing most of her posse. She's not happy when she gets back and your demigods get the brunt of her ire for not helping.

Martha 'Maddie' Avon

CR 16

XP 76,800

Human gunslinger (techslinger) 17

LG Medium humanoid (human)

Init +13; **Senses** Perception +23

DEFENSE

AC 28, touch 22, flat-footed 16 (+6 armor, +7 Dex, +5 dodge)

hp 226 (17d10+98)

Fort +14, **Ref** +17, **Will** +9

Defensive Abilities evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee adamantine dagger +19/+14/+9/+4 (1d4+1/19-20)

Ranged +2 *designating greater nimble shot* revolver +22/+17 (1d8+2/+4) or

+4 *distance laser sight laser pistol* +24/+19/+14/+9 (1d8+4) or

dimensional grenade +24 (3d6+1) or

zero pistol +24/+19/+14/+9 (1d8)

Special Attacks grit

STATISTICS

Str 12, **Dex** 24, **Con** 18, **Int** 16, **Wis** 19, **Cha** 16

Base Atk +17; **CMB** +18; **CMD** 40

Feats Catch Off-Guard, Critical Focus, Dodge, Extra Grit x2, Gunsmithing, Improved Initiative, Improved Two-weapon Fighting, Point-Blank Shot, Rapid Shot, Signature Deed, Technologist, Technology Adept, Toughness, Two-Weapon Fighting

Skills Acrobatics +27, Bluff +21, Climb +9, Escape Artist +10, Intimidate +20, Perception +23, Ride +21, Sense Motive +21, Sleight of Hand +25, Stealth +23, Survival +12, Swim +6

Languages Custom Language, Common, Custom Language, Custom Language

SQ deeds (bleeding wound, charge recycling [signature deed], covet charge, dead shot, evasive, gunslinger initiative, gunslinger's dodge, heavy weaponry deed, lightning reload, menacing shot, pistol-whip, reliable, slinger's luck, startling shot, targeting, utility shot), technic training

Gear +4 *stanching neraplast armor*, +2 *designating greater nimble shot revolver*, +4 *distance laser sight laser pistol*, adamantine dagger, dimensional grenade (4), zero pistol, cybernetic ears (1), cybernetic eyes (1), wirejack tendons mark iii

SHERIFF AVON NEVER RUNS OUT OF AMMO!

Maddie chose Techslinger charge recycling as her signature deed. As long as she has grit, and this lady has a lot, she can grant 2 temporary charges to her guns even if the weapon normally can no longer be recharged. As a signature deed it does not require her to spend a point, just that she still has at least one grit point in reserve.

It doesn't matter though, because no one's going to get very far for long. Black 'Jack' McCall learns of your demigods and just knows they're trouble. It doesn't take the cyber villain long to come after your demigods either - he'll be there before you know it, riding in with his gang and attempting to turn Redrock into a charnel house.

Until then, your demigods get to explore Redrock and talk to several colorful characters. They get to find out that an alien ship crashed here years ago and the aliens shared the wonders of their technology with the folks of the West, accelerating humankind beyond their regular tech track. Thus the Wild West became the Tech West and now the only thing faster than a Wi-Fi connected cyber-interfaced las-blaster 3000 is a fully modified race model Cyber-hoss Mk IV.

A few hours into your demigods exploration of the town, Black 'Jack' McCall comes riding in with his las-pistols blazing and murder in his red cyber-eye. He rides a metal mecha horse and dresses like a mix of Lee Van Cleef and the Terminator.

Black 'Jack' McCall**CR 17****XP 102,400**

Human gunslinger (techslinger) 18

CE Medium humanoid (human)

Init +7; **Senses** Perception +23**DEFENSE****AC** 28, touch 17, flat-footed 21 (+5 armor, +1 Dex, +6 dodge, +6 natural)**hp** 201 (18d10+72)**Fort** +16, **Ref** +18, **Will** +11**Defensive Abilities** evasion, improved uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** adamantine dagger +19/+14/+9/+4 (1d4/19-20)**Ranged** +3 *seeking arc pistol* +22/+17/+12 (1d8+8) or+4 *distance laser pistol* +23/+18/+13/+8 (1d8+9)**Special Attacks** grit**STATISTICS****Str** 10, **Dex** 20, **Con** 17, **Int** 17, **Wis** 17, **Cha** 10**Base Atk** +18; **CMB** +18; **CMD** 39 (44 against bull rush, overrun, and trip)**Feats** Deadly Aim, Dodge, Great Fortitude, Greater Two-Weapon Fighting, Gunsmithing, Improved Natural Armor, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Point-Blank Shot, Precise Shot, Quick Draw, Technologist, Toughness, Two-Weapon Fighting**Skills** Acrobatics +19, Appraise +8, Bluff +20, Climb +7, Diplomacy +5, Escape Artist +7, Intimidate +20, Perception +23, Ride +17, Sense Motive +20, Sleight of Hand +16, Survival +16, Swim +7**Languages** Custom Language, Custom Language, Common, Custom Language**SQ** deeds (bleeding wound, charge recycling, covet charge, dead shot, evasive, gunslinger initiative, gunslinger's dodge, heavy weaponry deed, lightning reload, menacing shot, pistol-whip, reliable, slinger's luck, startling shot, targeting, utility shot), technic training**Gear** arc grenade, arc grenade, arc grenade, arc grenade, arc grenade, tangleburn bag (5), +5 *gravity suit*, +3 *seeking arc pistol*, +4 *distance laser pistol*, adamantine dagger, cybernetic arm, cybernetic eyes (1), dermal plating mark V, frenzychip, backpack, bandolier, bandolier, battery (10), bedroll, belt pouch, commset, flint and steel, grenade, EMP (2),

gunsmith's kit, hat, mess kit, pack saddle, pot, powder horn, riding saddle, hemp rope (50 ft.), saddlebags, tobacco, torch (10), trail rations (5), waterskin, wrist sheath, spring loaded

SPECIAL ABILITIES**Cybernetic Arm (Ex)** A cybernetic arm completely replaces a normal arm, from the shoulder to the hand. It can take the place of an arm lost to a severing wound. The arm is fully functional and no different in appearance from a regular arm. A character who wields a one-handed or light weapon with a cybernetic arm gains a +5 bonus to CMD against disarm attempts.**Frenzychip (10 rounds/day)** A frenzychip is installed into Black Jack's brain. As long as he's not fatigued or exhausted, Jack can activate it as a swift action. While active, it grants a +2 morale bonus to Strength and Dexterity, a +1 morale bonus on Reflex saving throws, and a -2 penalty on Will saving throws. Jack may use the frenzychip for up to 10 rounds per day, though the rounds need not be consecutive. Once the effects end, he becomes fatigued for twice as many rounds as he was under the frenzychip's effects.**Jack's Boys (10)****CR 13****XP 25,600**

Human fighter 4/gunslinger 10

CE Medium humanoid (human)

Init +5; **Senses** Perception +20**DEFENSE****AC** 27, touch 17, flat-footed 20 (+7 armor, +3 Dex, +4 dodge, +3 natural)**hp** 162 (14d10+57)**Fort** +16, **Ref** +13, **Will** +9 (+1 vs. fear)**Defensive Abilities** bravery +1**OFFENSE****Speed** 30 ft.**Melee** brass knuckles +16/+11/+6 (1d3+2) or dagger +16/+11/+6 (1d4+2/19-20)**Ranged** +4 *seeking laser pistol* +17/+12/+7 (1d8+7) or+4 *seeking laser pistol* +17 (1d8+7)**Special Attacks** grit**STATISTICS****Str** 14, **Dex** 17, **Con** 17, **Int** 10, **Wis** 16, **Cha** 10**Base Atk** +14; **CMB** +17; **CMD** 33**Feats** Agile Maneuvers, Dodge, Great Fortitude, Gunsmithing, Iron Will, Lightning Reflexes, Mobility,

Opening Volley, Point-Blank Shot, Precise Shot, Rapid Shot, Technologist, Toughness, Two-Weapon Fighting

Skills Acrobatics +9, Intimidate +6, Perception +20, Ride +20, Sense Motive +13, Sleight of Hand +16, Stealth +13, Survival +13

Languages Common

SQ armor training I, deeds (covet charge, dead shot, gunslinger initiative, gunslinger's dodge, pistol-whip, reliable, startling shot, targeting, utility shot), technic training

Gear +4 *inssuit*, +4 *seeking laser pistol*, +4 *seeking laser pistol*, brass knuckles, dagger, dermal plating mark III

Jack yells, "Avon, I'm calling you out!" before he starts to shoot up the town proper, and adds, "And those cronies of yours, the strangers who blew into town today." He's talking about your demigods and has no clue if they're really cronies of the Sheriff; he just figures it'll rile her up enough to force her hand.

He's right. Avon jumps to the town's defense and a shootout begins between the good guys and the bad guys, in classic western style. That means plenty of gunplay and cowboy/outlaw/lawman Extras falling off high vantage points to land on carts stacked with breakables. A robot undertaker putters around, seemingly oblivious to the danger of getting caught in the crossfire, measuring any corpses ready for burial in pre-made modular coffins, complete with LCD displays to indicate the name of the deceased.

Jack makes sure to target your demigods; he wants their heads and he'll call on his gang to keep them pinned whilst he tries to finish them off. If he can't get a shot with his pistol, he switches to a long range laser rifle and tries to snipe your demigods that way.

Once Jack's been dealt with your demigods can ask around town and someone mentions the abandoned old mine just over the ridge. They say when you enter the Serpent's Ridge Mine, you never come out. As soon as they enter the first gallery of the mine, the realms shift in the darkness around them and your demigods find they're no longer in the Stellar West. Their last memories are the smell of cheap liquor, the taste of dust and the sound of mecha-horse hooves on the wind.

PART 2!

NIGHTTIME

This set of encounters all happen at night and includes many of the realms that benefit from a dark and somewhat spooky atmosphere. Hint: there will be vampires, but also all manner of other "things that go bump in the night".

By now your demigods have doubtless figured out that not all encounters are to random parts of the Suzerain continuum. Occasionally a divine entity or other higher power takes advantage of the Lich Queen's shattered mirror portals to insert a bit of their realm on your demigods path through the cavern. For good or bad, they have plans they hope your demigods fulfill.

Often though, it's not so calculated. The Powers That Be sense your demigods might go all the way - to godhood themselves - and it's in the nature of things that the greatest of people are challenged



the most and find themselves in the middle of great events. That's the way it is in the Lich Queen's cavern.

If your demigods haven't spotted yet, much of the time the quickest way out of a realm is to become a part of the current situation there, to solve whatever crisis is at hand, and to stay true to themselves. A good outcome in a realm almost guarantees a realm shift. Otherwise, they could be wandering around for hours getting gnawed at by werewolves, waiting to turn a corner and change realms.

Even if you run all of these encounters, your demigods arrive at the Lich Queen's palace during the nighttime. They'll be stepping out into a dark cavern lit by eerie eldritch fire at the steps of a lich's palace; thematically it's appropriate to have them stepping out of a night scene.

ENCOUNTER 18: Hot CYBER NIGHTS

Realm: Circa Cycle (see *Shanghai Vampocalypse*)

Your demigods find themselves in a darkened area, perhaps another part of the Great Machine, except that these walls are festooned with strange writing (Chinese characters) and above them glimmers the sky, dark and pock-marked with clouds that scud on by. The air is hot and stale. Fetid, smelling of fear and death.

Small electric neon lights flicker on and off to their left and right, lighting up more of this Chinese writing replete with images of various warriors (it's actually a movie poster for an obscure action movie: *Brutal Cybernight 2000*).

A set of lamps create pools of light in the darkness, heading off into the distance. As your demigods' vision adjusts, they see that this is a street, wide enough for two vehicles to pass, though it'd be tight. The buildings on either side form an unbroken wall and there are no windows - these are the backs of warehouses and maintenance hangers for Shanghai Airport, and your demigods are in a back street just outside the airport itself.

In one direction the street stretches off into the distance, with a squad of soldiers setting up a barricade under one of the street lights. They're not close, but even at this distance they're clearly very nervous. In the other direction the street narrows into an alleyway and goes around a corner, following the corner of a large, solid building.

Eight Million!

It's the year 2048 in Shanghai, a notable year because that's when a crazed demigod called Circa unleashes eight million vampires on the city. This is a tough place to be right now.

Suddenly, ahead of them a young woman races up to the soldiers screaming blue murder. She's yelling in Chinese and barefoot. Behind her there are hordes of howling and hissing people moving with some speed, jaws open and teeth bared. That would be a hundred or so of those eight million vampires. It doesn't take a PhD in comparative mythology to figure they're vampires and if there were any doubts, when they overtake the woman a couple of them tear her to shreds in a feeding frenzy. It happens right under a street lamp, giving everyone a spot lit view of the carnage.

The poor soldiers don't stand a chance. They barely get time to fire off a few rounds before they too are overcome and become blood sacks for the hungry critters.

About this time it should be obvious to your demigods that they have a handful of seconds to turn and start running down the alley. The vampires move *fast*, only stopping if they're feeding. So far about a dozen have stopped for soldier snacks, leaving... nearly a hundred.

From here on out we're going to explain the setup and let your demigods figure their way out. Around the corner, the alley carries on for another hundred feet with total darkness at the end (and it's pretty gloomy the rest of the way too). The alley's wide enough for four people to run side by side.

The buildings on both sides count as sheer canyon walls. Without some serious supernatural firepower your demigods aren't going to break through the walls - 2048 construction is sturdy. There is, however, one door about two thirds of the way down, a fire escape for one of the buildings.

What makes this alley interesting is that this is one of the lines of defense set up by the airport fire brigade - the particularly large, solid building we mentioned is their fire station and they've been preparing to protect it. Using the tools at their disposal they've done a better job than those poor conscripts in the street.

Here's how their defenses work: the firemen are waiting in the dark, a fire hose poised to pour high-pressure water on the incoming vampires, knocking them backwards. The firemen are expecting a few to make it through so they dug a pit half way down the alley, filled it with the foam they use to put out aircraft fires, and covered it with a sheet. The pit stretches the whole width of the alley and is about 15 foot long. The firemen then sprinkled lots of grit on the sheet and all around so it's really tough (really *really* tough given the lighting and the speed people will be moving) to spot.

Fire Hose Brigade XP 9,600

CR 10

EFFECTS

Trigger location; **Duration** instantaneous; **Reset** automatic

Effect bull rush and trip (+40 each; -5 for each 5 ft. from the source of the cone); multiple targets (all targets in a 30-ft. cone)

When the firemen see they're being rushed, they let the first few "vampires" (probably your demigods in fact) blunder into the pit and then hit the angry mass behind with the hose, knocking them backwards and dampening their enthusiasm for a fight.

So what happens when a demigod or vampire falls into the pit? The foam is thicker than water and slippery too, very much like whipped cream. Demigods in armor will sink right in, wrapped up in the sheet to add an extra layer of difficulty. Others will sink too, but not to the bottom (10 foot down). Swimming in whipped cream isn't going to be as easy as swimming in water, but you can drown just as easily.

Riot Break Pit Trap XP 1,600

CR 5

Type mechanical; **Perception** DC 30; **Disable Device** DC 20

EFFECTS

Trigger location; **Duration** instantaneous and 10 minutes; **Reset** manual

Effect 10 ft. deep pit (1d6 falling damage); fire retardant foam (automatic, DC 20 swim check to escape; gain a +10 to CMD against grapple checks and Escape Artist to escape a grapple, gain fire resist 20, dries after 10 minutes); DC 25 Reflex avoids; multiple targets (all targets in a 20 ft. by 20 ft. area)

Then factor in that:

a) there are likely to be two or three crazed vampires falling in too, before the rest get blasted with the water cannon. They'll be trying to grab

anyone near the surface to pull themselves up (potentially at the same time as they're trying to feed off that person!).

and

b) as they scramble to get out they're going to be blasted with a water cannon because the firemen don't know your demigods aren't vampires.

If anyone dies in the pit, at least they have the satisfaction of knowing they have the most flame-retardant corpse in history.

Vampire Horde XP 153,600

CR 18

Human vampire

NE Medium undead (humanoid, troop, undead)

Init +8; **Senses** darkvision 60 ft.; **Perception** +30

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 armor, +4 Dex, +1 dodge, +6 natural)

hp 204 (24d8+96); fast healing 5

Fort +13, **Ref** +20, **Will** +11; +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4, light fortification; **DR** 10/magic and silver; **Immune** flanking, staggered, troop traits, undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses, vulnerability to area effects

OFFENSE

Speed 35 ft.

Space 20 ft.; **Reach** 5 ft.

Melee troop (5d6+5 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, distraction (DC 25), dominate (DC 25),

energy drain (2 levels, DC 25), mob tackle, troop attack

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +18; **CMB** +23 (+25 to grapple); **CMD** 38 (can't be bull rushed, grappled, or tripped)

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Fleet, Great Fortitude, Improved Grapple, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Improved Unarmed Strike,

Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Run, Skill Focus (Stealth), Toughness, Wind Stance

Skills Acrobatics +17 (+21 to jump with a running start), Bluff +16, Climb +11, Diplomacy +8, Intimidate +18, Perception +30, Sense Motive +11, Stealth +31;
Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Cantonese, Mandarin

SQ change shape, gaseous form, shadowless, spider climb

Gear armored vest

SPECIAL ABILITIES

Blood Drain (Su) A vampire can suck blood from a grappled opponent; if the vampire horde establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire horde heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Swarm Form (Su) As a standard action, a vampire horde can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The swarm has a number of hit points equal to the vampire horde, and any damage done to the swarm affects the vampire horde's hit point total. While in swarm form, a vampire horde cannot use any of its natural or special attacks, although it gains the movement, natural weapons, and extraordinary special abilities of the swarm into which it has transformed. The vampire horde also retains all of its usual special qualities. While in swarm form the vampire horde is still considered to be an undead creature with its total number of Hit Dice. A vampire horde can remain in swarm form until it assumes another form or retakes its original form (a standard action), or until the next sunrise. While in swarm form, a vampire horde has space of 40 ft.

Children of the Night (Su) A vampire horde can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour. A vampire horde can only have one group of summoned creatures at a time.

Create Spawn (Su) A vampire horde can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is humanoid. The victim rises from death as a vampire spawn in 1d4 days. This vampire is under the command of the vampire horde that created it, and remains enslaved until its master's destruction. Once a new vampire joins the vampire horde, the vampire horde permanently gains a hit die.

Dominate (Su) A vampire horde can crush a humanoid opponent's will as a standard action.

NEW GEAR

Armored Vest

Type light; **Weight** 10 lbs.; **AC** +4; **Max Dex** +4; **ACP** -1; **Spell Failure** 10%

This off-the-rack vest is one-size-fits-all and features a combination of ballistic weave material and metal plates. It can be donned or removed in 1 minute, and gives the wearer the equivalent of light fortification.

CONSTRUCTION

Craft DC 25; **Cost** 1,500 gp; **Requirements** Craft Technological Arms and Armor

Anyone the vampire horde targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su) A creature hit by a vampire horde's troop attack gains two negative levels. This ability only triggers once per round per target, regardless of the number of attacks a vampire horde makes.

Gaseous Form (Su) As a standard action, a vampire horde can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Mob Tackle (Ex) As a move action, a vampire horde may attempt to grapple or confirm a grapple any creature in their threatened area. They may grapple opponents up to two size categories larger than themselves.

Shadowless (Ex) A vampire horde casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire horde can climb sheer surfaces as though under the effects of a *spider climb* spell.

Vampire Weaknesses (Ex) Vampire hordes cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire horde—they merely keep it at bay. A recoiling vampire horde must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire horde at bay takes a standard action. After 1 round, a vampire horde can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

When they can get themselves out of the mess they're in, your demigods are most likely to break through the fire exit into the neighboring building in a hurry. Calling to the firemen won't work - the noise of the roaring water and roaring vampires drowns out any shouts - so the dark end of the alley will feel a long way to go with a high pressure hose pushing them back into the pit all the time, back towards a mass of hungry, angry vampires. The door is the most sensible way out.

As your demigods pile through they find themselves in the next encounter you've prepared for them. Turning back, the doorway is gone and the last reminder they feel is a breath of hot, stale air from a dying city on the back of their neck as they survey the new landscape.

ENCOUNTER 19: RAVEN MAD

Realm: Bloodstone (gothic horror)

Durnham village in the year 1669 sits under an oppressive atmosphere during the night, a cloak of darkness and mist which envelops the small settlement. This is a land of gothic horror, Lovecraftian terror and bleak outcomes. Your demigods are travelling from realm to realm when they're drawn here by the machinations of the vile Baron Lukine. The Baron is an emaciated albino with long, lank hair, an intense young man with an unhealthy link to the magic of the ancient tribes in this land.

The Baron keeps himself to himself, but when he senses the power of your demigods he performs some grisly human sacrifice rituals to fold reality

and draw them closer to him, depositing them in the realm of Bloodstone.

Your demigods appear in a dark alley in Durnham. They sense the village is in a state of uproar. The villagers have found a witch and, led by a man called Elias, they're piling kindling and wood while the terrified woman screams out her innocence. Elias is a stern and vicious man, with a long drooping moustache and rough leather armor. He styles himself a monster hunter, but really he's just a thug in leather with a team of cutthroats and killers at his beck and call. And he's what counts as a 'good guy' in this realm.

Elias, Witchfinder Lieutenant

CR 12

XP 19,200

Male human inquisitor 13

LE Medium humanoid (human)

Init +4; **Senses** Perception +20

DEFENSE

AC 21, touch 12, flat-footed 19 (+9 armor, +2 deflection)

hp 88 (13d8+26)

Fort +9, **Ref** +4, **Will** +12

Defensive Abilities stalwart

OFFENSE

Speed 20 ft.

Melee +2 *heavy mace* +15/+10 (1d8+5)

Ranged mwk heavy crossbow +10 (1d10/19-20)

Special Attacks greater bane (13 rounds/day), torturer's touch (7/day)

Inquisitor Spell-Like Abilities (CL 13th; concentration +17)

At will—detect alignment

13 rounds/day—*discern lies*

Inquisitor Spells Known (CL 13th; concentration +17)

5th (1/day)—*flame strike* (DC 19), *spell resistance*

4th (4/day)—*divine power*, *forced repentance* (DC 18), *freedom of movement*, *fear* (DC 18)

3rd (5/day)—*fester* (DC 17), *prayer*, *remove curse*, *remove disease*, *searing light*

2nd (6/day)—*cure moderate wounds*, *inflict moderate wounds*, *remove paralysis*, *resist energy*, *silence* (DC 16)

1st (6/day)—*alarm, burst bonds, cure light wounds, expeditious retreat, inflict light wounds, true strike*
0th (at will)—*bleed, brand* (DC 14), *daze* (DC 14), *detect magic, guidance, virtue*

Domain Torture inquisition

STATISTICS

Str 16, **Dex** 10, **Con** 12, **Int** 8, **Wis** 18, **Cha** 13

Base Atk +9; **CMB** +12; **CMD** 22

Feats Dazzling Display, Gory Finish, Insightful Gaze, Intimidating Gaze, Intimidating Prowess, Lookout, Outflank, Paired Opportunists, Shatter Defenses, Skill Focus (Intimidate), Swap Places, Weapon Focus (heavy mace)

Skills Intimidate +31, Knowledge (arcana) +15, Knowledge (religion) +15, Perception +20, Sense Motive +20, Spellcraft +15

Languages Common

SQ cunning initiative, judgment 5/day, monster lore +4, second judgment, stern gaze +6, solo tactics, track +6

Gear +3 *breastplate*, +2 *heavy mace*, masterwork heavy crossbow, 25 crossbow bolts, *ring of protection* +2, 2 torches, 10 tindertwigs, 1,000 gp

SPECIAL ABILITIES

Torturer's Presence (Ex) Elias gains a +2 bonus when using the Intimidate skill (already figured in his stats above). This is in addition to his bonus for Stern Gaze.

Torturer's Touch (Sp) Elias may use *touch of fatigue* as a spell-like ability 7 times per day. Creatures that are immune to pain effects are immune to this touch.

Critical Precision (Ex) When Elias rolls a critical threat, he may expend one use of his torturer's touch ability to add +4 to his critical confirmation roll.



Witch Hunter (4)

CR 8

XP 4,800

Male human fighter 9

NE Medium humanoid (human)

Init +5; **Senses** Perception +6

DEFENSE

AC 19, touch 12, flat-footed 18 (+7 armor, +1 deflection, +1 Dex)

hp 63 (9d10+9)

Fort +9, **Ref** +4, **Will** +3

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +16/+11 (1d8+9/17-20)

Ranged mwk heavy crossbow +12 (1d10+1/19-20)

Special Attacks weapon training (heavy blades +2, crossbows +1)

STATISTICS

Str 16, **Dex** 12, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +9; **CMB** +12 (bull rush +14); **CMD** 23 (25 vs. bull rush)

Feats Bull Rush Strike, Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (longsword), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Intimidate +8, Perception +6, Survival +9

Languages Common

SQ armor training 2

Gear +1 *breastplate*, +1 *longsword*, masterwork heavy crossbow, 25 crossbow bolts, *ring of protection* +1, 2 potions of *cure serious wounds*, 2 torches, 10 tindertwigs, 250 gp

Elias and his four men take an instant interest in your demigods. They harass them with questions: who are they, why are they here, and so on. They get quite personal, insulting perhaps and even confrontational. The villagers are both frightened and riled up, a dangerous mix. Elias calls for calm - how your demigods play this depends on if they have to fight Elias and his men or not. The woman, Nancy, is just a simple healer - a herbalist with no magical powers whatsoever. She was accused by her friend Mara who long envied Nancy and

fought for the affections of young Samuel, the hunter's son. Samuel is sweet on Nancy, and you can guess where this is going right now.

Mara accused Nancy of witchcraft when Elias and his monster hunter cronies turned up a few hours ago. There was a sham trial where they used the latest in witch-finding techniques: a ducking stool, hot metal needles and a knife. Elias determined that Nancy was indeed a witch and has her ready to burn for her crimes. Mara has also accused Nancy of throwing a spell on young Samuel, which seems obvious to the none-too-smart Elias, since the hunter's son is locked up for his own good after trying three times to free Nancy. It doesn't even occur to Elias that Samuel might be risking his life because he just plain loves her. No, it has to be witchcraft. It's a very Bloodstone way of thinking. The whole realm's like that.

As a result of all this activity the village is a powder keg and the villagers are nervous. This doesn't help Nancy who has a couple of very fidgety torch-bearers right by the side of her pyre. Regardless of the outcome of the talk or fight with Elias and his gang, one of these torch-bearing people - a thin woman called Drew - sets light to Nancy's kindling after being urged into a frenzy by Mara.

The vile Baron Lukine chooses this moment to act, having watched the whole debacle through the eyes of Cornelia - an enchanted raven. He summons an unkindness of the birds (yes, that's the collective word for lots of ravens), directs them to pick up Nancy and bring her to his lodge outside of Durnham village. Your demigods and the villagers witness this event and see Nancy transported off by a whirling cloud of wheeling, cawing black birds. To Elias, if he's still part of the equation, this is further proof of her witchcraft.

We're assuming your demigods want to be heroic and chase after the kidnapped girl. If they don't it should be clear that the villagers will chase Nancy down to kill her, then probably do the same to your demigods. Finding Nancy and calming everyone down is the only way to win here.

The Baron certainly wants your demigods to do the heroic thing, so he can introduce them to his menagerie. He's quite a collector of strange and unusual creatures. One of his agents approaches your demigods and gives them (and Elias if he's still alive) all the information needed to make the trip into a dark forest, get past possessed trees and into the grounds of the Baron's macabre hunting lodge. The journey sounds far for regular villagers and someone should stop them before they all get themselves killed. Then, calmly and composed, your demigods - with Elias, since he won't take no for an answer - can go chase the greater evil.

Allow the Baron's possessed forest and occasional ghouls to tear the monster hunter and his men to pieces. That's fine. If they rough up your demigods too, so much the better.

Possessed Forest

CR 11

XP 12,800

NE persistent haunt

Caster Level 11th

Notice Perception DC 15 (to hear or see the blood dripping from the tips of tree limbs)

hp 49; **Trigger** proximity; **Reset** 1 minute

EFFECT

The twisted trees of the possessed, ghost-infested forest begin to drip with blood, and their barren limbs stretch out to grab any who dare to intrude upon this unhallowed land. A widened *black tentacles* spell (CMB +16, CMD 26) erupts in the area where it can ensnare the most living creatures; the tentacles ignore any undead within the area of effect.

DESTRUCTION

The possessed forest may be exorcised by killing the four dread ghosts that hunt within its borders, removing the vile stalkers' hearts, and placing them in the hollow of a great gnarled tree that stands in the very center of the woods.

Dread Ghost Stalker (4)

CR 13

XP 25,600

Male or female dread ghost human rogue 12 (chameleon)

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +18

Aura stench (20 ft., DC 20, 1d6+4 minutes), unnatural aura (30 ft.)

DEFENSE

AC 27, touch 18, flat-footed 21 (+5 armor, +5 Dex, +2 deflection, +1 dodge, +4 natural)

hp 117 (12d8+60)

Fort +8, **Ref** +17, **Will** +7

Defensive Abilities channel resistance +4, improved evasion, improved uncanny dodge; **Immune** undead traits

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +16 (1d8+4 plus paralysis) and 2 claws +16 (1d6+4 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 20), sneak attack +6d6

STATISTICS

Str 19, **Dex** 24, **Con** —, **Int** 15, **Wis** 16, **Cha** 18

Base Atk +9; **CMB** +13; **CMD** 30

Skills Acrobatics +22, Bluff +19, Escape Artist +26, Knowledge (nature) +14, Knowledge (religion) +14, Perception +18, Sense Motive +18, Spellcraft +14, Stealth +26, Survival +15, Use Magic Device +19; **Racial Modifiers** +10 Acrobatics to jump

Feats Dodge, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Spring Attack, Stealthy, Weapon Finesse

Languages Common, Elven, Goblin

SQ rogue talents (defensive roll, fast stealth, improved evasion, positioning attack, powerful sneak, stand up)

Gear ring of protection +2, +2 studded leather armor, wand of inflict serious wounds (20 charges)

SPECIAL ABILITIES

Command Ghosts and Ghouls (Su) As a free action, a dread ghost can automatically command all normal ghosts and ghouls within 30 feet (as the *command undead* spell). Normal ghosts and ghouls never attack a dread ghost unless compelled.

Create Spawn (Su) Any creature killed by a dread ghost that lies undisturbed until the next midnight rises as a dread ghost at that time. The new dread ghost is not under the control of its creator. A *protection from evil* or *gentle repose* spell cast on the corpse prevents its conversion.

Effortless Sneak (Sp) While a dread ghost stalker is within cold, forest, underground, or urban terrain, it can take 10 on any Stealth check it can make within that terrain.

Misdirection (Ex) A dread ghost stalker has a pool of 12 stealth points. These points refresh at the start of each day. Before making a Stealth check, it can choose to put stealth points into the roll, gaining a bonus on Stealth checks equal to the number of stealth points it puts into the roll.

The manor is an evil place, full of dark shadows and terrible lamenting cries. It assaults your demigods with mental and physical trauma, throwing poltergeist phenomena at them the moment they dare to enter its halls. Doors open to lead your demigods into traps and eventually lead them to the baron himself, who has Nancy locked in a silver cage like a bird. All around him are the fruits of his labors, hideous malformed half-beast half-human experiments.

Accursed Manor

CR 15

XP 51,200

CE persistent haunt

Caster Level 15th

Notice Perception DC 30 (to parse the cruel whispers of the manor's spirit-infused essence, warning any who dare intrude to leave now or die)

hp 67; **Trigger** proximity; **Reset** 1 minute

EFFECT

The curse that permeates Baron Lukine's manor manifests as a powerful poltergeist, gathering clusters of smaller objects together into larger masses, ripping chandeliers from ceilings, wrenching stones from walls, or hurling tables and chairs as it lashes out at intruders in anger. Whenever the haunt manifests, it targets a single creature with a violent

thrust attack as per an empowered telekinesis spell, making an attack roll at +15 for 15d6 bludgeoning damage (times 1.5 the rolled result).

DESTRUCTION

This haunt cannot be destroyed unless and until Baron Lukine is killed and his manor is burned down to the foundations; the ashes must then be consecrated via a hallow spell and sprinkled with salt and holy water. Only then will the curse be lifted.

Werewolf Marauder (4)

CR 12

XP 19,200

Human natural dire werewolf barbarian 12

CE Large humanoid (human, shapechanger)

Init +6; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 18, touch 9, flat-footed 16 (+4 armor, +2 Dex, +5 natural, -2 rage, -1 size)

hp 191 (12d12+108)

Fort +16, **Ref** +7, **Will** +8

Defensive Abilities improved uncanny dodge, trap sense +4; **DR** 2/—, 10/silver

OFFENSE

Speed 40 ft.

Melee +2 *greatsword* +20 (2d6+15/19-20), bite +15 (2d6+4 plus trip and curse of lycanthropy), or unarmed strike +20 (1d4+9), bite +15 (2d6+4 plus trip and curse of lycanthropy)

Space 10 ft.; **Reach** 10 ft.

Special Attacks curse of lycanthropy, greater rage (34 rounds/day), rage powers (bleeding blow, crippling blow [3 Str or Dex damage, Fort DC 25 half], eater of magic, powerful blow +4, renewed vigor [3d8+8], superstition +5)

STATISTICS

Str 28, **Dex** 15, **Con** 26, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +22; **CMD** 32

Feats Cleave, Diehard, Endurance, Improved Initiative, Improved Natural Attack, Improved Unarmed Strike, Power Attack

Skills Acrobatics +13, Climb +18, Intimidate +12, Knowledge (nature) +13, Perception +15, Survival +14

Languages Common, Sylvan

SQ change shape (human, hybrid, and dire wolf; *polymorph*) fast movement, lycanthropic empathy, (wolves and dire wolves)

Gear +2 *greatsword*, *bracers of armor* +4

Calmly the Baron explains that he has injected the girl with a formula that will transform her into one of his many beasts. He has the antidote on his person, if your demigods surrender and allow him samples of their powerful demigod blood to use in his experiments. That's all he wants... then they can all go free, including Nancy.

It's up to them. The Baron is vile, but he'll honor his deal if they agree. It's the easy way out, but they've just given a vile person access to something very powerful which they have to know he'll use against the villagers. If your demigods don't realize this, have Nancy beg them not to do the deal, to leave her to her fate for the good of the whole village.

The alternative is to kill the Baron in time to get the girl and save the day. Your demigods are on the clock and Nancy cries out in agony during the fight as she transforms bit by bit, a macabre version of woman and raven begins to take shape. If they don't manage to stop the Baron in 10 Rounds then Nancy is lost and they need to fight her too, half-human half-raven like some terrible dark angel.

Baron Lukine

CR 15

XP 51,200

Male human sorcerer 15

CE Medium humanoid (human)

Init +5; **Senses** Perception +18

DEFENSE

AC 27, touch 18, flat-footed 22 (+6 armor, +3 deflection, +5 Dex, +3 natural)

hp 100 15d6+45)

Fort +11, **Ref** +15, **Will** +14

Defensive Abilities wretched endurance +4

OFFENSE

Speed 30 ft.

Melee touch +6 (by spell)

Ranged ranged touch +12 or ray +13 (by spell or ability)

Special Attacks arcane blast

Bloodline Spell-Like Abilities (CL 15th; concentration +22)

10/day—*horrific visage* (DC 24, 7 rounds)

1/day—*dread gaze* (DC 24, 7 rounds)

1/day—*dreamwalking* (7 minutes)

Sorcerer Spells Known (CL 15th; concentration +22)

7th (5/day)—*finger of death* (DC 24), *forcecage* (DC 24), *insanity* (DC 25)

6th (7/day)—*cloak of dreams* (DC 24), *eyebite* (DC 23), *forceful hand*, *wall of iron* (DC 24)

5th (7/day)—*baleful polymorph* (DC 22), *beast shape III*, *feeblemind* (DC 23), *hold monster* (DC 23), *nightmare* (DC 22)

4th (7/day)—*ball lightning* (DC 21), *bestow curse* (DC 21), *black tentacles*, *dimension door*, *solid fog*

3rd (8/day)—*fly*, *fireball* (DC 20), *protection from energy*, *ray of exhaustion* (DC 20), *wind wall*

2nd (8/day)—*false life*, *ghoul touch* (DC 19), *hideous laughter* (DC 20), *mirror image*, *scorching ray*, *touch of idiocy* (DC 20)

1st (8/day)—*grease* (DC 19), *magic missile*, *ray of enfeeblement* (DC 18), *shield*, *true strike*, *ventriloquism*

0th (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare*, *light*, *message*, *ray of frost*, *read magic*, *resistance*

Bloodline accursed

STATISTICS

Str 8, **Dex** 20, **Con** 13, **Int** 14, **Wis** 10, **Cha** 24

Base Atk +7; **CMB** +6; **CMD** 29

Feats Arcane Blast, Combat Casting, Defensive Combat Training, Eschew Materials, Greater Spell Penetration, Point Blank Shot, Precise Shot, Spell Focus (conjuration), Spell Focus (enchantment), Spell Penetration, Toughness, Weapon Focus (ray)

Skills Fly +23, Knowledge (arcana) +20, Perception +18, Spellcraft +20, Use Magic Device +25

Languages Common, Sylvan, Undercommon

Gear hematite raven figurine of wondrous power*, amulet of natural armor +3, belt of incredible dexterity +6, bracers of armor +6, cloak of resistance +5, headband of alluring charisma +6, ring of protection +3, staff of many rays

* The Baron's hematite raven figurine of wondrous power is the source of his raven servitor. This item functions as a silver raven figurine of wondrous power, except that instead of being affected by animal messenger, the raven can grant up to four creatures within 60 feet the ability to *speak with animals* at will (as the ranger spell). Additionally, the raven can turn itself into a raven swarm (see the *Tome of Horrors*

Complete for stats). The raven (or swarm) will follow the owner of the *figurine's* commands (provided that he or she can control the item—see below), and is typically used to scout out locations and report happenings back to its master. Baron Lukine's *figurine* contains the trapped soul of Cornelia, the night hag who cursed his bloodline many generations ago; it is a NE intelligent wondrous item that communicates via either empathy or raven speech, with Intelligence 18, Wisdom 16, Charisma 17, and Ego 18. Although bound to serve the Baron without question, Cornelia hates Lukine and will gladly ally herself with a new owner if the Baron is defeated. Cornelia seeks her own freedom above all other objectives, however, and will attempt to convince her owner to destroy the *figurine* in order to release her soul. Although the *figurine* has an effective price of 15,500 gp (which is figured into the Baron's gear allotment), creation cost and other crafting details are not provided, as it is a unique intelligent item whose dark origins cannot be replicated.

SPECIAL ABILITIES

Dread Gaze (Su) Once per day as a standard action, Baron Lukine may fix his gaze on any one creature within 60 feet. The target must make a Will save (DC 24) or be staggered for 7 rounds.

Dream Walking (Sp) Baron Lukine can enter the ethereal plane once per day. This functions like *ethereal jaunt*, but with a duration of 7 minutes. Once during this trip, the Baron may cast *nightmare* as a spell-like ability on a creature he sees on the Material Plane. (This is an exception to the normal rule that ethereal creatures cannot affect targets on the Material Plane).

Horrific Visage (Su) As a standard action, Baron Lukine can force one target within 30 feet to make a Will save (DC 24) or be shaken for 7 rounds. This is a mind-affecting, fear-based ability. This fear does not stack with other fear effects.

Wretched Endurance (Ex) The Baron gains a +4 bonus on all saving throws against charm, cold, fear, fire, and sleep effects.

Ravenbeast Horde

CR 15

XP 51,200

NE Medium monstrous humanoid (troop)

Init +4; **Senses** darkvision 60 ft.; Perception +25

Aura fear (30 ft., DC 21)

DEFENSE

AC 30, touch 15, flat-footed 25 (+4 Dex, +1 dodge, +15 natural)

hp 210 (20d10+100)

Fort +13, **Ref** +18, **Will** +16

Defensive Abilities troop ferocity; **Immune** sonic, troop traits

Weaknesses vulnerable to area effects

OFFENSE

Speed 30 ft., climb 30 ft. (rating)

Melee troop +25 (5d8+5)

Space 20 ft.; **Reach** 5 ft.

Special Attacks keening wail, leaping flank

STATISTICS

Str 20, **Dex** 18, **Con** 20, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +20; **CMB** +25; **CMD** 39 (can't be bull rushed, grappled, or tripped, except by area effects)

Feats Blind-Fight, Combat Patrol, Combat Reflexes, Dodge, Great Fortitude, Improved Blind-Fight, Iron Will, Lightning Reflexes, Mobility, Stand Still

Skills Acrobatics +24, Climb +36, Intimidate +24, Perception +25; **Racial Modifiers** +8 Acrobatics, +8 Climb, +2 Perception

Languages Undercommon

SQ chaos of combat

SPECIAL ABILITIES

Chaos of Combat (Ex) Because of the chaos of combat, spellcasting or concentrating on spells within the area of a ravenbeast horde or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

Keening Wail (Su) As a move action, a ravenbeast horde can emit a 30-foot cone of sound, originating from any square it occupies. Creatures within the cone take 10d6 sonic damage; a DC 21 Fortitude save reduces this damage by half.

Leaping Flank (Ex) If every square adjacent to a given creature contains part of a ravenbeast horde, including squares containing other creatures, the horde may make an Acrobatics check vs. that creature's CMD at the start of its turn as a free action. If this check is successful, all troop attacks against that creature gain a threat range of 15-20 for the rest of the round.

Troop Ferocity (Ex) A ravenbeast horde does not break up until reduced to -20 hp.

Nancy, Avian Horror

CR 15

XP 51,200

Advanced swarmblooded dread corby

NE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 28, touch 14, flat-footed 24 (+4 Dex, +14 natural)

hp 218 (19d10+114)

Fort +12, **Ref** +17, **Will** +15

Defensive Abilities ferocity, self-swarm immunity

Weaknesses verminous innards

OFFENSE

Speed 30 ft., climb 30 ft., fly 60 ft. (good)

Melee 2 claws +23 (2d12+4), 2 wings +18 (2d10+2)

Special Attacks leap, rend (2 claws, 2d12+4), screech of doom, swarm bleed

STATISTICS

Str 19, **Dex** 18, **Con** 23, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +19; **CMB** +24; **CMD** 37

Feats Ability Focus (screech of doom), Blind-Fight, Bloody Assault, Flyby Attack, Greater Vital Strike, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Vital Strike

Skills Acrobatics +25, Climb +28, Fly +30, Perception +21, Stealth +23; **Racial Modifiers** +8 Acrobatics, +2 Perception

Languages Undercommon

SPECIAL ABILITIES

Leap (Ex) An avian horror can perform a special kind of pounce attack by jumping into combat. When it charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it succeeds at this Acrobatics check, it can make a full attack (two claw attacks, plus a rend attack if both claws hit) against foes in reach. If it fails, it can still make its one attack as normal for a charge.

Screech of Doom (Su) Once per day, an avian horror can shriek at a target within 30 feet. The target must make a DC 22 Will save or become frightened for 1d4 rounds. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

Self-Swarm Immunity (Ex) An avian horror is immune to the attacks and effects of swarms created through its swarm bleed ability.

Swarm Bleed (Ex) An advanced raven swarm (see the *Tome of Horrors Complete* for stats) spills out of an avian horror whenever it is injured, and is instantly created in its space. One such swarm is created each time the avian horror is damaged. The avian horror has no control over the swarms it releases.

Verminous Innards (Ex) Any effect that grants a bonus to attack rolls, damage rolls, or skill checks against creatures of the animal type (such as a bane weapon, or a ranger's favored enemy class feature), also grants that same bonus to rolls against the avian horror.

Once the baron is defeated and they return to Durnham, they earn the thanks (or ire depending on how things turned out) of the villagers for their deeds. If Nancy's alive, she gets reunited with Samuel, a moment of sweet, pure goodness in a land that sees too few.

EXIT

As your demigods enter the tavern to celebrate or leave the village chased by the angry cries of the locals, they step from realm to realm and find themselves in the next encounter. As realms shift, they hear the distance howl of a wolf behind them, feel the beating of a raven's wings in the air, and then the gloom of Bloodstone realm is gone.

ENCOUNTER 20: BLACK CHURCH BLUES

Realm: Pax Imperialis (alternate Rome)

Your demigods are dragged into the year 44BC. Imperial Rome lies in tatters, reeling from the death of great and mighty Caesar. The man has not been slain by many blades however, for this is an alternate Rome under the thrall of a powerful and diabolical cabal known as the Black Church. Your demigods appear in a once-beautiful square, now lying in ruins and covered with the bodies of dead legionaries. A few still stand against a magical beast with two heads, many tentacles and foul malodorous breath. If they don't act fast, not only will the legionaries be dead but your demigods are next on the menu.



Two-Headed Vemerak

CR 16

XP 38,400

CE Huge aberration

Init +7; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +25

Aura spore cloud (30 ft.)

DEFENSE

AC 29, touch 11, flat-footed 26 (+3 Dex, +18 natural, -2 size)

hp 195 (17d8+119)

Fort +13, **Ref** +8, **Will** +13

Defensive Abilities DR 5/—; **Immune** acid, electricity, disease, mind-affecting, poison; **Resist** sonic 20; **SR** 25

Speed 40 ft., burrow 20 ft., climb 40 ft.

Melee 2 bites +22 (2d6+11), 2 claws +22 (1d8+11 plus grab), 3 tentacles +19 (1d6+5 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (90-foot line, 1d8 acid damage, DC 24 half, once every 1d4 rounds), constrict (tentacles 1d6+5 or claws 1d8+11), earthquake

STATISTICS

Str 32, **Dex** 17, **Con** 23, **Int** 5, **Wis** 16, **Cha** 22

Base Atk +12; **CMB** +25 (+29 grapple); **CMD** 38 (50 vs. trip)

Feats Alertness, Awesome Blow, Combat Reflexes, Great Fortitude, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack, Toughness, Weapon Focus (bite), Weapon Focus (claws)

Skills Climb +19, Perception +25; **Racial Modifiers** +8 Climb

Languages Aklo

SQ double bite, improved multiple attacks, two heads are better

SPECIAL ABILITIES

Breath Weapon (Su) A vemerek's acidic breath weapon has no effect on inorganic or undead material. If the breath weapon deals damage to a living fleshy creature, the acid creates a transparent cloud of foul-smelling vapor that fills that creature's space and persists for 1 round. Any creature in or passing through the cloud must make a DC 24 Fortitude save or be nauseated for 1d4 rounds. This cloud is a poison effect. The save DCs are Constitution-based.

Double Bite (Ex) If the base creature has a bite attack, it now has two bite attacks.

Earthquake (Su) As a full-round action, a vemerek can burrow its tentacles, legs, and mouth into the ground—this action does not provoke attacks of opportunity. At the start of the next round, it creates an effect identical to an earthquake spell (CL 17th). A vemerek can maintain this zone of trembling earth indefinitely, as long as it continues to take full-round actions to maintain the effect.

Improved Multiple Attacks (Ex) Because the two-headed creature has two brains, it can easily control multiple attacks without penalty. Two-headed creatures never take penalties to attack or damage from making multiple attacks. As a standard action, the creature can make two attacks. If these two attacks are the same primary attack (two bites, two weapon attacks, two claws) they both add 1 1/2 times the creature's Strength bonus to damage.

Spore Cloud (Su) A unique form of magic-resistant mold grows upon the body of a vemerek. This mold is the source of the vemerek's spell resistance. When the vemerek moves, the mold exudes a cloud of spores in a 30-foot radius that acts as a targeted greater dispel magic (CL 17th) against the highest caster level magical effect the cloud touches as part of the vemerek's move that turn.

Two Heads are Better (Ex) A two-headed creature with a special attack based on the head (usually a breath weapon or gaze attack) has two special options. First, it can use just one head to make one of those attacks that normally requires a standard action as a swift action. Alternatively, it can use both heads for the attack, taking a standard action, and increasing any attack roll or saving throw DC of the special attack by +2. If these attacks cannot normally be made every round, the delay before they can be used again is halved.

They meet Centurion Descartes Julius, commander of what's left of the dead Caesar's forces in this part of the city. He thinks your demigods are

sent by the gods (maybe they are - who can truly say), greeting them with reverence and deference since he's a highly religious man. If your demigods don't help in the battle, Descartes Julius becomes suspicious of them and their motives - the gods can be capricious and unhelpful, as can their servants.

He explains that the Emperor lies dead by demonic hands, the Black Church is responsible, and that he's been hunting a member of that ruthless cabal through the city since the Emperor's assassination.

He's hunting a man called Amarius Pontus, a fat, balding cleric of the Black Church, pock marked with years of decadence and magic abuse. Amarius was last seen heading towards the Coliseum and Descartes Julius offers to show them the way, if they'll help him bring Amarius to civic justice (as opposed to church justice). The Coliseum is renowned as a hotbed of supernatural activity - the perfect sort of place for an exit from this realm. It's the best lead they have.

Amarius isn't a fool. He's left several demonic henchmen to impede the legion's progress, not knowing that Descartes Julius and a few of his men are the only surviving members of a whole unit of crack troops.

Demonic Henchman (3 to 5) XP 25,600 each

CR 13

Thanadaemon (*Pathfinder Roleplaying Game Bestiary 2*)

hp 172

Magic traps have also been left for your demigods to wander into, traps designed to sap their wills, freeze their bodies and cause grievous wounds. They can follow the priest's trail of death and destruction to the Coliseum, which they will find twisted and blackened by dark magic.

EXAMPLE TRAP A WET MESS

A standard 10-foot corridor and a 45-degree downslope marks the beginning of this multi-part trap. An invisible arcane glyph on the ceiling is a hero's first clue (persistent aqueous orb trap), though disabling it does nothing. Halfway down the 50-foot slope is the invisible glyph for the persistent grease trap. When this goes off, it coats the entire 50-foot slope. Any creature that reaches the end of the slope triggers the hungry pit trap that waits in the first 10 feet of even ground. Anything in proximity to that trap triggers the aqueous orb to form at the top of the slope and immediately roll downward, over the grease, and into the hungry pit. It's a chewy, greasy, wet mess.

Persistent Grease Trap CR 6 XP 2,400

Type magical; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger proximity (*alarm*); **Duration** 5 minutes; **Reset** 5 minutes

Effect spell effect (persistent *grease*, DC 12 Reflex (–5 circumstance penalty for the sloped floor) or fall prone and slide to the bottom); multiple targets (all creatures in a 10 x 50 ft. area)

Hungry Pit Trap CR 10 XP 19,200

Type magical; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger proximity (*alarm*); **Duration** 1 min; **Reset** 2 min

Effect spell effect (*hungry pit*, pit 40 ft. deep, DC 17 Reflex save or fall in (–5 circumstance penalty if sliding down the shaft); 4d6 damage each round, DC 17 Reflex save for half); multiple targets (all creatures in a 10 ft. x 10 ft. area)

Persistent Aqueous Orb Trap

CR 6

XP 19,200

Type magical; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger proximity (*alarm*); **Duration** 9 rounds; **Reset** automatic

Effect spell effect (persistent *aqueous orb*, 2d6 nonlethal damage, DC 14 Reflex negates; engulf, DC 14 Reflex negates); multiple targets (all creatures in a 10 x 60 ft. area)

Inside the Coliseum, they need to contend with possessed gladiators and members of the Black Church who throw spells at them from afar. Not to mention the great arena, which is booby-trapped, replete with mechanical designs allowing the arena master to reconfigure the various zones at will. They can pass through several themed areas on the way to confronting Amarius. Great stone blocks move and shift to change their route, disgorging demonic lions and unleashing the spirits of the dead upon them.

Blood Lion

CR 16

XP 76,800

NE Large magical beast (air)

Init +10; **Senses** blood scent, darkvision 120 ft., low-light vision, scent; **Perception** +28

DEFENSE

AC 29, touch 15, flat-footed 23 (+6 Dex, +14 natural, –1 size)

hp 256 (19d10+152), blood healing

Fort +19, **Ref** +17, **Will** +15

Defensive Abilities bone spikes, hardened body; **DR** 15/adamantine; **SR** 27

OFFENSE

Speed 60 ft., fly 60 ft. (good)

Melee bite +26 (2d6+8 bleed plus grab/19-20), 2 claws +26 (1d8+8/19-20)

Space 10 ft.; **Reach** 5 ft.

Special Attacks deafening roar (DC 27), fearful sight (DC 19), pounce, rake (2 claws, 1d8+8/19-20)

Spell-Like Abilities (CL 10th; concentration +10)

Constant—*speak with animals*

STATISTICS

Str 26, **Dex** 23, **Con** 26, **Int** 9, **Wis** 28, **Cha** 11

Base Atk +19; **CMB** +28 (+32 grapple); **CMD** 44 (48 vs. overrun, trip)

Feats Flyby Attack, Improved Critical (bite, claws), Improved Initiative, Intimidating Prowess, Skill Focus (Fly, Perception, Stealth), Run, Wingover

Skills Acrobatics +6 (+18 when jumping), Fly +14, Intimidate +16, Perception +28, Stealth +24 (+28 in undergrowth); **Racial Modifiers** +8 Intimidate, +4 Stealth (+8 in undergrowth)

Languages Auran, *speaks with animals*

SPECIAL ABILITIES

Bite (Ex) A blood lion's bite attack is particularly lethal. All damage it deals is considered bleed damage.

Blood Healing (Su) Every round in which a blood lion deals 5 or more points of damage with its bite attack, it gains fast healing 5 for 1 round.

Blood Scent (Ex) A blood lion's sense of smell is extremely potent, allowing it to find the scent of blood anywhere within a 1 mile radius.

Bone Spikes (Ex) A blood lion's back is covered with razor-sharp protruding bone spikes. A creature in a grapple with a blood lion sustains 1d6 points of bleed damage each round the grapple is maintained.

Deafening Roar (Ex) Whenever a blood lion roars as a standard action, all creatures within 30 feet must succeed on a DC 27 Fortitude save or be deafened for 1d3 minutes. A successful save reduces this duration to 1d4 rounds. A blood lion is immune to this ability. A blood lion can use this ability once every 1d4 rounds. The save DC is Constitution-based.

Fearful Sight (Su) As a standard action, a blood lion's eyes turn from a dark, deep red to a bright luminescent red. When it does so, creatures within a 60-foot cone must succeed on a DC 19 Will save or become panicked for 1d4 minutes. The save DC is Charisma-based.

Crucifixion Spirit

CR 11

This entity appears as a gaunt and translucent humanoid with puncture injuries to both wrists and both feet. Its face is twisted in eternal pain and its eyes flicker with a reddish glow.

XP 12,800

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +26

DEFENSE

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)

hp 142 (15d8+75)

Fort +10, **Ref** +10, **Will** +15

Defensive Abilities incorporeal, undead traits; **Immune** channel energy; **SR** 22

OFFENSE

Speed fly 50 ft. (perfect)

Melee incorporeal touch +14 (1d8 plus paralysis)

Ranged touch +14 (crucify soul)

Special Attacks crucify soul, paralysis (1d4 rounds, DC 24)

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 15, **Wis** 18, **Cha** 20

Base Atk +11; **CMB** +14; **CMD** 30 (can't be tripped)

Feats Ability Focus (paralysis), Alertness, Blind-Fight, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Skills Escape Artist +18, Fly +29, Intimidate +23, Perception +26, Sense Motive +26, Stealth +19

SPECIAL ABILITIES

Crucify Soul (Su) Five times per day as an attack action a crucifixion spirit can point at a single living target within 60 feet and crucify its soul. This requires the crucifixion spirit to succeed at a ranged touch attack. If successful, the target's soul is ripped from its body, which collapses in a heap on the ground. The target's soul appears as a translucent copy of the victim and is suspended above the spot its body collapsed, crucified in midair to a translucent, "X" shaped structure, the soul held in place by translucent spikes or nails. The victim is not dead and is visible to all those viewing it.

A crucified soul cannot be attacked or affected by anything, cannot take any actions (other than trying to escape, see below), and experiences excruciating pain that deals 2 negative levels to it in the round it is crucified, and one negative level each round thereafter. The Fortitude save to remove a negative level has a DC of 22. The save DCs are Charisma-based. A crucifixion spirit does not need to concentrate on this ability for it to continue to affect a target.

It can direct attacks against a different opponent. A crucified creature can attempt to escape each round by making a DC 22 Will save. If successful, the creature's soul is freed from its torment and returns to its body in the same round. The target is stunned for one round, but afterwards can act normally. A creature slain with this ability cannot be returned to life except through the casting of a wish, miracle, or true resurrection spell. Even then, there is a 50% chance that such magic fails. If the check fails, the creature cannot be restored to life by mortal magic.

Immune Channel Energy (Ex) A crucifixion spirit takes no damage from the channel energy ability, and is not affected by effects that mimic channel energy or are based on the channel energy ability (such as turn undead and command undead).

Amarius has fled deeper into the underground parts of the Coliseum. Your demigods need to find and force the hidden door to get in. The door is trapped of course and unless your demigods determine the trap's there, they'll trigger a magical fire spell that blasts at them with scorching heat.

Empowered, Maximized Flame Strike Trap **CR 10**
XP 9,600

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (empowered, maximized *flame strike*, 4d6+48 fire damage, DC 22 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)

SO MANY EYES, TENTACLES AND... THINGS

The underground part of the building is no less dangerous than above ground. Here your demigods need to be mindful of maze-like corridors, armored warriors in bull's-head helmets and more ambushes as the heretics of the Black Church harass them with dark magic at every turn.

Iron Bull Guard **CR 15**

The Iron Bull was once a man, but no more. Through alchemical and arcane rituals, his will has been sapped and his body enhanced.

XP 51,200

CE Medium humanoid (evil, outsider, native)

Init +1; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE

AC 32, touch 16, flat footed 31 (+6 armor, +1 Dex, +8 natural, +5 profane, +2 shield)

hp 150 (20d8+60); fast healing 5

Fort +15, **Ref** +7, **Will** +7

DR 10/good, **Resistance** cold 15, fire 15; **SR** 25

OFFENSE

Speed 20 ft.

Melee battleaxe +22 (1d8+8/x3)

Special Attacks smite good

STATISTICS

Str 22, **Dex** 12, **Con** 16, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +15; **CMB** +21; **CMD** 32

Feats Alertness, Cleave, Combat Expertise, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Sunder, Power Attack, Weapon Focus, Weapon Specialization

Skills Craft (weapon) +3, Heal +1, Perception +3, Profession (guard) +1, Ride +5, Sense Motive +3, Survival +10

Languages Common

Gear masterwork battleaxe, masterwork breastplate, masterwork heavy steel shield

SPECIAL ABILITIES

Smite Good (Su) Once per day, as a swift action, an iron bull guard can smite good as the smite evil ability of a paladin of 20th level, except affecting a good target. The smite persists until target is dead or the iron bull guard rests.

Heretic of the Black Church **CR 11**

XP 12,800

Male human rogue (spy) 7/alchemist (vivisectionist) 8

NE Medium humanoid

Init +2; **Senses** Perception +13

DEFENSE

AC 16, touch 14, flat-footed 13 (+1 armor, +2 Dex, +1 dodge)

hp 93 (15d8+22)

Fort +9, **Ref** +13, **Will** +6; +6 vs. poison

OFFENSE

Speed 30 ft.

Melee +2 heavy mace +14 (1d8+3)

Ranged bomb +14 (1d6)

Special Attacks sneak attack (8d6), swift alchemy, swift poisoning

Alchemist Spells Known (CL 8; concentration +13)

3rd—*baleful polymorph* (DC 18), *cure serious wounds*, *haste*

2nd—*aid, barkskin, blur, bull's strength, detect thoughts* (DC 17)

1st—*comprehend languages, disguise self, enlarge person, jump, reduce person* (DC 16), *shield*

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 20, **Wis** 14, **Cha** 12

Base Atk +11; **CMB** +12; **CMD** 26

Feats Acid Bomb, Bleeding Attack, Brew Potion, Combat Reflexes, Deceitful, Dodge, Evasion, Explosive Bomb, Fast Stealth, Healing Touch, Light Armor Proficiency, Mobility, Point Blank Shot, Shot on the Run, Simple Weapon Proficiency, Skill Focus (Diplomacy), Skill Focus (Stealth), Slow Reactions, Spontaneous Healing, Throw Anything, Weapon Focus (bomb)

Skills Acrobatics +12, Appraise +15, Bluff +15, Climb +1, Craft (alchemy) +23, Diplomacy +16, Disable Device +10, Disguise +15, Escape Artist +2, Fly +13, Heal +20, Intimidate +13, Knowledge (arcana) +13, Knowledge (dungeon) +5, Knowledge (local) +17, Knowledge (nature) +13, Linguistics +17, Perception +13, Sense Motive +13, Sleight of Hand +9, Spellcraft +23, Stealth +21, Survival +12, Swim +1, Use Magic Device +11

Languages Common, Aklo, Infernal, Abyssal

SQ alchemy, cruel anatomist, evasion, mutagen, poison use, skilled liar, torturers eye, torturous transformation, trap sense, uncanny dodge

Gear +1 leather armor, +2 heavy mace, cloak of elvenkind, potion of darkvision, potion of false life

They can track Amarius to a central chamber that's strong with black magic, replete with arcane symbols. This is a chapel of the Black Church. Amarius is a talker, he taunts our demigods and attempts to break their morale and will. He calls on the power of his pendant to summon more enemies (members of the Black Church, demonic henchmen, and others from the options above).

The pendant is the source of his incredible power and is his Telesma. It looks like a mass of all-seeing eyes and tentacles cast out of black pewter with a piece of obsidian at its heart. Removing or destroying it sucks in the man's soul and empowers the spirit within. Emerging from the medallion it manifests in the physical world as a shadowy entity

that begins to form into a huge tentacled monster, similar to a kraken or giant octopus from your worst nightmares.

The shadowy monster attacks your demigods, trying to grab them and pull them into its maw, which is actually a portal to another dimension - a place outside of time and space where alien beings of near-infinite power hope to feast on tasty treats like foolish demigods. Amarius Pontus, the fat, balding cleric, was their servitor in our dimension.

The creature isn't immortal however and can be stopped after enough damage has been done to it.

FREEDOM!?!

You read the main text right. We just created a portal out from the Lich Queen's dungeon. It's a genuine way out. The beings who created it are the Illyth, and they're so powerful they can overcome Ayrawn's magic.

The bad news is that the portal leads directly into the stomach of one of the Illyth where they'll be digested over eons. There's no escape from that, no GM bribe that can get them out.

Shadow Kraken

CR 20

This creature seems to have no true shape, as its outline flickers and changes seemingly at random. At first it appears to have four tentacles, then in a flicker eight more appear and waver menacingly before shimmering once more out of existence. Its general shape is serpentine, with an uncertain number of tentacles dangling beneath it, but the only constants are its six glowing eyes, three on each side of what must be its head.

Unique Quantum

XP 307,200

N Huge aberration (extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +47

DEFENSE

AC 32, touch 15, flat-footed 28 (+3 deflection, +4 Dex, +17 natural, -2 size)

hp 357 (34d8+204)

Fort +18, **Ref** +17, **Will** +23

Defensive Abilities unstable form; **DR** 15/adamantine

OFFENSE

Speed fly 40 ft. (good)

Melee 5 tentacles +34 (2d6+11 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks disintegration, grab, swallow whole (special)

STATISTICS

Str 33, **Dex** 18, **Con** 21, **Int** 11, **Wis** 14, **Cha** 17

Base Atk +25; **CMB** +38 (+42 bull rush, +42 grapple); **CMD** 55 (59 vs. bull rush, can't be tripped)

Feats Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Fortitude, Greater Bull Rush, Greater Cleave, Improved Bull Rush, Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Power Attack, Stand Still, Toughness, Vital Strike

Skills Fly +41, Knowledge (planes) +37, Perception +47, Sense Motive +43 **Racial Modifiers** +4 Perception

Languages Common, Quantum

SQ quantum form, quantum movement

SPECIAL ABILITIES

Disintegration (Su) Three times per day, as a full-round action, a quantum can attack with a single tentacle. If it hits, it sets up subatomic vibrations that shake apart the molecular structure of its opponent. The target must succeed on a DC 32 Fortitude save or take 40d6 points of damage. Even if the save succeeds, the target takes 10d6 points of damage. This effect functions as a disintegrate spell (CL 34th). A quantum can use this ability when it uses its quantum form. Each use by one of its forms counts against its daily use limit. The save DC is Constitution-based.

Grab (Ex) If the shadow kraken hits with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Grab can only be used against targets of a size equal to or smaller than the shadow kraken with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself.

Quantum Form (Su) Three times per day and once per round, a quantum can move in such a way as to appear in two places at once, at a distance no greater than 30 feet. This is a free action that provokes an attack of opportunity and lasts only one round. While occupying two spaces simultaneously, each representation of the quantum can perform one independent standard action (including using the quantum's special attacks). Using this ability, the same quantum could attack two different opponents, or attack one opponent while opening a door to escape, and so on. At the end of the round, both instances of the quantum return to the space it originally occupied before activating this ability.

Quantum Movement (Su) At will a quantum can use the dimension door spell as a standard action (CL 34th).

Unstable Form (Su) A quantum has a deflection bonus to its Armor Class equal to its Charisma bonus. Further, because it moves by means of short-distance teleportation, attacks aimed at a quantum have a 20% miss chance.

Swallow Whole (Ex) If the shadow kraken begins its turn with an incapacitated or helpless opponent grappled, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and sends it through the portal it contains to the Illyth.

If Descartes Julius is still alive he'll pitch in to help. Once the creature is defeated, the profane chapel begins to collapse and splits your demigods up as they rush to escape the crumbling building. They need to navigate crashing rock falls, broken corridors, collapsing floors and more if they want to get out safely (See the Pathfinder Core Rulebook section on Hazards for rules on cave ins.)

EXIT

Your demigods emerge from the underground tunnels with masonry dust billowing all around, coughing and spluttering as it gets in their eyes and lungs. There's the sound of crashing rock and screaming demonic beasts still in their ears - are they ready for your next challenge? Don't give them much breathing room; they're into the next encounter now. As for Descartes Julius, if he made it to the end then have the sound of his voice calling

from a faraway place through the dust and chaos:
“Thank you, my friends. Wherever you are, may the gods bless your travels.”

And the gods hear his request - give each of your demigods a gift from the Greek pantheon. Have each hero roll a d20 to discover their gift. All gifts may be invoked as a swift action.

1-5 *Gift of Apollo* – Three times the hero may call upon Apollo for a +20 sacred bonus to any Knowledge check.

6-10 *Gift of Ares* – Three times the hero may call upon Ares for a +10 sacred bonus to hit and +10 sacred bonus to damage on a single melee attack.

11-15 *Gift of Artemis* - Three times the hero may call upon Ares for a +10 sacred bonus to hit and +10 sacred bonus to damage on a single ranged attack.

16-20 *Gift of Athena* – Three times the hero may call upon Athena for a +10 sacred bonus on Will Saves.

ENCOUNTER 2! THE TRUTH IS OUT HERE

Realm: American Grit (see *Noir Knights*)

Your demigods leave the previous realm and end up in a forest with the lights of a city gleaming in the distance. Whichever direction they travel through the wilderness, after only a short while there's a strange metamorphosis that comes over the area. Trees bend and twist, turning from one thing into another: the trunks elongate and blacken, becoming like dark metal, and the tops shrink and sparkle until they're streetlamps. A path through the forest widens, the surface changing with every step until it's a street with 1930s cars parked on either side.

Snow falls from the night sky overhead and nearby a radio blasts out tunes from 1935 in a blare of big band music. The radio crackles with static and there's an odd voice, coming from far away, laced with alien sounds and should remind your demigods of nails being dragged down a chalkboard.

This is a nightmarish version of Manhattan. Dames chat with fellas by the entrance to a nightclub called the Oyster Bar, toughs rub shoulder to shoulder with their bosses and slick-dressed city dudes from the SPA (Special Projects Administration - a supernatural-investigating branch of the US government) keep a watch on everything, including - perhaps especially - your demigods. They came wandering into Manhattan just at the wrong time as the SPA is busy investigating a brutal supernatural murder which has them baffled.

A nearby gas station is the crime scene and it has been cordoned off by the local law enforcement, replete with a bunch of boys in blue with their badges all nice and shiny. The SPA agents may well have detected your demigods' arrival and observe them curiously. The SPA are protecting the crime scene, a young woman (recently divorced mother of two, Wendy Berkeley) lies in an odd shape with her skin turned inside out and her organs on the outside. One of the SPA agents bagged a demon in the forecourt of the gas station and it's being bagged and tagged when your demigods arrive. It wasn't the killer though - a footsoldier rather than a magical force capable of turning people inside out.

It's a bizarre crime at the best of times, and the SPA have no real leads other than an infernal connection. Your demigods hopefully interact with



the SPA and learn of the woman, her fate and get a feeling that this ties into something they might have encountered in the past.

There's no harm in telling one or more of your demigods that they've heard of a particular wizard, one that has a penchant for turning his victims inside out. Kalazor Thrakas is his name and the woman's body matches his M.O. perfectly, right down to the placement of the corpse in a ritualistic manner.

Kalazor Thrakas

CR 19

XP 204,800

Male cambion wizard 14

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., telepathy 100 ft.; Perception +30

DEFENSE

AC 28, touch 16, flat-footed 25 (+6 armor, +3 Dex, +3 deflection, +6 natural)

hp 178 (6d10+14d6+94)

Fort +13, **Ref** +12, **Will** +14

Defensive Abilities **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +17 (1d6+4 plus vampiric touch)

Special Attacks hand of the apprentice

Spell-Like Abilities (CL 20th; concentration +21)

At will—*detect magic*, *detect thoughts* (DC 19), *fear* (DC 21), *levitate*, *polymorph* (self only)

Wizard Spells Prepared (CL 14th; concentration +21)

7th—*finger of death* (DC 24), *limited wish*, *mass hold person* (DC 24)

6th—*chain lightning* (DC 23), *circle of death* (DC 23), *create undead*, *mage's lucubration*

5th—*baleful polymorph* (DC 22), *cloudkill* (DC 22), *dominate person* (DC 22), *permanency*, *teleport*

4th—*black tentacles* (DC 21), *crushing despair* (DC 21), *fire shield*, *greater infernal healing*, *mass daze* (DC 21)

3rd—*ablative barrier*, *bestow cures* (DC 20), *displacement*, *fireball* (DC 20), *lightning bolt* (DC 20), *ray of exhaustion* (DC 20)

2nd—*blindness/deafness* (2, DC 19), *fog cloud*, *gust of wind* (DC 19), *mirror image*, *protection from arrows*

1st—*animate rope*, *burning hands* (DC 18), *grease* (DC 18), *obscuring mist*, *ray of enfeeblement* (DC 18), *reduce person* (DC 18)

0th (at will)—*acid splash*, *bleed* (DC 17), *detect magic*, *touch of fatigue* (DC 17)

STATISTICS

Str 18, **Dex** 17, **Con** 19, **Int** 24, **Wis** 16, **Cha** 20

Base Atk +13; **CMB** +17; **CMD** 33

Feats Brew Potion, Blind-Fight, Cleave, Combat Casting, Greater Spell Focus, Greater Spell Penetration, Heighten Spell, Maximize Spell, Power Attack, Quicken Spell, Scribe Scroll, Simple Weapon Proficiency, Spell Focus, Spell Penetration

Skills Appraise +14, Bluff +14, Diplomacy +14, Escape Artist +12, Fly +30, Intimidate +14, Knowledge (arcana) +30, Knowledge (engineering) +19, Knowledge (history) +19, Knowledge (nobility) +19, Knowledge (religion) +14, Knowledge (planes) +19, Perception +30, Spellcraft +30, Stealth +12, Survival +12

Languages Common, Abyssal, Ignan, Infernal; telepathy 100 ft.

SQ arcane bond (staff of fire), metamagic mastery (4/day)

Gear bracers of armor +6, cape of the mountebank, headband of mental prowess (+2 Cha, +2 Int), bead of force (3), ioun stones (scarlet and blue sphere, pearly white spindle, iridescent spindle), potion of gaseous form, potion of greater magic fang (+5), potion of undetectable alignment (2), ring of protection +3, staff of fire (42), wand of hold person (31)

SPECIAL ABILITIES

Permanent Spell Effects (Sp) Kalazor's claw and touch attacks impart the effects of a *vampiric touch* spell in addition to any other damage or effects inflicted.

Thrakas was pretty evil to begin with, then he signed a dark pact with the blood of a thousand children (or at least that's the rumor). He's not from this realm, but he's sure having fun in 1935; there's a whole fresh batch of souls for him to harvest for his masters, as well as a local Pulse source that's just too good to pass up in a rail yard not far from the crime scene.

His actions have resulted in a little realm crossover and he's currently looking for that power source inside the Lich Queen's domain.

AGENT O'MARA

Your demigods are approached by Special Agent O'Mara. He isn't as acerbic as some of his colleagues and recognizes your demigods aren't from 1935. He's always been a gifted man, chosen by the Egyptian goddess Bast to act as a guardian in this time and place. He spots the unusual aura your demigods have right away and intercedes in any capacity he can.

Agent O'Mara

CR 12

XP 19,200

Male human gunslinger 13

NG Medium humanoid (human)

Init +4; **Senses** Perception +18

DEFENSE

AC 28, touch 25, flat-footed 20 (+4 armor, +3 deflection, +4 Dex, +4 dodge, +3 natural)

hp 102 (13d10+26)

Fort +11, **Ref** +14, **Will** +8

OFFENSE

Speed 30 ft.

Melee billy club +13 (1d6)

Ranged +2 *seeking revolver* +20 (1d8+14/19-20x4)

Special Attacks deeds (bleeding wound, dead shot, deadeye, expert loading, gunslinger initiative, gunslinger dodge, lightning reload, pistol-whip, quick clear, startling shot, targeting [arms, head, legs, torso, wings], utility shot), grit

STATISTICS

Str 11, **Dex** 18, **Con** 13, **Int** 15, **Wis** 14, **Cha** 16

Base Atk +13; **CMB** +13; **CMD** 27

Feats Deadly Aim, Dodge, Extra Grit, Improved Critical (revolver), Light Armor Proficiency, Martial Weapon Proficiency, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Signature Deed (deadeye), Simple Weapon Proficiency, Weapon Proficiency (firearms), Weapon Focus (revolver)

Skills Acrobatics +10, Bluff +19, Climb +5, Handle Animal +9, Heal +2, Intimidate +19, Knowledge

(engineering) +2, Knowledge (local) +18, Perception +18, Profession +8, Ride +4, Sense Motive +7, Sleight of Hand +20, Survival +12

Languages English, Spanish, German

SQ gun training (revolver), nimble

Gear *police badge of natural armor* +3, *saint's bracelet of armor* +4, *trench coat of resistance* +2, *ring of protection* +2, "Cat's Eye .38 Special" (+2 *seeking revolver*)

Agent O'Mara takes your demigods to one side and explains that he thinks the murder is linked to an occult group operating in the area, one that's tied to an extra-dimensional force the likes of which he's never seen before. He shows some photographs of other crime scenes and all the bodies have been posed in a similar ritual manner.

The corpses are actually all part of an elaborate magical seal that's been in place for a long time, a dozen people who all had enchanted sigils hidden on their bodies. These protectors provided a shield against the darker powers that seek to infest the realm of American Grit. Now they're dead it's open range on Manhattan and beyond. Creatures born of shadow, flame and smoke are sneaking into the realm.

As your demigods talk with Agent O'Mara, his team comes over and reports that there's been a 12th murder at the local rail yard. The twist is that the police have the murderer surrounded, a local schoolteacher by the name of Mister Thrakas.

Even if your demigods don't say anything, Agent O'Mara knows they're only passing through. Just the same he asks if they'd be willing to help put this sick dog down. They can walk away, but if Kalazor Thrakas survives, they'll see his handiwork in a couple of the other remaining realms they traverse, as if he's following them and taunting them. Then, have him join whichever realm you run last before

your demigods get to the steps of the Lich Queen's palace. He'll have joined forces with the bad guys of that realm and does his utmost to harvest their souls.

Assuming your demigods agree to help track Thrakas down, they arrive at the rail yard to find a tense standoff between the wizard and the police. Things are about to break as a rookie police officer loses his cool and shoots at the magic user. This starts a full scale fracas where the mage animates monsters made up of rail parts, sidings, broken down train engines and so on. He then summons more of the demon footsoldiers, like the ones seen in the gas station forecourt.

Demon Possessed Train Yard Crane **CR 12** **XP 19,200**

CE Colossal construct (chaotic, evil)
Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 12, touch 0, flat-footed 12 (-2 Dex, +12 natural, -8 size)
hp 260 (32d10+80)
Fort +10, **Ref** +8, **Will** +10
Defensive Abilities hardness 10; **DR** 10/cold iron; **Resist** electricity 20

OFFENSE

Speed 30 ft.
Melee slam +34 (4d6+15)
Space 20 ft.; **Reach** 20 ft.
Special Attacks constrict, trample

STATISTICS

Str 31, **Dex** 6, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +32; **CMB** +50; **CMD** 58

Glabrezu **CR 13**
XP 25,600
Glabrezu
hp 186 each (*Pathfinder Roleplaying Game Bestiary*)

Demon Possessed Policeman (Dretch)

CR 9

XP 6,400

Male human gunslinger 9
CE Medium humanoid (chaotic, evil)
Init +3; **Senses** Perception +14

DEFENSE

AC 16, touch 19, flat-footed 10 (+3 Dex, +3 dodge)
hp 63 (9d10+9)
Fort +6, **Ref** +9, **Will** +5; +2 vs. poison
Defensive Abilities **DR** 10/cold iron; **Resist** electricity 20

OFFENSE

Speed 30 ft.
Melee club +9 (1d6)
Ranged revolver +13 (1d8+6/19-20x4)
Special Attacks deeds (dead shot, deadeye, gunslinger initiative, gunslinger dodge, pistol-whip, quick clear, startling shot, targeting (arms, head, legs, torso, wings), utility shot, grit)
Spell-Like Abilities (CL 9th; concentration +6)
1/day—scare (DC 11), stinking cloud (DC 12)

STATISTICS

Str 11, **Dex** 17, **Con** 11, **Int** 13, **Wis** 14, **Cha** 8
Base Atk +9; **CMB** +9; **CMD** 26
Feats Deadly Aim, Dodge, Extra Grit, Improved Critical (revolver), Mobility, Point Blank Shot, Precise Shot, Weapon Focus (revolver)
Skills Acrobatics +10, Bluff +5, Handle Animal +11, Heal +7, Intimidate +11, Knowledge (local) +8, Perception +14, Ride +15, Sleight of Hand +8, Survival +8
Languages English
Gear club, revolver

SPECIAL ABILITIES

Possessed Spell Vulnerability (Ex) Certain powerful spells have special additional effects against demon-possessed creatures. These spells must first overcome the demon's spell resistance (if any) to have any effect. A demon-possessed creature subjected to a dispel chaos or dispel evil spell must succeed on a Will saving throw or lose all the modifications bestowed by the demon-possessed creature template for a number of rounds equal to the opponents caster level. The demon is immediately ejected from the possessed creatures body and appears in the nearest open square. A demon-possessed creature subjected to a banishment spell must succeed on a Will saving throw or lose the template until again possessed

by a demon. Failure returns the demon to its home plane, as noted in the spell description.

Possessed (Su) Each demon-possessed creature is inhabited by a specific demon. The demon can neither control the possessed creature nor read its mind, and it perceives only what the possessed creature does. The possessed creature's alignment changes to chaotic evil until the possession ends. The demon is in constant telepathic communication with the possessed creature, imparting its thoughts and desires regardless of language. To gain the possessed creature's cooperation, the demon usually offers telepathic suggestions that it thinks a chaotic evil creature might find appealing. While possessing another creature, the demon does not have access to any of its supernatural, spell-like, or extraordinary abilities. It cannot cast spells or take purely mental actions beyond thinking and using Intelligence-based skills. It cannot be targeted by any spell or effect (except as described under spell vulnerability), but it can be detected normally by divination spells. Damage that harms the possessed creature does not harm the possessing demon. If the possessed creature dies, the demon appears in its square. The demon can exit the possessed creature at any time as a standard action. When it does so, it appears in the nearest available open space.

Kalazor insults your demigods and generally treats them as the idiots he thinks they are. He also sheds his disguise and reveals himself in his full glory, surrounded by runes of magical energy and obsidian-like shadows, sporting infernal traits like a tail and the smell of sulphur. This should be a knock-down, drag-out fight with a seriously powerful master of arcane forces - likely costing a lot of resources (and police lives if your demigods aren't careful) to bring this enemy down.

EXIT

Agent O'Mara thanks your demigods but before he can say another word, the realm breaks down before them and they find themselves elsewhere, one location morphing into the next as reality bucks and groans under the strain of the Lich Queen's shattered portal mirrors. The sound of the radio playing big band jazz echoes in the air, then is gone.

ENCOUNTER 22: HEART OF WINTER

Realm: Fey Realm Of Dreams (see *Savage Suzerain*)

When your demigods are at the exit of the previous realm, a strong wind picks up and the air begins to freeze. All around them the landscape changes and morphs. This could be pretty cool (pardon the pun) as modern walls become caked with ice and crumble into snow, falling down around their feet.

All around them is a beautiful land beset by a torrid winter. This is part of the Fey Realm of Dreams and currently your demigods have been caught in a realm slip that deposits them in one of the sidhe's dream seasons, that of the Heart of Winter.

As your demigods explore this icy landscape, occasionally the snow shoots upwards and falls towards the sky, then sideways and sometimes it'll just float along the ground. Your demigods may also encounter footprints in the snow that seem to lead off into interesting places. If they explore these footfalls they get attacked by some of the more militant denizens of the realm.

Snow sprites are tiny faerie-like beings that use bows made from solid ice firing pin-prick painful arrows and using their Powers to harass your demigods while they explore, keeping out of range and shooting at them. If any demigod gets too close the sprites use their natural agility to fly upwards into the snowy sky above.

Snow Sprite

CR 13

XP 25,600

CN Small fey (cold)

Init +11; **Senses** low-light vision, *detect thoughts*; Perception +26

DEFENSE

AC 29, touch 22, flat-footed 18 (+1 size, +11 Dex, +7 natural)

hp 104 (16d6+48)

Fort +8, **Ref** +21, **Will** +19; +2 vs. enchantment

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +6; **DR** 5/cold iron; **Immune** cold, sleep; **SR** 28

Weakness vulnerability to fire

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee small +1 *frost rapier* +12 (1d4+1/18-20 plus 1d6 cold)

Ranged small +1 *frost longbow* +21 (1d6+1/x3 plus 1d6 cold)

Space 2.5 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 16th; concentration +23)

At will—*detect thoughts* (DC 21)

3/day—cold ray

1/day—frost nova (DC 23)

Druid Spells Prepared (CL 13th; concentration +20)

7th—*control weather*, *summon nature's ally VII*

6th—*antilife shell*, *move earth*, *transport via plants*

5th—*call lightning storm* (DC 22), *commune with nature*, *stoneskin*, *summon nature's ally V*

4th—*ball lightning* (2, DC 21), *creeping ice* (DC 21), *dispel magic*, *geyser* (DC 21)

3rd—*contagion* (DC 20), *ice spears* (2, DC 20), *meld into stone* (2), *snare*

2nd—*barkskin*, *bear's endurance*, *gust of wind* (DC 19), *lesser restoration*, *wood shape*, *warp wood* (DC 19)

1st—*calm animals* (2, DC 18), *detect animals or plants*, *entangle* (DC 18), *frostbite*, *magic stone*

0th—*flare* (DC 17), *mending*, *stabilize*, *virtue*

STATISTICS

Str 10, **Dex** 32, **Con** 16, **Int** 20, **Wis** 24, **Cha** 16

Base Atk +8; **CMB** +7; **CMD** 28

Feats Cleave, Combat Reflexes, Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Skill Focus (Acrobatics), Vital Strike

Skills Acrobatics +33, Bluff +22, Diplomacy +22, Disguise +19, Escape Artist +30, Handle Animal +19,

BRRR...

It's cold here, and that's no dream state. Your demigods will start the encounter by wandering for hours in icy conditions. Are they dressed for arctic-equivalent weather? No? Sounds like time to grab the Pathfinder Core Rules and look at environmental rules for extreme cold. It's below zero so it's time to add some nonlethal damage into the mix.

Knowledge (nature) +24, **Perception** +26, **Sense Motive** +26, **Sleight of Hand** +30, **Survival** +23

Languages Aquan, Common, Elven, Giant, Gnomish, Sylvan

SQ fey traits

Gear small +1 *frost rapier*, small +1 *frost longbow*

SPECIAL ABILITIES

Cold Ray (Su) Three times per day as a standard action, a snow sprite can fire a ray of cold as a ranged touch attack with a maximum range of 40 feet, dealing 6d6 cold damage on a hit.

Frost Nova (Sp) Once per day a snow sprite can conjure a spectral wave of frost in the space of a creature within 60 feet, dealing 10d6 cold damage to the main target and 10 cold damage to any other creatures within 10 feet. A successful DC 23 Fortitude save halves the damage.

ICE WARRIORS

Your demigods come to a strange frozen lake, surrounding which are figures made of ice and armed with swords and shields, also made of ice. Slowly these figures come to life and head directly towards your demigods.

Frigian Ice Golem

CR 10

This icy statue stands a head taller than a normal human. A rime of frost coats it, and razor-sharp shards of ice adorn its limbs.

For the stats for this Frigian ice golem, please see Encounter 7 on page 58 and make the following changes;

AC 24, touch 14, flat-footed 17 (–1 Dex, +5 dodge, +8 natural, +2 shield)

Melee +1 frost long sword +20 (1d8+9/19-20 plus 1d6 cold) or 2 slams +19 (1d6+8 plus 1d6 cold)

Gear +1 frost long sword, heavy shield (made from magical ice, functions as if mithral)

They're under the control of an arrogant sidhe lord known as Frost and he has been corrupted by the evil of the overlap into the Lich Queen's dungeon. If he can kill your demigods he's sure he'll be rewarded by some unspecified but infinitely potent force. He'll do his very best to try and succeed.

Frost sends several waves of ice warriors at your demigods and hopes that does the trick. If they fail, he turns tail and runs, making sure that your demigods spot him legging it into the distance. He's heading to his next ambush spot and where he hopes his allies can help him out.

In this wintry domain await the redcaps, nasty red-hat wearing bully boy fey who like to prey on humans. That's what Frost has lined up for his next ambush. He's hoping to lead your demigods into a small camp of his allies and use the redcaps to tear his enemies limb from limb. The redcap leader, Bloodcap Joe, is a really nasty member of his race and he's just itching to tear something into meaty confetti. Frost passes through the camp quickly enough that he leaves a layer of snow and ice over everything, puts out the redcap cooking fire and riles them up prior to your demigods' arrival.

Furious Redcap

CR 9

XP 6,400

NE Small fey

Init +12; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 25, touch 27, flat-footed 19 (+2 armor, +6 Dex, +6 natural, +1 size)

hp 84 (8d6+56); fast healing 3

Fort +9, **Ref** +14, **Will** +10

Defensive Abilities irreligious, **DR** 10/cold iron, 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 18

OFFENSE

Speed 60 ft.

Melee scythe +14 (1d6+12/x4)

Special Attacks boot stomp

STATISTICS

Str 26, **Dex** 27, **Con** 24, **Int** 24, **Wis** 19, **Cha** 21

Base Atk +4; **CMB** +11; **CMD** 29

Feats Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Weapon Focus (scythe)

Skills Acrobatics +19, Bluff +16, Climb +19, Escape Artist +19, Fly +19, Intimidate +13, Knowledge (nature) +18, Perception +15, Sense Motive +15, Stealth +23

Languages Aklo, Common, Giant, Sylvan

SQ heavy weapons, red cap

Gear scythe, red cap

SPECIAL ABILITIES

Boot Stomp (Ex) A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the Spring Attack feat.

Irreligious (Ex) Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any redcap that can see the creature must make a DC 15 Will save or become frightened for 1 minute and attempt to flee. A redcap who successfully saves is shaken for 1 minute.

Heavy Weapons (Ex) A redcap can wield weapons sized for Medium creatures without penalty.

Red Cap (Su) A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls (included in the above totals) and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.



Bloodcap Joe**CR 14****XP 153,600**

NE Small fey

Init +17; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE**AC** 30, touch 32, flat-footed 19 (+2 armor, +6 Dex, +5 dodge, +6 natural, +1 size)**hp** 164 (8d6+136); fast healing 3**Fort** +14, **Ref** +19, **Will** +15**Defensive Abilities** irreligious, **DR** 10/cold iron, 5/magic; **Immune** mind-affecting abilities, paralysis, poison, sleep; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 20

OFFENSE**Speed** 60 ft.**Melee** +2 keen scythe +36 (1d6+14/19-20x4)**Special Attacks** boot stomp

STATISTICS**Str** 26, **Dex** 27, **Con** 24, **Int** 24, **Wis** 19, **Cha** 21**Base Atk** +4; **CMB** +21; **CMD** 44**Feats** Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Weapon Focus (scythe)**Skills** Acrobatics +19, Bluff +16, Climb +19, Escape Artist +19, Fly +19, Intimidate +13, Knowledge (nature) +18, Perception +15, Sense Motive +15, Stealth +23**Languages** Aklo, Common, Giant, Sylvan**SQ** heavy weapons, red cap**Gear** scythe, red cap

SPECIAL ABILITIES**Boot Stomp (Ex)** A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the Spring Attack feat.**Irreligious (Ex)** Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any redcap that can see the creature must make a DC 15 Will save or become frightened for 1 minute and attempt to flee. A redcap who successfully saves is shaken for 1 minute.**Heavy Weapons (Ex)** A redcap can wield weapons sized for Medium creatures without penalty.**Red Cap (Su)** A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls (included in the above totals) and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

When your demigods get there, the redcaps are baying for blood and ready for a fight, so your demigods make a perfect target unless they manage to sneak by the camp without being noticed. This isn't an impossible task (opposed skill check, hero's Stealth vs Redcap's Perception) but the encounter should be staged in a bright clearing amongst snow and ice that reflects light in all directions from a newly relit fire. There are lots of shadows close to the redcaps, but these fey have a finely-honed sense of smell and may sniff out your demigods if they sneak through the middle of the camp.

Frost has one last trick up his sleeve to deal with your demigods. He leaves tracks that lead them across the realm to a huge multi-layered cavern with snow, ice and lovely icicles all over the ceiling. Frost lurks here, camouflaged and hidden against an ice-covered wall. He uses his command of this place to hurl the icicles at your demigods whilst remaining hidden (Perception, DC 45), until finally he makes his big move and sends in a pack of fey frost wolves for your demigods to fight.

Fey Frost Wolf**CR 13****XP 25,600**

NE Large magical beast (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +23**DEFENSE****AC** 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, -1 size)**hp** 225 (18d10+126)**Fort** +18, **Ref** +17, **Will** +17**Immune** cold; **Weakness** vulnerability to fire**OFFENSE****Speed** 60 ft.**Melee** bite +28 (2d6+13/19-20 plus 1d6 cold and trip)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 26)**STATISTICS****Str** 32, **Dex** 17, **Con** 24, **Int** 9, **Wis** 17, **Cha** 14**Base Atk** +18; **CMB** +30; **CMD** 41 (45 vs. trip)**Feats** Die-Hard, Endurance, Great Fortitude, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Run, Skill Focus (Perception), Vital Strike**Skills** Perception +23, Stealth +12 (+20 in snow), Survival +5; **Racial Modifiers** +6 Perception, +2 Stealth (+8 in snow), +2 Survival**Languages** Common, Giant

Once they're done he realizes he'll have to handle things personally, and with a great show of pomp and ceremony, heckling, name-calling and taunting he steps out before your demigods.

Any attacks on him fail to begin with - he has erected a magical shield that blocks spells and projectiles. That's mostly so your demigods won't interrupt his monologue as he's one of those villains who loves to hear the sound of his own voice. Vain, arrogant and easily riled, Frost is everything you'd expect from an evil fey lord.

The final fight is a titanic battle as Frost summons a colossal golem-like construct to encase himself in, locking himself in the heart of this 60

foot tall enemy. If your demigods can defeat him, they cause a cave-in and the whole place starts to collapse.

Frost, Golem-Armored Fey Lord**CR 18****XP 153,600**

CN Colossal fey (cold, chaotic, extraplanar)

Init +18; **Senses** darkvision 60 ft., low-light vision; Perception +38**DEFENSE****AC** 33, touch 18, flat-footed 25 (+8 Dex, +15 natural)**hp** 330 (60d10)**Fort** +12, **Ref** +22, **Will** +22**Defensive Abilities** Improved Uncanny Dodge, Improved Evasion, **Immune** magic**Weakness** vulnerability to fire**OFFENSE****Speed** 30 ft.**Melee** 2 claws +21 (3d8+16/x3 plus 1d6 cold)**Space** 30 ft. ; **Reach** 30 ft.**Special Attacks** elemental attack (1d6 cold)**STATISTICS****Str** 41, **Dex** 28, **Con** 16, **Int** 20, **Wis** 24, **Cha** 30**Base Atk** +11; **CMB** +14; **CMD** 38 (can't be bull rushed, disarmed, or tripped)**Feats** Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Skill Focus (Acrobatics), Vital Strike, Weapon Focus (claw)**Skills** Acrobatics +42, Bluff +35, Diplomacy +35, Escape Artist +39, Intimidate +32, Knowledge (history) +27, Knowledge (nobility) +27, Knowledge (planes) +27, Perception +38, Sense Motive +32, Stealth +39; **Racial Modifiers** Perception +6**Languages** Aklo, Common, Giant, Sylvan**SQ** closed environment, heightened senses, magic immunity, synchronize**Gear** ice golem armor**SPECIAL ABILITIES**

Elemental Attack (Su) Frost's claw attacks are coated in cold, causing an additional 2d6 cold damage with each attack. The claws function as +3 weapons; these bonuses are included in his stats above.

Ice Golem Armor

Frost's ice golem armor bestows upon him the following special abilities:

Closed Environment (Ex) The occupant of the golem is completely encased, and has no exposure to outside conditions. This provides the wearer with all of the benefits of a necklace of adaptation for as long as she remains in the armor. Breaching this environment requires reducing the golem to zero hit points. A creature within the golem armor's closed environment cannot be attacked through physical means for as long as she remains in the closed environment.

Heightened Senses (Ex) The golem armor's magical senses link directly into the mind of its occupant. This provides the wearer with a +5 bonus to Perception checks, as well as darkvision to a range of 60 feet.

Magic Immunity (Ex) The armor's wearer is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage *slows* the wearer (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals cold damage breaks any *slow* effect on the golem armor and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem armor to exceed its full normal hit points, it gains any excess as temporary hit points. The armor gets no saving throw against cold effects.

Synchronize (Ex) The golem armor is an extension of the wearer's body. The combined creature is considered to have the wearer's Strength and Dexterity scores, modified by the armor. Base attack bonus, number of attacks, and movement rates are unaffected. All feats and skills are usable normally, but no spells can be cast while in the golem.

EXIT

As the ceiling crumbles and cracks, your demigods find themselves tumbling into a dark crevasse, only to splash down in a huge underground river. They're swept along in the darkness for a minute before being ejected at the next encounter. From here until the end of the adventure it's hard for them to shake the chill in their bones, and the sound of crashing ice will haunt their dreams.

ENCOUNTER 23! EXECUTIVE ACTION

Realm: Inbijiburu Tokyo (alternate modern Tokyo)

This opening works best if your demigods were in a woodland, ancient historical or fantasy realm when the realm shift snatched them up. The encounter kicks off with a sudden and jarring transition from your demigods' point of origin to their point of arrival. Everything goes dark and in that moment a glorious white figure stands before them, bows deeply, and telepathically they hear: "*We would be obliged - please destroy this nest of demons and their master, Icharu Kasaga.*" Then the figure is gone and the darkness is replaced by a modern Japanese meeting room.

Your demigods get deposited ahead of schedule. Demons hate that, and Icharu Kasaga is no exception... he expected your demigods in a few hours, so he's only just had enough time to prepare a few floors of the Kasaga Industries building.

As your demigods appear, a man in a sharp grey business suit lets rip with some Japanese curse words and runs out of a door. They can see him hit the 'up' button on an elevator opposite the door just before it shuts and seals behind him.

The hero hunter's prey is here too early! That's right, Kasaga is a demon who hunts heroes, just as you find demon hunters among more heroic types. He used augury to divine where his next mark would show up and was surprised to discover it was inside his own office building. Now he's even more surprised because the augury's timing was off by a few hours. That usually doesn't happen, but this time the Lords of Ascendant Order (see *Savage Suzerain*) have intervened and reversed the hunt.



HUNGER HUNGED

Your demigods are in a focus group testing room for game products, complete with big cherry-wood table, a pair of massive TVs and two Japanese gaming consoles. They're also standing before a troupe of highly trained, spirit-possessed Japanese schoolgirls. Yep, welcome to the alternate modern world of Tokyo's Demon City, where the rich get richer on the souls and money of the poor and girls dressed like these can break bones, teeth and rupture spleens as well as they can break hearts.

Magical Schoolgirl (5)

CR 12

XP 19,200

LE Medium monstrous humanoid (augmented humanoid)

Init +5; **Senses** darkvision 60 ft.; **Perception** +24

DEFENSE

AC 27, touch 15, flat-footed 22 (+4 armor, +5 Dex, +8 natural)

hp 152 (16d10+64)

Fort +9, **Ref** +15, **Will** +15

Defensive Abilities oni gifts (see sidebar for details)

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee oni-gifted weapon (see sidebar for modifiers)

Special Attacks magic blast (ranged touch +21, 5d8 damage)

STATISTICS

Str 20, **Dex** 20, **Con** 18, **Int** 10, **Wis** 20, **Cha** 14

Base Atk +16; **CMB** +21; **CMD** 36

Feats Bloody Assault, Cleave, Dazing Assault, Improved Critical (oni-gifted weapon), Improved Vital Strike, Power Attack, Vital Strike; additionally, each schoolgirl has one other feat that is determined by her oni-gifted weapon (see sidebar)

Skills Acrobatics +21, Climb +24, Fly +24, Perception +24

Languages Japanese

Gear oni-gifted weapon (see sidebar), +1 *glamered studded leather* (sera fuku appearance)

SPECIAL ABILITIES

Magic Blast (Sp) As a standard action, a magical schoolgirl can focus her power into a ray attack, targeting a single creature within 60 feet with a ranged touch attack that deals 5d8 untyped damage. This ability cannot be used in conjunction with the Vital Strike feats.

ONI-GIFTED WEAPONS

Each of the magical schoolgirls possesses a weapon given to them by the ascendant oni Icharu Kasaga. These weapons are linked to the girls' life forces and bestow distinct powers and defensive abilities upon each of the girls, but the oni magic has so thoroughly tainted their spirits that they are now devoted to Kasaga's evil ideals. Yet deep inside, each of the girls knows that her evil impulses are wrong and yearns for redemption.

After the first round of combat between the PCs and the schoolgirls has concluded, each player may make a Knowledge (religion) or Knowledge (arcana) check to identify the oni-gifted weapons as the source of the girls' malevolence. On a check result of 25, the PC realizes that destroying the weapons will release the girls from the oni's influence. A check result of 35 or higher, however, reveals that sundering the weapons will grievously injure the girls, but also that they could well be redeemed through the application of divine magic,

The five oni-gifted weapons have the following statistics; note that depending on the weapon each schoolgirl possesses, she has one different variable feat, and her melee attack modifiers are as follows.

+2 *icy burst falchion*, +23/+18/+13/+8 (2d4+9 plus 1d6 cold/15-20, +1d10 cold on crit)

Defensive ability: DR 10/adamantine and good

Alternate Feat: Furious Focus

two +2 *flaming burst sais*, +21/+16/+11/+6 (1d4+7 plus 1d6 fire/19-20, +1d10 fire on crit) and +21 (1d4+4 plus 1d6 fire/19-20, +1d10 fire on crit)

Defensive ability: +4 insight bonus to all saves (Fort +15, Ref +19, Will +19)

Alternate Feat: Two-Weapon Fighting

+2 *shocking burst glaive*, +23/+18/+13/+8 (reach 10 ft., 1d10+9 plus 1d6 electricity/19-20x3, +2d10 electricity on crit)

Defensive ability: regeneration 10 (good)

Alternate Feat: Furious Focus

two +2 *corrosive burst nunchakus*, +21/+16/+11/+6 (1d6+7 plus 1d6 acid/19-20, +1d10 acid on crit) and +21 (1d6+4 plus 1d6 acid/19-20, +1d10 acid on crit)

Defensive ability: +6 deflection bonus to AC (AC 33, touch 21, flat-footed 28)

Alternate Feat: Two-Weapon Fighting

+2 *menacing thundering rapier*, +23/+18/+13/+8 (1d6+7/15-20, +1d8 sonic and deafen DC 14 on crit)

Defensive ability: SR 23

Alternate Feat: Step Up

giving the PCs a chance to win some powerful allies for the fight ahead.

If a schoolgirl's oni-gifted weapon is sundered and broken, she immediately takes 3d6 Con damage, and loses her natural armor bonus to AC, fly speed, magic blast ability, and the defensive benefit bestowed by her oni-gifted weapon. If she survives the Con damage, her alignment immediately shifts to Lawful Neutral. Once broken, an oni-gifted weapon cannot be repaired except by means of a *limited wish*, *wish*, or *miracle*.

If a schoolgirl is successfully targeted by an *atonement* or *castigation* spell, her true nature overcomes Kasaga's dark magic. She retains all of her abilities, including those bestowed by the oni-gifted weapons, and her alignment immediately shifts to Lawful Good.

Even if the schoolgirls are released from Kasaga's influence, the purified oni-gifted weapons continue to function, and impart a powerful benefit to the PCs: these weapons can penetrate the *resilient spheres* Kasaga has placed around his bells. Although the schoolgirls will not part with the weapons, they will fly to the top floor and await the PCs' arrival so that they can help interrupt Kasaga's ascension ritual. If the schoolgirls are merely killed or incapacitated, the PCs can claim their weapons without fear of being tainted by Kasaga's power and use them against the force fields, but they might not realize that they will work against the *resilient spheres* (the weapons were specifically attuned to the girls and simply function as described below for a PC; it's a DC 40 Knowledge (arcana) or Knowledge (religion) check to realize that the weapons will penetrate the *spheres*).

The fight is on, as your demigods are on the girls' most wanted list and they're not about to ask for autographs. The girls can be saved if your demigods know how - they need access to a serious blessing or one heck of a priest, which is something your demigods may not have, depending on the group.

Your demigods' goal is to get out of the room and chase Kasaga down. They can use an executive elevator to rise through the building, but there are three places where he'll stop the elevator and make them get out. The demon Kasaga keeps throwing his employees at them as they chase him up the building....

32nd Floor, You're IT: They emerge in the building's IT department and it's pretty obvious that the IT techs are not what they seem. In a blaze of light they merge with the machines in the room and transform into demon-infused technology. Just imagine the computers, printers, even photocopier and coffee machine with more teeth and clawed limbs than you're used to and a hellish mix of demonic and mechanical features - it's not so amusing when they're trying to chew your arms off.

Demon-Infused Tech

CR 16

XP 76,800

CE Small construct (swarm)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

DEFENSE

AC 30, touch 12, flat-footed 29 (+1 Dex, +18 natural, +1 size)

hp 195 (21d10+80)

Fort +7, **Ref** +9, **Will** +2

Defensive Abilities swarm traits; **Immune** construct traits

Weaknesses vulnerable to area effects

OFFENSE

Speed 40 ft.

Melee swarm (5d10)

Space 25 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 20), hurl office supplies (+23, 5d10 bludgeoning)

STATISTICS

Str 10, **Dex** 12, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +21; **CMB** +20; **CMD** 31 (can't be bull rushed, grappled, or tripped)

Languages Common (cannot speak)

SQ extended warranty, swarm traits

SPECIAL ABILITIES

Extended Warranty (Ex) The office equipment comprising the swarm of demon-infused tech is very high quality, granting it bonus hit points as though it were a single Colossal construct.

Hurl Office Supplies (Su) The demon-infused tech telekinetically flings binders, staplers, coffee pots, and other nearby office detritus at intruders. As a move action on its turn, the swarm can make a ranged attack at a single target with a +23 attack roll. On a successful hit, the hurled office supplies deal 5d10 bludgeoning damage.

69th Floor, Silver Tong: There's a chance for your demigods to make a good ally here. Say hello to Kenji Takamura, one of the Silver Tong. These guys are the guerrilla fighters in a war against the demon corporations, the remnants of Asian crime syndicates who've turned to good when faced with ultimate bad.

Takamura is busy engaged in a shootout with some of Kasaga's finest demon-corrupted security guards and the lead's flying any which way it can. He's capable of taking care of himself but your demigods showing up forces the demon security to up their ante. Some of them transform fully into demonic forms and two more head to the back of the room where the only door leading up is. While the demons hold back your demigods, these two self-sacrificing employees cash in their early retirement and detonate themselves in a blaze of glory - this cuts off the only way to the next floor.

Demonic Security Guards (4)

CR 12

XP 19,200

LE Medium outsider (human, native, oni, shapechanger)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 27, touch 15, flat-footed 22 (+4 Dex, +1 dodge, +12 natural)

hp 152 (16d10+64); regeneration 5 (acid or fire)

Fort +14, **Ref** +9, **Will** +12

SR 23

OFFENSE

Speed 40 ft.

Melee 2 claws +20 (1d6+4)

Ranged light machine gun +19/+14/+9/+4 (100-ft. line, 2d6/x4, misfire 1-2, automatic)

Special Attacks automatic gunfire

STATISTICS

Str 18, **Dex** 19, **Con** 18, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +16; **CMB** +20; **CMD** 34

Feats Dodge, Improved Precise Shot, Mobility, Point-Blank Shot, Parting Shot, Precise Shot, Shot on The Run, Weapon Focus (light machine gun)

Skills Bluff +22, Disguise +19, Perception +21, Sense Motive +21, Spellcraft +16, Stealth +23

Languages Common

SQ change shape (any human; *alter self*)

Gear light machine gun, 4 clips (40 rounds each)

SPECIAL ABILITIES

Automatic Gunfire (Ex) A weapon with the automatic weapon quality fires a burst of bullets with a single pull of the trigger, attacking all creatures in a line. This line starts from any corner of the guard's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When an automatic weapon attacks all creatures in a line, it makes a separate attack roll against each creature in the line. Each creature in the line can only be attacked with one bullet from each burst. Each attack roll takes a –2 penalty to account for recoil, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil an automatic weapon's line attack. If any of the attack rolls threaten a critical hit, confirm the critical for that attack roll alone. An automatic weapon misfires only if all of the attack rolls made

misfire. A single attack with an automatic weapon fires 10 bullets. An automatic weapon cannot fire single bullets that target one creature. When taking a full-attack action with an automatic weapon, the guard can fire as many bursts in a round as it has attacks.

Kenji Takamura

CR 16

XP 76,800

Male human fighter 16

NG Medium humanoid (human)

Init +6; **Senses** Perception +12

DEFENSE

AC 24, touch 16, flat-footed 18 (+8 armor, +6 Dex)
hp 188 (16d10+96)

Fort +15, **Ref** +11, **Will** +6

Defensive Abilities bravery +4

OFFENSE

Speed 30 ft.

Melee +1 *keen vorpal katana* +28/+23/+18/+13 (1d8+15/15-20 plus vorpal), or unarmed strike +25/+20/+15/+10 (1d3+9)

Ranged shuriken +19 (1d2+8)

Special Attacks weapon training (heavy blades +3, close +2, thrown +1)

STATISTICS

Str 24, **Dex** 22, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +16; **CMB** +23; **CMD** 39

Feats Crane Riposte, Crane Style, Crane Wing, Deflect Arrows, Disruptive, Dodge, Exotic Weapon Proficiency (katana), Greater Vital Strike, Greater Weapon Specialization (katana), Improved Unarmed Strike, Improved Vital Strike, Mobility, Spellbreaker,

Spring Attack, Vital Strike, Weapon Focus (katana), Weapon Specialization (katana)

Skills Acrobatics +18, Climb +22, Linguistics +1, Perception +12, Swim +22

Languages Common (English), Japanese

SQ armor training 4

Gear +1 *keen vorpal katana*, *belt of physical perfection* +6, *bracers of armor* +8, *potion of cure serious wounds* (2), *bag of holding type III*, 10 shuriken, other items (see encounter description for additional details)

It's not going to stop Kenji Takamura though. He's a hero of the Lords of Ascendant Order whose squad was sent to clear the way for your demigods. The Lords gave him some fun stuff in his backpack and since he's the only one of his squad to make it this far, he doesn't mind sharing with your demigods.

You can pick a couple of options here. If you want to go totally over the top with magic you could make the backpack hold sticky-foot potions that were a gift from a Chinese Toad deity. They let your demigods climb up the side of the building. If you prefer to keep with the modern theme, the backpack holds grapnel guns and rappelling gear.

Your demigods probably join Takamura in a charge up the outside of the building in the high wind, all the while kicking security guard demons in the teeth. That's right - on a whim they can sprout eight legs and become spider-demons capable of climbing sheer surfaces. Who'd have guessed?

COOL RULES

Going strictly by the rules as written, Kenji's Deflect Arrows feat might not work on bullets... But a guy who can deflect gunfire with an adamantine samurai sword is pretty awesome cinematically speaking, though. It's ultimately your call as GM, but we recommend letting him do it.

Spider Demon Guard (8)

CR 7

XP 3,200

LE Large outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 85 (9d10+36)

Fort +10, **Ref** +6, **Will** +8

SR 18

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +11 (1d4+3 plus poison)

Ranged light machine gun +10/+5 (100-ft. line, 2d6/x4, misfire 1-2, automatic)

Space 10 ft.; **Reach** 5 ft.

Special Attacks automatic gunfire, web (+8 ranged, DC 18, hp 9)

STATISTICS

Str 16, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 26 (38 vs. trip)

Feats Blind-Fight, Dodge, Point-Blank Shot, Precise Shot, Weapon Focus (light machine gun)

Skills Bluff +12, Climb +20, Perception +14, Sense Motive +14, Spellcraft +9, Stealth +11; **Racial Modifiers** +8 Climb

Languages Common

Gear light machine gun, 4 clips (40 rounds each)

SPECIAL ABILITIES

Automatic Gunfire (Ex) A weapon with the automatic weapon quality fires a burst of bullets with a single pull of the trigger, attacking all creatures in a line. This line starts from any corner of the guard's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When an automatic weapon attacks all creatures in a line, it makes a separate attack roll against each creature in the line. Each creature in the line can only be attacked with one bullet from each burst. Each attack roll takes a –2 penalty to account for recoil, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil an automatic weapon's line attack. If any of the attack rolls threaten a critical hit, confirm the critical for that attack roll alone. An automatic weapon misfires only if all of the attack rolls made misfire. A single attack with an automatic weapon fires 10 bullets. An automatic weapon cannot fire single bullets that target one creature. When taking a full-attack action with an automatic weapon, the guard can fire as many bursts in a round as it has attacks.

Poison (Ex) Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

By the time your demigods reach the top floor there should be a high octane assault atmosphere to the proceedings.

90th Floor, Demonic Executive Suite: Takamura warns your demigods that they're heading into the demon's home turf. This is the part of the building where the demon world meets the physical. As they burst through the windows it's pretty obvious that reality has taken a back seat to bizarre warped architecture and Japanese aesthetics, plus lots of purple fire; lots and *lots* of purple fire. A few of Kasaga's henchmen (villainous demon ogres) try to impede your demigods as they fight their way to the showdown with the big boss himself, Icharu Kasaga, the man who owns the business.

Demon Ogre (2)

CR 15

XP 51,200

Fire yai oni

hp 229 each (*Pathfinder Roleplaying Game Bestiary 3*)

Kasaga has secreted himself in his infernal shrine and he's surrounded by nine red bells that protect him from harm while they're intact. Your demigods need to destroy the bells one by one, but the downside is that the bells are also protected by an energy shield that covers eight of them at any one time. Your demigods are going to have to work together to outwit Kasaga, who becomes stronger with every moment, transforming into an Oni-like demon once all of the bells are destroyed. A really big Oni-like demon if your demigods took their sweet time over the bells.

SPECIAL RULES: The force fields surrounding the bells are *resilient spheres* with hardness 30 and 140 hp each and can be dispelled normally. If the PCs managed to redeem any of the magical schoolgirls on the ground floor, they arrive when the PCs do and begin wearing down the *spheres* (their oni-gifted weapons ignore the hardness of both the *resilient spheres* and the bells), but Kasaga

will target the girls with prejudice in this event.

Each round on initiative count 10, one of the bells sounds behind its *sphere*, and the force field around it drops for the duration of one round, resuming when the next bell sounds. An unexposed bell has hardness 10 and 30 hp. Kasaga gains a new ability on his next initiative count following the ringing of the bell. The bells play in a particular order, sounding a tune that ushers along Kasaga's transformation. The exact sequence of notes can be predicted by any PC with ranks in Perform (any musical instrument) who succeeds on a DC 35 Perception check; the PCs get to make this check every round when the next bell sounds, with the DC to identify the next bell in the sequence decreasing by 5 each time a bell rings.

Kasaga's stats are modified throughout the combat accordingly. The stat block below is Kasaga in his final transformed state; you'll have to remove a few bonuses and abilities from his stat block and add them back on each round in the order given below. If the PCs can't stop him in 9 rounds, they're in for a *tough* fight. Maybe they'll get lucky and find a way to exploit his void form ability to drop the *resilient spheres* and destroy the bells.

Round 1—Kasaga's size changes from Medium to Huge, and his skin grows tougher. His Medium stats are changed as follows: AC 22, T13, FF 19; +4 to all Dex-based rolls; -4 on all other rolls.

Round 2—Kasaga gains his constant spell-like abilities.

Round 3—Kasaga gains his at-will spell-like abilities.

Round 4—Kasaga gains regeneration 15 (fire or good spells).

Round 5—Kasaga gains his Void Missile attack.

Round 6—Kasaga gains his 3/day spell-like abilities.

Round 7—Kasaga gains his 1/day spell-like abilities.

Round 8—Kasaga gains his Void Form ability.

Round 9—Kasaga gains his Void Trap ability.

Icharu Kasaga, Pupating Void Yai **CR 20** **XP 307,200**

Void yai oni

hp 379 each (*Pathfinder Roleplaying Game Bestiary 3*)

Takamura helps out by keeping some of the lesser minions at bay and generally being awesome. Finally, when Kasaga has been defeated the whole tower starts to crumble and buckle in a dramatic manner. Your demigods can hear the bleeping of demolition charges counting down....



Takamura hands your demigods some other sticky-foot vials, or small parachutes from his awesome backpack (which holds more than it seems) and runs toward one of the windows, blowing it out with a shot from his gun. He yells, "*Jump!*" and your demigods would be wise to follow him. If they do, the last thing they feel is the heat of an explosion at their backs and the sound of shattered glass.

They arrive elsewhere, ready to face the next encounter. This one was light-hearted, over the top and a fun respite from the usual doom-and-gloom of old school killer dungeons. How's about picking a very dark encounter next, as a contrast?

ENCOUNTER 24: BRING THE LIGHT

Realm: Darkshire (dark fantasy)

The villainous Lord Blackmyre has blotted out the sun, turned the lands into eternal night and now the realm suffers under the bleak atmosphere created by his sorcerous magic. Darkshire is a fife ruled by fear, under the iron-banded shackles of oppression and anyone who has resisted the sorcerer lord has been put to the sword. His agents range far and wide, leaving nothing but broken lives and shattered dreams in their wake.

Rumors abound of a resistance movement, the Bringers of Light, but those tales are quashed by agent and fearful commoner alike... for they might reach the ears of the fife's less-than-benevolent lord.

Your demigods arrive in Darkshire close to a little hamlet called Sorrow's Reach. When they're travelling in the Lich Queen's lands, the road just leads there and there may not be much to indicate they've left one realm and found themselves in another. They're immediately met with suspicion from everyone they encounter, save for one person who eventually comes to them.

Your demigods draw the attention of both the locals and supporters of Lord Blackmyre - not a good thing to have. A farmhand slips out to send a message to a local stronghold not far away, and soon Lord Blackmyre's man Havenrook arrives with soldiers to investigate.



Your demigods need an ally and a man called Joseph Cavenish is just the fellow to help. Joseph is a local tracker-for-hire, a ranger who in brighter times trained as a man-at-arms and still keeps his old armor and bow, just in case.

He's not fond of the agents, nor of strangers, but there's something about your demigods that ignites a glimmer of hope in him; they look dangerous, in the right kind of way. So prior to Havenrook's arrival, Joseph calls your demigods to one side and warns them he saw the farmhand slip out of the back gate. He figures where the sneaky fellow's gone - the keep at Lockharte - and he tells your demigods about Blackmyre and what's happened here.

Joseph Cavenish**CR 14****XP 38,400**

Male human ranger 15

NG Medium humanoid

Init +4; **Senses** Perception +20**DEFENSE****AC** 20, touch 14, flat-footed 16 (+6 armor, +4 Dex)**hp** 132 (15d10+45)**Fort** +11, **Ref** +13, **Will** +7**OFFENSE****Speed** 45 ft.**Melee** masterwork dagger +18 (1d4+1/19-20)**Ranged** +3 *composite longbow* +26 (1d8+10/x3)**Special Attacks** favored enemy (human, goblin, undead, orc)**Ranger Spells Prepared** (CL 12th; concentration +14)4th—*tree stride*3rd—*cure moderate wounds, neutralize poison*2nd—*barkskin, bear's endurance, cat's grace*1st—*animal messenger, entangle* (DC 13), *longstrider, pass without trace***STATISTICS****Str** 13, **Dex** 18, **Con** 14, **Int** 13, **Wis** 14, **Cha** 12**Base Atk** +15; **CMB** +16; **CMD** 30**Feats** Deadly Aim, Endurance, Farshot, Fleet (x3), Manyshot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow)**Skills** Climb +15, Craft (bowyer) +12, Handle Animal +14, Heal +13, Intimidate +1, Knowledge (dungeoneering) +12, Knowledge (geography) +14, Knowledge (nature) +14, Perception +20, Ride +17, Stealth +32, Survival +20, Swim +1**Languages** Common, Sylvan**SQ** camouflage, evasion, favored terrain (forest, plains, urban), hunter's bond (party), quarry, swift tracker, wild empathy, woodland stride**Gear** +3 *improved shadow studded leather, greater bracers of archery, masterwork dagger, +1 composite longbow of distance, potion of cure moderate wounds* (2)

It will be impossible for your demigods to face down Lord Blackmyre at this point (that's an adventure for a whole campaign in itself), but they can put a wrench in his agents' plans should they so desire.

HAVENROOK

If he has to, Havenrook tears Sorrow's Reach apart while looking for the intruders. He's your classic bad Guy of Gisbourne type, only not an incompetent idiot. He's extremely thorough and won't rest until he has ferreted out your demigods and any conspirators.

Havenrook arrives with a contingent of five men and carries an arcane stone which allows him to teleport five more soldiers to help in tricky situations. If Havenrook even suspects a villager of aiding the intruders, they're brought out and put to the sword (in an attempt to lure out your demigods, and this is a real test of their mettle).

Havenrook's Soldiers**CR 10****XP 9,600**

Male human fighter 11

LN Medium humanoid

Init +1; **Senses** Perception +10**DEFENSE****AC** 23, touch 13, flat-footed 21 (+10 armor, +1 deflection, +1 Dex, +1 dodge)**hp** 85 (11d10+25)**Fort** +11, **Ref** +6, **Will** +5; +3 vs. fear**Defensive Abilities** bravery +3**OFFENSE****Speed** 30 ft.**Melee** +1 *glaive* +19 (1d10+9/x3) or armor spikes +15 (1d6+4)**Ranged** composite longbow +13 (1d8+5/x3)**Special Attacks** weapon training (polearms +2, bows +1)**STATISTICS****Str** 18, **Dex** 12, **Con** 14, **Int** 14, **Wis** 10, **Cha** 10**Base Atk** +11; **CMB** +15; **CMD** 26**Feats** Combat Expertise, Combat Reflexes, Disruptive, Dodge, Improved Vital Strike, Lunge, Mobility, Spellbreaker, Spring Attack, Vital Strike, Weapon Focus (glaive), Weapon Specialization (glaive), Whirlwind Attack**Skills** Diplomacy +5, Handle Animal +5, Intimidate +13, Knowledge (dungeoneering) +6,

Knowledge (engineering) +10, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +4, Perception +10, Profession (soldier) +14, Ride +9, Sense Motive +5, Survival +4

Languages Common, Goblin, Orc

SQ armor training 3

Gear *potion of cure light wounds, potion of expeditious retreat, +1 full plate with cold iron armor spikes, +1 glaive, composite longbow (+4 Str) with 20 arrows, cloak of resistance +2, ring of protection +1, heavy horse (combat trained) with chain shirt barding and military saddle*

Havenrook

CR 16

XP 76,800

Male human fighter 10/antipaladin 7

NE Medium humanoid

Init +1; **Senses** Perception +5

Aura aura of cowardice, aura of evil

DEFENSE

AC 22, touch 11, flat-footed 21 (+7 armor, +1 Dex, +4 shield)

hp 142 (17d10+44)

Fort +15, **Ref** +7, **Will** +8

Defensive Abilities fortification 25%

OFFENSE

Speed 20 ft.

Melee +1 *silversheen longsword* +27 (1d8+10/19-20)

Ranged masterwork composite longbow +22 (1d8+6/x3)

Special Attacks channel negative energy (4d6), cruelty (shaken, sickened), fiendish boon, smite good (3/day) touch of corruption (4/day, 3d6), weapon training (heavy blades, bows)

Antipaladin Spells Prepared (CL 4th; concentration +6)

1st—*bane* (DC 12), *doom* (DC 12)

STATISTICS

Str 20, **Dex** 12, **Con** 14, **Int** 14, **Wis** 14, **Cha** 12

Base Atk +17; **CMB** +22; **CMD** 33

Feats Animal Affinity, Cleave, Combat Expertise, Greater Weapon Focus (longsword), Greater Weapon Focus (longbow), Improved Disarm, Mounted Archery, Mounted Combat, Power Attack, Ride-By-Attack, Selective Channeling, Spirited Charge, Trample, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +12, Climb +3, Disguise +12, Handle Animal +25, Intimidate +12, Knowledge (engineering) +2, Knowledge (dungeoneering) +2, Knowledge

(religion) +8, Perception +5, Ride +25, Sense Motive +7, Spellcraft +7, Stealth +10, Survival +8, Swim +10

Languages Common, Elven, Goblin

SQ aura of cowardice, aura of evil, detect good, plague bringer, unholy resilience

Gear +1 *light fortification breastplate, potion of aid, +2 arrow deflection heavy steel shield, +1 silversheen longsword, masterwork composite longbow, heavy horse (combat trained) with chain shirt barding and military saddle*

If your demigods come out of hiding to face Havenrook, he's delighted that they appear to be insurgent rebels - possibly affiliated with the Bringers of Light. He'll order them executed and prepare to engage, supremely confident that your demigods won't be a match for him. After all, how could anyone brought up in Darkshire since his lord took over have a chance? He won't consider that your demigods could be from another place entirely until they're beating him. At that point he offers them a deal just before someone knocks him out or strikes a killing blow.

Havenrook offers to show them the location of a portal out of Darkshire.

If your demigods stay their hand, they need to watch for the first chance of treachery. Havenrook takes any opportunity to betray them and it'll be as spectacular as he can manage.

If they kill him, they have to work out where they need to go next. Joseph reckons they can leave Darkshire with the help of an old ruin, a place of great power before Blackmyre blotted out the sun.

Likewise, if Havenrook is alive, guess where he'll suggest your demigods go? Yep, that's right, Albaran Abbey and the site of a temperamental portal they can use to quit this fear-soaked realm.

ALBARAN ABBEY

Regardless of how they get there (pack the trail with monsters and bandits for as long as you want to stretch the encounter), your demigods eventually approach the ruined abbey. There they can say hello to the wraith who guards the place, a fact Havenrook conveniently forgot to tell them, and one that Joseph never knew.

The wraith was once Ishaq, a foreign holy man, murdered by monks while traveling these lands and staying under the protection of the abbey. His dying breath was a curse on the place, and sure enough, Albaran Abbey fell into ruin as Ishaq grew in power and exacted his terrible revenge on every last monk.

The ruined abbey is the location of a showdown between the wraith Ishaq and your demigods. The destruction of the wraith releases the soul energy needed to power the portal but it won't stay open for long. If Havenrook is with them, he attempts to follow or even to beat your demigods to the portal and pass through to another world. He failed his lord here, and knows his life is forfeit if he stays.

Ishaq the Wraith

CR 16

XP 76,800

Dread wraith cleric

LE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +30

Aura unnatural aura 30 ft.

DEFENSE

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size)

hp 184 (16d8+112)

Fort +12, **Ref** +14, **Will** +17

Defensive Abilities channel resistance +4; incorporeal; **Immune** undead traits

Weakness sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +20 (3d6 negative energy plus 1d8 Con drain [Fort DC 23])

Space 10 ft.; Reach 10 ft.

Special Attacks create spawn

Cleric Spells Prepared (CL 16; concentration +23)

6th—*blade barrier* (DC 23)

5th—*flame strike* (DC 22), *slay living* (DC 23)

4th—*inflict critical wounds* (DC 21), *spell immunity*

3rd—*bestow curse* (DC 20), *dispel magic*

2nd—*darkness*, *hold person* (DC 19)

1st—*bane* (DC 18), *doom* (DC 18)

0th—*bleed* (DC 17), *detect magic*

STATISTICS

Str —, **Dex** 28, **Con** —, **Int** 14, **Wis** 24, **Cha** 25

Base Atk +12; **CMB** +22; **CMD** 40

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack

Skills Diplomacy +18, Fly +24, Intimidate +26, Knowledge (planes) +13, Perception +30, Sense Motive +30, Stealth +24

Languages Common, Infernal, Skald

EXIT

As your demigods pass through the portal they appear in the next part of the Lich Queen's cavernous realm, just at the start of another strange realm shift. Havenrook is nowhere to be seen and the only memory of that previous realm is the scream of the wraith as it was consigned to oblivion.

ENCOUNTER 25: BLOOD AND IRON

Realm: The Red Realm (see *Savage Suzerain*)

This next encounter is one that should test your demigods to the limit of their psychological state, and force them to engage some very real terrors in this deathtrap of a realm.

Your demigods witness the newest metamorphosis of their environment. It changes rapidly and soon they find themselves in a dark metal corridor slaked with blood, the screeching sound of metal on metal echoes from nearby and a lumbering behemoth - part man, part hideous conglomeration of blade and flesh - stalks towards them, leaving a bloody corpse in his wake.

He starts to run, but as he moves a pair of big metal doors slam down before him and he smacks into them with a furious roar. He bangs on the door, buckling the metal but it doesn't budge. He lumbers off, somewhat disgruntled and enters another room. Not long after that, more screams rip through the air.

Your demigods don't know it yet but they're in Roan Asylum for the Criminally Insane. It's part of the Red Realm, an immortal realm of the Suzerain continuum capable of holding even a god.

THIS PLACE WANTS TO EAT ME

Roan is a frightening place where some of the Maelstrom's most evil people have been incarcerated, locked away for the good of all realms. The only problem is that the realm has been invaded and corrupted by the Great Spirit of Hate, pushing out the Great Spirit of Red (who's not such a bad guy). It's just one of the many prisons like this across the realm. All of them have been affected by the Great Spirit of Hate.



Your demigods are on their own at the moment. There's no one to tell them where to go and what to do. The big guy that wants to eat their faces, he's known as Arlen or to give him his title, he's Gutter.

INSANITY IN THE ROAN

Madness is the name of the game, and it's a game the Roan plays extremely well! (Take note, this is a variant of the insanity rules in the Gamemastery Guide. A much more vicious variant.)

When a sanity check is required, have the hero make a Will save. Failure indicates the immediate onset of one of the insanities listed below. If the hero fails another sanity check, he re-rolls for a new insanity, which replaces the old one (unless he rolls a 1, in which case he suffers both at once and must recover from each individually).

The base DC of sanity checks in the Roan is 18, subject to the following modifiers:

- +2 each hour spent in the Roan
- +2 if the hero is lawful
- +2 per each prior failed save
- +3 if the check occurs during combat
- +4 if more than half the party suffers insanities
- 2 if the hero is chaotic

INSANITIES

| |
|-------------------------------------|
| 1-11 Amnesia |
| 12-48 Mania/Phobia |
| 49-68 Multiple Personality Disorder |
| 69-78 Paranoia |
| 79-84 Psychosis |
| 85-100 Schizophrenia |

AMNESIA

Type insanity; **Save** Will DC 20 **Onset** immediate **Effect** -4 penalty on Will saving throws and all skill checks; loss of memory (loses all class abilities, feats, and skill ranks for as long as his amnesia lasts. He retains his base attack bonus, base saving throw bonuses, combat maneuver bonus, combat maneuver defense, total experience points, and hit dice (and hit points), but everything else is gone until the amnesia is cured).

MANIA/PHOBIA

Type insanity; **Save** Will DC 14 **Onset** immediate **Effect** target is sickened (if manic) or shaken (if phobic) as long as the source of the mania or phobia is obvious; chance of becoming fascinated or frightened (Will save against the insanity or become fascinated [if manic] or frightened [if phobic] by the object for 1d6 rounds).

MULTIPLE PERSONALITY DISORDER

Type insanity; **Save** Will DC 19 **Onset** immediate **Effect** -6 penalty on Will saving throws and Wisdom based skill checks; multiple personalities (see below)

Description

This is a complicated disorder that manifests as 1 or more distinct and different personalities within the same body and mind. The number of additional personalities the victim manifests equals the DC of the insanity divided by 10 (round down, minimum of 1 additional personality). Should the insanity worsen in some way (such as by the save DC increasing), the number of additional personalities increases as well. Likewise, the number of additional personalities decreases as the sufferer recovers and the insanity's DC decreases. The GM should develop these additional personalities. Every morning, and each time the afflicted character is rendered unconscious, he must make a Will save against his insanity's DC. Failure indicates that a different personality takes over. A character's memories and skills remain unchanged, but the various personalities have no knowledge of each other and will deny, often violently, that these other personalities exist.

PARANOIA

Type insanity; **Save** Will DC 17 **Onset** immediate **Effect** -4 penalty on Will saves and Charisma-based skill checks; cannot receive benefit from or attempt the Aid Another action; cannot willingly accept aid (including healing) from another creature unless he makes a Will save against his insanity's DC.

PSYCHOSIS

Type Insanity; **Save** Will DC 20 **Onset** immediate **Effect** character becomes chaotic evil; gains +10 competence bonus on Bluff checks to hide insanity

Description

This complex insanity fills the victim with hate for the world. He may suppress his psychosis for a period of 1 day by making a Will save against the DC of his insanity, otherwise he cannot help but plot and plan the death and destruction of his friends and enemies alike. For the most part, the impact of psychosis must be roleplayed, although not all players find entertainment in roleplaying a lunatic who's trying to do in his friends. In such cases, the GM should assume control of the character whenever his psychosis is in control.

SCHIZOPHRENIA

Type Insanity; **Save** Will DC 16 **Onset** immediate
Effect -4 penalty on all Wisdom and Charisma-based skill checks; cannot take 10 or take 20; chance of becoming confused (see below)

Description

A schizophrenic character has lost his grip on reality, and can no longer tell the difference between what is real and what is not. These constant hallucinations cause the schizophrenic to appear erratic, chaotic, and unpredictable to others. Each time a schizophrenic character finds himself in a stressful situation (such as combat) he must make a Will save against his insanity's DC. Failure indicates that the character becomes confused for 1d6 rounds.

Gutter is currently trying to work out how to get past the metal door. Since he's not the sharpest tool in the torture chamber it hasn't quite dawned on him that there are actually a few routes he can take. He'll work it out when it least suits your demigods and the idea is that he's a foe they can't just stop. He's got to be avoided until the right moment in the asylum, when your demigods can use their environment to take him down.

The asylum is also an evil place, sentient and clever with it. It's out to do your demigods as much harm as it can. You can see why Ayrawn the Lich Queen has a soft spot for the Red Realm. She rather likes what the Great Spirit of Hate has done with the place.

Rather than list every single encounter, blow by blow, Roan Asylum tends to throw random horror in your demigods' direction as often as it

can until they're facing terrible odds. Then it'll leave them alone for hours at a time as they explore the corridors, using a subtler form of horrific manipulation - psychological. The asylum seals off certain areas, preventing Gutter from getting at your demigods while it plays tricks with their minds, bends reality in the rooms and brings forth any hidden secrets they might have. Remember, it knows their fears. Then it pummels them with more insane evils until their beaten physically and psychologically.

It's all about evoking a feeling of survival horror for this encounter, and playing with your demigods' in-character fears is a good way to do this. As a GM you might want to engage your players about something like this, making sure you don't overstep the fear into their real life phobias, or if you do, be very careful not to overdo that aspect.

Time means little here. Some residents of the Red Realm have been here for thousands of years. Let a few days pass as part of this cycle of physical then psychological torment. Eventually the asylum understands that your demigods won't be brow-beaten psychologically, so it opens up the sections of the asylum where the truly powerful creatures lurk, letting them roam free to engage your demigods at will. At this point it's happy just to squish your demigods into a fresh red stain to add to its collection. Some minor encounters involve:

A series of shattered lights flicker on and off despite clearly being broken, throwing living shadows on the walls that attack your demigods. Treat these shadows as advanced wraiths, with the additional special ability that increases the DC of the Insanity saving throw by the amount of ability damage these "shadow-wraiths" deal as well as force the struck target to save against Insanity.

Shadow Wraith**CR 6****XP 2,400 each**

Advanced wraith

hp 57 each (*Pathfinder Roleplaying Game Bestiary*)

A resident breaks through a wall and attacks your demigods. This thing is more bone than person, horrible, disfigured and full of hate. It screams, “*Gutter is the asylum! Don’t you understand?*” and then reaches an even greater intensity in its attacks. Treat this creature as an advanced winter wight; it has a surprise round before initiative is rolled. Even if they do defeat “Gutter” he doesn’t stay dead until the final encounter.

Disfigured Bone Haunt**CR 18****XP 153,600 each**

Advanced winterwight

hp 310 each (*Pathfinder Roleplaying Game Bestiary 2*)

Your demigods get trapped inside a memory of their past. They must unite inside their own minds to fight the influence of Roan Asylum and escape the thought-constructs. Enemies in this plane are all the same “shadow-wraiths” mentioned above, though they may appear as normal creatures.

They meet a Child of Prophecy in the cells. This man or woman gives them a clue to something bigger that’s coming. This is a great place to introduce a new plot point or idea.

The asylum throws a maze-like section of corridors at your demigods, each one leading to a dead end, even the way back. Your demigods need to think in 3D and dig or climb their way out. Again, those “shadow-wraiths” freely move about the maze, 1d3 finding the group every 1d10 round.

A series of ghostly lights, shapes and sounds disorientate your demigods at every turn. This becomes the big showdown with Gutter. They find themselves in a room containing several electricity

generators that need to be powered on. Once they’re on, Gutter can be lured to a certain point in the room where he can be caged and electrocuted. The overload burns out a fuse (metaphorically, Roan Asylum blows a fuse) and a security gate across a door that reads “Exit” springs open. Your demigods could swear there wasn’t a door there before.

This encounter works best if you play up Gutter without actually having him do anything to the PCs directly—roll a bunch of d20s and d6s to simulate Gutter punching through doors and walls as he chases after the PCs if you want, just to mess with their minds. However, for some groups a confrontation with Gutter will be inevitable (some players love a challenge, or just want to poke the bear). If that’s the case, give it to them with both barrels. Gutter has the statistics of a thanatotic titan, but Roan Asylum has stripped him of his spell-like abilities (effectively making him a CR 20 creature).

Gutter**CR 20****XP 307,200**

Thanatotic titan

hp 471; has no spell-like abilities (*Pathfinder Roleplaying Game Bestiary 2*)**EXIT**

Amazingly the exit door isn’t a trap. Roan Asylum has mentally retreated in on itself and just wants your demigods to leave it alone now. As they leave, they move on into another part of the Lich Queen’s domain - left with only the sounds of the manic inmates’ screams and cries ringing in their ears, and with a taste of blood and rust in their mouth that may never leave them.

ENCOUNTER 26: THE SHADES OF NIGHT

Realm: Shadeside (horror fantasy)

Your demigods find themselves walking by the side of a river. This could link with the end of any encounter that could finish with the sound of flowing water. Glancing down they see an unfamiliar sky reflects above them, complete with an inverted city outline dominated by a 100 foot tall ghostly clock with green glowing misty lamps surrounding the top. When they turn to look, the realms have once again shifted and this time they're in Shadeside, the City of Waiting.

This is not a random realm shift. It's a conscious attempt by the sentient city to bring your demigods into its sphere of influence and to prepare them for their final confrontation with the Lich Queen. Shadeside is a three-faced entity, a city that is a

jester, caregiver and tyrant all in one, its moods changing to reflect how it feels at any given time. Right now it's being the caregiver to your demigods. The city senses that soon a great cosmic battle is coming, and the whole continuum will need the very best of heroes. Losing some to the Lich Queen would be bad.

GUIDED

Black wrought iron gates form into faces between the various wards of the city, indicating the city's attitude and pleasure/displeasure quite openly. The denizens of Shadeside are a mix of the living brought here by the city to save them, poke fun at them, or imprison them (based on what facet of the city is in charge at the time) and the dead who have been here since Purgatory fell. There are others who inhabit Shadeside: demons, extra-planar entities and all kinds of curious races drawn from time and space.



Your demigods find themselves in the Forgotten's Ward and are approached by a man who looks them over. He's a handsome fellow with a swashbuckler's style about him. He introduces himself as Black Reiley, and explains that your demigods are expected by his mistress, the leader of the Forgotten's Ward, Ma Beltane. He'd like them to come with him, but won't force the issue if they refuse. We'll assume they go with the enigmatic fellow and get to meet Ma Beltane in her spacious and pretty-yet-decadent manor house. Otherwise you'll have to improvise.

The woman has a slightly disturbing beauty about her, and she's certainly not a 'Ma' by any means. Belladonna Nachtane is her name and she's got a proposition for your demigods if they're willing to listen. She needs them to do a little favor for her, see. One of her people managed to get himself captured and locked up in the Gutter's Ward in the care of Butcher Jonas.

Now, Jonas is a slightly eccentric gentleman who has a penchant for not being too choosy where he gets his freshest meat from, so Ma's worried that her friend may well end up on someone's plate in due course... or first course for that matter.

Ma would like your demigods to infiltrate Jonas' factory, steal Mister Krant (the hapless victim) from the clutches of the butchers and spirit him away. What she hasn't told them is that Mister Krant owes her a bounty in souls due to a particular deal and now refuses to pay up. He tried the same deal with Jonas, double-crossed that man and now he's about to be turned into chow. She doesn't really think your demigods need to know that at this time; it complicates matters.

The Gutter's Ward isn't a nice place. It's a factory district of Shadeside, replete with such wonderful places as a platform where criminals are publicly roasted and served up later as a nice gourmet snack. There are blood filled runnels throughout this ward, leading to and from huge buildings slaughtering all sorts of livestock (and people) for the hungry denizens of the city.

Amid the growl of the machines, the screams of dying animals and the caked blood everywhere it's quite disturbing for anyone not used to an abattoir. Share little scenes: young children munching on the fingers of a dead man, mothers picking through the choicest cuts of criminal on a market stall, and so on. At the centre of this carnage stands Jonas' empire-like factory complex, huge, sprawling and spewing blood-soaked mist into the air above the city.

Your demigods need to get in and get out, they'll face walking machines inside designed to butcher animals and people. Then there are the Body Baggers, men and women who delight in knocking a person out cold, selling their body to the butchers and getting a tidy profit. Then add the souls of the dead who are still unable to pass on. And don't forget the golems made out of flesh and blood which the locals call Bloody Mary. Your demigods might even face down young Jonas himself, who has command of a legion of workers ready to cut your demigods up for fun and profit!

Treat the encounter as a classic infiltration. This is James Bond stuff, but with less tuxedos and with Bloody Marys instead of dry martinis.

Butchering Constructs (2) CR 20

XP 307,200

N Large construct

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 34, touch 14, flat-footed 29 (+5 Dex, +20 natural, –1 size)

hp 200 (31d10+30)

Fort +10, **Ref** +15, **Will** +10

DR 15/adamantine; **Immune** acid, cold, fire, construct traits

Weaknesses short-circuit, vulnerability to electricity

OFFENSE

Speed 40 ft.

Melee 2 slams +30 (2d6 plus grab)

Ranged 2 grappling hooks +35 (2d8/19-20 plus pull; 30-ft. maximum range)

Space 10 ft.; **Reach** 15 ft.

Special Attacks grab, multi-grab, pull (grappling hooks, 10 feet), processing

STATISTICS

Str 10, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +31; **CMB** +32 (+36 grapple); **CMD** 51

SPECIAL ABILITIES

Multi-Grab (Ex) A butchering construct does not take grappling penalties for grapples it initiates, but that appendage can do nothing else while maintaining the grapple.

Processing (Ex) Opponents that are pinned by a butchering construct are automatically processed for packaging and consumption, taking 3d6 bleed damage per round that they are pinned.

Short-Circuit (Ex) Any attack that deals 50 or more points of electricity damage causes a butchering construct to release any creatures it currently has grappled or pinned.

Body Bagger (10) CR 12

XP 19,200 each

Death initiate

hp 88 each (*Pathfinder Roleplaying Game NPC Codex*)

The restless souls of the butchered dead all roam the area, to be sprinkled in when the GM deems necessary.

Butchered Ghost CR 7

XP 3,200 each

Human ghost aristocrat 7

hp 73 each (*Pathfinder Roleplaying Game Bestiary*)

Ominous Shadow CR 8

XP 4,800 each

Greater shadow

hp 58 each (*Pathfinder Roleplaying Game Bestiary*)

Angry Spirit CR 13

XP 25,600 each

Banshee

hp 161 each (*Pathfinder Roleplaying Game Bestiary* 2)

Bloody Mary CR 15

XP 51,200

Variant advanced flesh golem

N Large construct

Init –1; **Senses** darkvision 60 ft., lifesense 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, –1 size)
hp 140 (20d10+30)

Fort +6, **Ref** +5, **Will** +6

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +24 (2d8+5 plus 1d6 bleed)

Special Attacks bleed (1d6), blood drain (1d2 Con damage), phlebotomist

STATISTICS

Str 20, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +20; **CMB** +26; **CMD** 36

Languages none

SPECIAL ABILITIES

Blood Drain (Su) Bloody Mary heals 5 hit points or gains 5 temporary hit points each time she drains a creature's blood.

Phlebotomist (Su) Each successful attack Blood Mary scores on a creature that is already bleeding inflicts 1 Con damage.

Jonas

XP 204,800

Infernal champion

hp 233 (Pathfinder Roleplaying Game NPC Codex)

CR 19

ENCOUNTER 27: THE DRAGON AND THE WOLF

If your demigods get Krant out, they can collect a reward from Ma Beltane. She gives them access to something each from her own personal stock of curios (it can be a great place to sneak in an item your demigods might need or have missed previously, or to give them something to help them in the finale of this book - which was Shadeside's plan all along).

EXIT

As your demigods step out from their meeting with Ma Beltane, they find themselves in a new location - the start of their next realm encounter. They're left with the items they got as a reward and the sound of a clock mechanism clicking towards midnight.



Realm: Yggdrasil (see *Savage Suzerain*)

We'd like to say we've saved the best till last but really this is just an excuse for a huge climactic battle in the realm of the Norse gods. And for the Norse, that *is* the best.

The doom of the gods, Ragnarok is still a long way away... this is more a tasty precursor brought about by meddlesome tentacled powers. Lord Odin is about to find out that Fafnir (the dragon) can be a fearsome threat. Under Fafnir, Asgard is being assault by frost giants and a host of angry dark elves. They're all looking to settle a score with the One Eyed King of the gods.

ASGARD UNDER THE HAMMER

The hammer of giants, and perhaps the sound of Thor's own mighty weapon echoes through the halls of Asgard as your demigods arrive. They meet Thor, as boisterous as he ever can be, and he's flanked by two valkyries as he lays down a giant with a single blow, sending it out through a nearby wall. He laughs and looks your demigods over as their previous realm melts into the one they now inhabit. He has no time for more enemies so he just stares at them, "Are you allies?" he asks.

We're hoping your demigods say yes, we really are. Thor recruits them in this hour of the gods' need, recognizing their potential. "I am Thor. My father Odin holds the north gate. I could use a little assistance to breach the chamber of the World Tree and to fight the monster within."

During the talk with Thor, your demigods need to make a Diplomacy check to convince him

that you are friendly and will help in the coming battle. Succeeding at a DC 20 Diplomacy check will convince Thor that you could be helpful in the coming fight; for every 5 points you exceed this check, his allies will also grant you favors during the battle. If you fail, Thor will begrudgingly accept your assistance, but his allies cast no beneficial spells on your demigods, nor will they assist in the battle.

Simple eh? Your demigods get to go toe-to-toe with a mythic dragon and help the god of thunder. All in a day's work for them now, right?

Asgard is under heavy assault, and there are all kinds of bad guys for your demigods as they work their way to the centre and down. Having mighty Thor at their side would make things too easy though, which is why Loki jumps his brother early on and the pair of them go crashing out into a side hall. "Push onwards," commands Thor, initiating combat with Loki, "Destroy the monster." Getting in the middle of a grudge match between two gods, defying the express instructions of one to attack the other... well, that wouldn't be a smart thing for your demigods to do, so we'll assume they carry on.

The goddess Sif joins your demigods and great heroes of Asgardian folklore fight this battle alongside them, as well as the valkyries. Though they're fighting their own waves of dark elves and frost giants, it's a chance for a really epic confrontation, tailor made for heroic action. By using a standard action, and calling in one of your favors, your demigods can request immediate assistance from Lady Sif and her Valkyries. By defeating each wave, the Asgardians are more and more impressed: your demigods gain 1 additional favor.

Lady Sif

CR —

Before Combat The earth goddess, wife of Thor, casts *barkskin* on each of your demigods (CL 20) before wild shaping into a colossal earth elemental and leading her Valkyrie's into battle.

During Combat If called, she will arrive the following round using earth glide and cast *mass cure critical wounds* or *heal* on the party. On the following round, she departs with earth glide to rejoin her Valkyries. While on the battlefield she threatens and makes attacks of opportunity as if she had the Combat Reflexes feat with an effective Dexterity of 26. This counts as 2 favors.

Melee +30 slam (4d6+27/19-20)

Space 30 ft.; **Reach** 30 ft.

Valkyrie (4)

CR 12

XP 19,200 each

hp 168 each (*Pathfinder Roleplaying Game Bestiary* 3)

Before Combat The Valkyries cast *aid* and *death ward* on each of your demigods.

During Combat If called, a Valkyrie will fly in and cast *breath of life* on a single party member. The following round, she flies back to her position in the battle. This counts as 1 favor, but can only be used 4 times.

FIRST WAVE CR 17

Troll, Jotun

CR 15

XP 51,200

hp 216 (*Pathfinder RPG Bestiary* 3)

Air Elemental, Greater (2)

CR 9

XP 6,400

hp 123 each (*Pathfinder RPG Core Rulebook*)

Elder Ice Elemental (3)

CR 11

XP 12,800

hp 152 each (*Pathfinder Roleplaying Game Bestiary* 2)

SECOND WAVE CR 19

Thunder Behemoth

CR 18

XP 153,600

hp 337 (*Pathfinder Roleplaying Game Bestiary* 3)

Devil, Gelugon (Ice Devil)

CR 13

XP 25,600

hp 161 (*Pathfinder Roleplaying Game Bestiary* 3)

Stone Golem (2) **CR 11**
XP 12,800
hp 107 each (*Pathfinder Roleplaying Game Bestiary 3*)

FINAL FIGHT CR 20

Thunder Behemoth **CR 18**
XP 153,600
hp 337 (*Pathfinder Roleplaying Game Bestiary 3*)

Troll, Jotun **CR 15**
XP 51,200
hp 216 (*Pathfinder RPG Bestiary 3*)

Frost Worm (2) **CR 12**
XP 19,200
hp 168 each (*Pathfinder Roleplaying Game Bestiary 2*)

Sleipnir 96) **CR 11**
XP 12,800 each
hp 147 each (*Pathfinder Roleplaying Game Bestiary 2*)

Enter Fafnir, the twin of the Great Dragon Spirit from the *Savage Suzerain* campaign. Hopefully your demigods can fight the dragon or hurt it enough to cause the wily creature to flee.

Bear in mind the sheer size of Fafnir. He's just as big as his twin, who we described by saying that, "his mouth alone could swallow a football field". You might be wondering what hope there is to defeat a creature like this. Well, the good news is there's the Norse gods' own device - Bifröst, the Rainbow Bridge. It's like a configurable portal, a teleport between realms. However, if your demigods align it just right they could use it as a cannon and fire it right between Fafnir's eyes. Even if it doesn't kill him, it'll zap him elsewhere and as long as it's not in Asgard we'll call that a win.

Your demigods need to get the idea, so have them see it in action as Sif uses it to gate

in reinforcements. She heads off with the reinforcements and your demigods could join in... but let the smartest of them figure out that the Bifröst could have its polarity reversed, dealing huge damage and gating out whatever it hits. Here's how that would work:

By spending a full-round action, one of your demigods can attempt to re-align the Bifröst using Spellcraft or Use Magic Device. To gain 1 success, the demigod must succeed on a DC 30 skill check; for every 5 points they exceed this check, they gain an additional success. Other demigods may use aid-another as a move-action as long as they are within 10 ft. of the Bifröst; they may additionally use Knowledge (arcana) and Knowledge (planes). Once your demigods reach 20 successes, the Bifröst activates!

A squad of dark elf assassins aren't going to make this easy, though.

Dark Elf Assassin **CR 14**
Dressed all in black, this dark elf moves with an eerie grace.

XP 38,400
Drow ninja 15 (*Pathfinder Roleplaying Game Advanced Race Guide*; *Pathfinder Roleplaying Game Ultimate Combat*)
CE Medium humanoid (elf)
Init +7; **Senses** darkvision 120 ft., low-light vision; Perception +21

DEFENSE
AC 22, touch 17, flat-footed 15 (+5 armor, +6 Dex, +1 dodge)
hp 101 (15d8+30)
Fort +9, **Ref** +19, **Will** +9; +2 vs. enchantments
Defensive Abilities evasion, improved uncanny dodge; **Immune** sleep; **SR** 21
Weakness light blindness

OFFENSE
Speed 30 ft., light steps
Melee assassin's dagger +21/+16/+11 (1d4+2/19-20) or unarmed strike +18/+13/+8 (1d3)

Special Attacks sneak attack +8d6

Spell-Like Abilities (CL 15th; concentration +18)

1/day—*dancing lights, darkness, faerie fire*

STATISTICS

Str 10, **Dex** 24, **Con** 12, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +11; **CMB** +11; **CMD** 29

Feats Combat Patrol, Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +25, Bluff +21, Climb +18, Disguise +8, Escape Artist +25, Perception +21, Sense Motive +19, Stealth +25, Use Magic Device +21; **Racial Modifiers** +2 Perception, *ki* jump (running start), no trace

Languages Elven, Undercommon

SQ *ki* pool (10 points.), *ninja trick* (assassinate, evasion, finesse rogue, invisible blade, offensive defense, shadow clone, vanishing trick), *poison use*

Gear *scroll of see invisibility, potion of fly, +1 mithral chain shirt, assassin's dagger, mwk cold iron dagger, belt of incredible dexterity +4, cloak of resistance +3, 144 gp*

With that done, your smarty-pants demigods find out there's only one problem with their plan. They'll need to mark a focus point where they want the beam from the Bifröst to hit. That means taking a remote trigger console and planting it in the middle of the dragon's forehead, then triggering it. They can throw it as a grenade-like weapon with a range increment of 5 feet, or they can plant it directly with a melee touch attack. Putting it there isn't the problem, getting close enough without getting eaten is a bit of a challenge.

Great Spirit Dragon, Fafnir

CR 30

This dragon is impossibly huge, with a tail the size of a redwood and a maw that could swallow a small fortress. His wings cause short gusts as they flap around his massive form.

XP 9,830,400

Great Spirit Dragon

NE Colossal dragon (extraplanar, kaiju)

Init +2; **Senses** darkvision 600 ft., dragon senses; Perception +43

Aura frightful presence (390 ft., DC 36)

DEFENSE

AC 47, touch 4, flat-footed 45 (+2 dexterity, +43 natural, -8 size)

hp 784 (32d12+576); fast healing 30

Fort +35, **Ref** +20, **Will** +26

Defensive Abilities ferocity, instant teleport, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear, paralysis, sleep; **Resist** acid 30, cold 30, electricity 30, fire 30, negative energy 30, sonic 30

OFFENSE

Speed 100 ft., fly 200 ft. (average)

Melee bite +43 (6d8+19 plus fast swallow/19-20), 2 claws +43 (6d6+19 plus grab), tail slap +41 (6d6+9), 2 wings +41 (4d6+9)

Space 30 ft.; **Reach** 30 ft. (45 ft. with bite)

Special Attacks breath weapon (100 ft. cone or 200 ft. line, DC 43, 30d10 varies), crush (Huge creatures, DC 43, 6d6+28), fast swallow, hurl foe, swallow whole (6d6 plus 4d6 acid, AC 31, 78 hp), tail sweep (50', Large creatures, DC 43, 4d6+28), trample (8d6+28, DC 45)

Spell-Like Abilities (CL 32nd; concentration +42)

3/day—*ethereal jaunt, plane shift* (DC 24)

1/day—*gate*

Sorcerer Spells Known (CL 20nd; concentration +30)

9th (7/day)—any sorcerer spell (DC 29)

8th (7/day)—any sorcerer spell (DC 28)

7th (7/day)—any sorcerer spell (DC 27)

6th (8/day)—any sorcerer spell (DC 26)

5th (8/day)—any sorcerer spell (DC 25)

4th (8/day)—any sorcerer spell (DC 24)

3rd (8/day)—any sorcerer spell (DC 23)

2nd (9/day)—any sorcerer spell (DC 22)

1st (9/day)—any sorcerer spell (DC 21)

0th (at will)—any sorcerer spell (DC 20)

STATISTICS

Str 49, **Dex** 14, **Con** 44, **Int** 26, **Wis** 27, **Cha** 31

Base Atk +32; **CMB** +59; **CMD** 71

Feats Bloody Assault, Combat Reflexes, Critical Focus, Death From Above, Empower Spell, Hover, Improved Critical (bite), Maximize Spell, Multiattack, Persistent Spell, Power Attack, Quicken Spell, Snatch, Stunning Assault, Toughness, Widen Spell

Skills Acrobatics +18, Appraise +43, Bluff +45, Climb +38, Diplomacy +45, Fly +29, Intimidate +45, Knowledge (arcana) +43, Knowledge (dungeoneering) +19, Knowledge (engineering) +19, Knowledge (geography) +19, Knowledge (history) +19, Knowledge (local) +19, Knowledge (nature)

+19, Knowledge (nobility) +19, Knowledge (planes) +43, Knowledge (religion) +19, Perception +43, Sense Motive +43, Spellcraft +43, Use Magic Device +45

Languages Abyssal, Aquan, Auran, Celestial, Draconic, Ignan, Infernal, Terran

SQ massive, magical enlightenment

SPECIAL ABILITIES

Breath Weapon (Su) A Great Spirit Dragon can breathe a 100-foot cone or 200-foot line of energy as a standard action once every 1d4 rounds. The energy type can be acid, cold, electricity, fire, or sonic at the dragon's choosing.

Fast Swallow (Ex) A Great Spirit Dragon can attempt a grapple check to swallow a huge or smaller creature whole as a free action after dealing damage with their bite attack. This attack also works on swarms if their space is 20' or less.

Hurl Foe (Ex) When a kaiju damages a Huge or smaller foe with one of its natural attacks, it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the kaiju's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the kaiju's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.

Instant Teleport (Su) When a Great Spirit Dragon's recovery ability triggers because it took an amount of damage that would normally kill it, it may use its *plane shift* spell-like ability as a free action in addition to the normal recovery ability.

Magical Enlightenment (Su) A Great Spirit Dragon's planar immersion has given it a heightened understanding of magic. It can cast any spell from the sorcerer spell list as long as it has an appropriate spell slot available. Additionally, it can ignore material components for any spell if that component costs 1,000 gp or less.

Massive (Ex) Because kaiju are so massive, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to a kaiju's movement, though areas of forest or settlements are considered difficult terrain to a kaiju. A Huge or smaller creature can move through any square occupied by a kaiju, or vice-versa. A kaiju can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes. A kaiju gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb a kaiju—this generally requires a successful DC 30 check, and unlike the

normal rules about kaiju and attacks of opportunity, a Small or larger creature that climbs on a kaiju's body provokes an attack of opportunity from the monster.

Recovery (Ex) Whenever a kaiju fails a saving throw against any mind-affecting, paralysis, petrification, polymorph, or immobilizing effect (including binding and temporal stasis but not including imprisonment), it can attempt a new saving throw at the end of its turn to remove the effect. Doing so takes no action. A kaiju can attempt a new save to end the effect as often as it wishes, but can attempt to remove only one such effect per round. Once per year, if a kaiju takes an amount of damage that would normally kill it by reducing its hit points to a negative amount equal to its Constitution score, the damage instead heals the kaiju of twice the amount of damage—but this healing leaves the kaiju disoriented and demoralized. At this point, the creature becomes nauseated and seeks only to return to its lair. Any amount of damage dealt to it by an external source before it reaches its lair, though, immediately negates the nauseated effect and allows the kaiju to end its retreat and attack.

Trample (Ex) Fafnir has learned how to use his massive size to his advantage. He automatically uses his trample ability any time he takes a move action to move, including flying. Flying creatures with less than perfect maneuverability must make a Fly check or plummet to the ground; the DC for this check is equal to the amount of damage they take from this ability.



If your demigods cannot figure out how to activate the Bifröst, or are feeling particularly fool-hardy, they could always engage the creature directly and hope to scare it off.

This battle leaves much of Asgard's inner halls in a shambles and sends many a brave warrior to meet their forefathers in the Halls of Valhalla. Once Asgard is saved, there's mead drinking and heroic singing to be done. Your demigods are going to be lauded as heroes, but sadly they won't be there to appreciate it.

As they hit the remote trigger that fires the Bifröst, both the dragon Fafnir and your demigods are hit by the beam, gating out of Asgard. For your

demigods, everything fades to black with just the world-shaking roar of the dragon and then... nothing.

When they wake, they're back to the Lich Queen's dungeon with blood dripping out of their ears (it was a *loud* roar). There's ringing in their ears. No, that's not ringing, it's singing. Across the realms they can hear Thor give a rousing chorus to their valor.

Translucent images of Thor and Sif appear; they've come to congratulate you on your prowess. If you have any defeated companions, Sif will gladly cast *reincarnate* on them without bestowing any negative levels. If they have 2 or more favors remaining, Thor also grants the *reincarnated* character the celestial template. They thank your demigods again before fading into the ether.

As for Fafnir? Hurt and exiled to some far corner of the Maelstrom, he'll bide his time before coming back. And when he does, he'll be hunting your demigods.

PART 3: THE PALACE

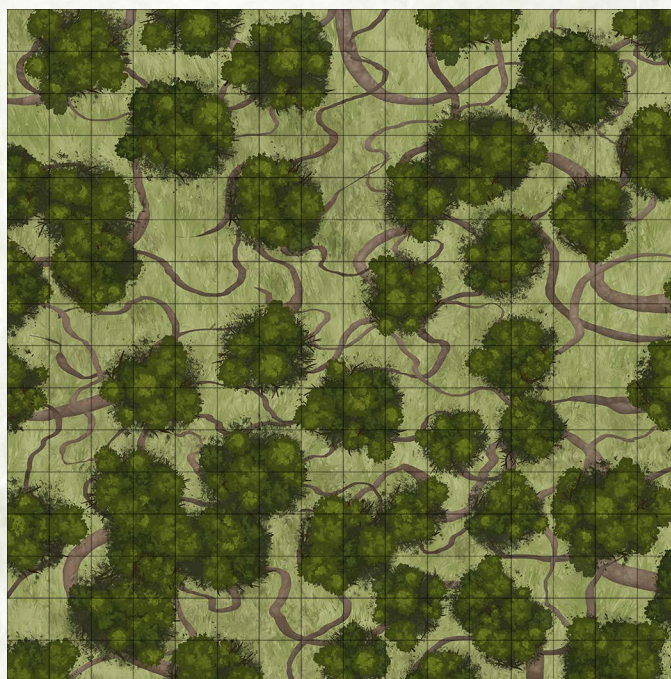
The Lich Queen's palace is actually made of seven grand halls that spiral upwards, one leading to another, until the final hall - the Hall of Broken Mirrors. She has taken the various important people in her life and put each of them in charge of one section of her home.

Your demigods will find there's no way to skip these encounters. The structure of the palace is such that visitors need to go from one hall to another. Previously, Ayrawn used her mirrors to

draw in sections of other realms and to step into those. That's why there's a large open area in the cavern, in front of her palace. Occasionally she allowed honored guests to enter the palace - most were met in the Forest Hall or Garden Hall, a few in the Hall of Grandeur, and only rarely in the Hall of Pleasure. Beyond that, the upper halls were for the Lich Queen and her entourage alone.

When Ayrawn smashed her mirrors she muddled the realms in the cavern - which your demigods discovered in Part 1 and Part 2 above. However, the palace itself remains the same despite the shifting realmscape outside the gate.

THE FOREST HALL



The first hall your demigods encounter after they get through the challenges of the cavern is the demesne of Tianet of the Wilds, the archer who was one of the Lich Queen's companions and whose body lies asleep far above, by the portal on the surface of the Isle of Paxectel.

What the lich queen has done is draw Tianet's dreaming soul down here so that when she dreams,

she dreams of being the gamekeeper for the Royal Woods of Queen Ayrawn, organizing marvelous hunts for various dream monsters released from the menagerie or even “the most dangerous game” style hunts for those who’ve crossed the Lich Queen - your demigods fit into that category.

The hall is a giant expanse which reconfigures itself with new forest types and new animals every time Tianet dreams. Right now it has cathedral-like columns lined with moss, tall vaulted arches rimmed with ivy, and two mighty towers where the tallest trees grow. Balconies with hanging vines give the hall a verdant feeling wherever your demigods’ eye fall. Magic lines the roof, far above, with the illusion of a natural day and night cycle (currently a beautiful clear night’s sky with a million stars).

As for the floor of the hall, it’s rough earth. There are many small stands of trees, tall ferns, groves of bamboo, and thick jungle. Moving through the hall it’s clear to your demigods that they’re always moving from one type of forest to another. It’s tough to see very far, allowing the Lich Queen’s menagerie to ambush your demigods multiple times, and she has a taste for exotic animals.

LIVING, SLITHERING, KILLING

First to attack are the briar worms, cunningly disguised as creeping vines and strange ivy. Wrapped around tree trunks, these 20 foot long creatures are almost impossible to spot until they attack, which they’ll do as soon as your demigods are in the middle of their grove. There are 2 per demigod and their thrashing arms are like barbed whips. They’re also blood suckers, expert at grappling and wrapping their mandibles around a person’s throat, then using their inner mouth-parts

to slice into the neck and feed till their prey is dead. Since they’re used to feeding on large animals (specifically the demonic apes below), they’re very strong.

Briar Worms

CR 12

XP 19,200

CE Huge Aberration

Init +4 **Senses** darkvision 60’, low-light vision; Perception +18

DEFENSE

AC 28, touch 14, flat-footed 14 (Dex +4, natural +14)

hp 159 each (14d10+70)

Fort +15, **Ref** +14, **Will** +11

Immune poison, sleep

OFFENSE

Speed 20 ft., climb 30 ft.

Melee 2 slams +22 (3d6+7 plus grab), bite +19 (2d6+3 plus blood drain)

Special Attacks blood drain (1d3 Con), grab

STATISTICS

Str 24, **Dex** 18, **Con** 20, **Int** 14, **Wis** 18, **Cha** 10

Base Atk +14; **CMB** +23 (+31 grapple); **CMD** 35

Feats Combat Reflexes, Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Stealth), Toughness, Weapon Focus (slam)

Skills Acrobatics +10, Climb +29, Perception +18, Stealth +29 **Racial Modifiers** +8 Climb

SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex) Briar worms are superbly camouflaged in the strange foliage of the Forest Hall, and every night when Tianat dreams and re-creates the realm, the appearance of the briar worms changes to match the new configuration. They receive a +8 racial bonus to stealth in the Forest Hall.

Improved Grab (Ex) If a briar worm successfully strikes a creature of equal size or smaller with both slam attacks they gain a free grapple attempt as a free action. Briar worms gain a +8 racial modifier to all grapple attempts, due to their barbed, sinuous arms. Grabbed opponents take 3d6+14 points of damage per round until they successfully break the grapple attempt.

Blood Drain (Ex) A briar worm may attempt to bite a grappled opponent with its lamprey-like maw. If this attack is successful, it remains latched



on, draining blood from its opponent every round until the grapple is broken. Victims take 1d3 points of Con damage every subsequent round after a successful bite until the grapple is broken.

PANIC OF THE APES

Further into the hall, your demigods hear a crashing far up in the trees above them and the howling and whooping of monkeys. However, these aren't monkeys - they're demonic apes, and your demigods have only a few seconds to brace themselves before they get landed on from a great height.

The apes are about the size and weight of a chimpanzee, pure white in color with patches of blood red fur. They've made crude daggers and clubs out of branches, which were hardened by demonic fire to make them into vicious weapons that additionally pass on a demonic curse to anyone wounded by them.

There are 4 apes per demigod.

Demonic Ape

CR 13

XP 25,600

CE Small Outsider (chaotic, demon, evil, extraplanar)

Init +7 Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 27, touch 18, flat-footed 19 (Dex +7, dodge +1, natural +18, size +1)

hp 189 (18d10+90)

Fort +11, Ref +16, Will +10

DR 10/good; Immune electricity, poison, sleep; Resist acid 10, cold 10, fire 10; SR 25

OFFENSE

Speed 20 ft., climb 40 ft.

Melee demon fire-hardened teak +3 unholy human bane dagger +26/+21/+16 (3d6 +7/19-20 plus demonic curse) or demon fire-hardened teak +3 unholy elf bane club +23/+18/+13 (1d10+7 plus demonic curse) or 2 claws +23 (1d3+4)

Special Attacks demonic curse

Spell-like abilities (CL 18th; concentration +20)

At will—*detect magic, detect invisibility, darkness*

1/day—*confusion* (DC 15), *displacement, summon* (6th level, 20%, 1d4 more demonic apes)

STATISTICS

Str 18, Dex 24, Con 20, Int 14, Wis 8, Cha 14

Base Atk +16; CMB +20; CMD 36

Feats Acrobatic Steps, Combat Reflexes, Dodge, Great Fortitude, Iron Will, Mobility, Nimble Moves, Spring Attack, Weapon Finesse

Skills Acrobatics +26, Bluff +17, Climb +28, Escape Artist +22, Knowledge (planes) +17, Perception +18, Sense Motive +18, Stealth +30

SPECIAL ABILITIES

Demonic Curse (Su) If a demonic ape strikes a target with either its demon fire-hardened wooden dagger or club, the victim must make a Will save (DC 18) or fall under a demonic curse. This effect is permanent, and can only be reversed with a remove curse, limited wish, wish, or similar effect. The curse causes one of the following effects, determined randomly (roll 1d6):

1: -6 penalty to one ability score (to a minimum of 3).

2: -4 penalty to attack rolls.

3: deception becomes painful (automatic 3d6 damage any time the victim tells a non-truth).

4: 20% spell failure chance (if spellcaster), or -4 AC (if non-spellcaster).

5: 20% chance to drop one item carried at the beginning of every combat round.

6: 50% chance to accidentally target a friendly in combat, with melee weapon, ranged weapon, or spell. The attack simply misses automatically if no ally is in range.

These results do not stack with themselves, and no creature can be affected by this ability more than once. In any case, whenever the victim sleeps they are plagued with nightmares filled of demonic apes, which chase them and will not give them peace, until the curse is lifted. Until then, they get poor rest and must make a Fortitude save each day (DC 15 + 1 per day that the curse is not lifted) or be *fatigued* until they rest for 24 hours, not necessarily consecutively.

When half the monkeys are dead or incapacitated, there is a sudden smash as a tree trunk explodes into splinters near one of your demigods.

Explosive Tree Hazard: The tree explodes in a burst of razor sharp splinters, doing 14d6 slashing damage (Reflex DC 20 for half damage) to all creatures within 60 feet. Demigods within 30 feet of the tree may attempt a DC 35 Perception check to gain a split-second intuition that something is wrong, gaining a +4 on the saving throw.

The remaining apes scream and panic, causing massive confusion as they flee for the treetops.

They know what's just arrived.

The Great Beast

CR 22

XP 615,000

NE Huge magical beast

Init +9; **Senses** darkvision 60 ft., scent; Perception +34

Aura frightful presence (60 ft., DC 29)

DEFENSE

AC 40, touch 17, flat-footed 32 (+9 Dex, +22 natural, -2 size)

hp 468 (30d10+240); fast healing 20

Fort +26, **Ref** +30, **Will** +14

Immune ability damage, poison, polymorph, aging, disease, energy drain, mind-affecting effects, negative levels, paralysis, petrification; **Resistance** acid 10, electricity 10, fire 10; **Vulnerable** cold

OFFENSE

Speed 30 ft.

Melee 3 bites +41 (4d6+10/19-20), 2 claws +38 (3d6+10/19-20)

Space 15 ft.; **Reach** 10 ft.

Special Attacks pounce, predator's claim, split perceptions

Spell-Like Abilities (CL 20th; concentration +24)

At will—*detect magic*, *detect animals or plants*, *glitterdust* (DC 16)

3/day—*control plants* (DC 22), *detect thoughts*, *improved invisibility*, *greater teleport*

STATISTICS

Str 30, **Dex** 28, **Con** 26, **Int** 14, **Wis** 22, **Cha** 18

Base Atk +30; **CMB** +40; **CMD** 59

Feats All-Around Vision, Cleave, Combat Reflexes, Great Fortitude, Improved Critical (bite), Improved Critical (claw), Improved Grapple, Improved Overrun, Improved Sunder, Improved Vital Strike,

Iron Will, Lightning Reflexes, Multiattack, Power Attack, Snatch, Vital Strike, Weapon Focus (bite)

Skills Intimidation +12, Perception +34, Sense Motive +19, Stealth +42 **Racial Modifiers:** Stealth +8.

SPECIAL ABILITIES

Three Heads (Ex) The Great Beast has three heads, and can watch in three directions at once. He gains All-Around Vision as a bonus feat.

Predator's Claim (Su) As a swift action, the Great Beast can choose one opponent to be his designated predator's claim. The Great Beast gains a +4 on attack rolls, damage rolls, and Perception and Sense Motive checks against that creature. In addition, he is always instantly aware of that creature's location, allowing him to unerringly stalk his prey. The Great Beast may only ever have one opponent marked as his predator's claim at any time. Once per day, the Great Beast can access his opponent's senses, seeing through its eyes, hearing through its ears, etc., for up to five minutes. The prey can make a Will save (DC 25) to resist this psychic invasion.

The aptly named Great Beast is the ultimate hunting prize in the forest hall, and the ultimate predator too. It'll be quite a fight, and the beast can catch your demigods wherever they try to run. Assuming they fight and win, just as your demigods are about to deal the killing blow then instead a ghostly arrow flies in, through one of the wounds the beast has suffered, and buries itself in the beast's heart. Its eye goes lifeless and it collapses (if your demigods don't get out of the way fast enough, they could easily get crushed or, at the very least, pinned to the ground).

Tianet of the Wilds has arrived.

THE WILD ONE

As a supreme archer, Tianet moves between shadows and clumps of foliage, sniping from different angles. She's in a ghostly dream-form, just like the arrows from her bow, tough to notice and tougher to hit. Half of all attacks just seem to go right through her.

Tianet's a demigod herself and a skilled warrior even close up, but her bow is deadly. Fortunately this is the dream-state version where her shots are almost impossible to avoid but where a hit sends the target to sleep for a minute rather than killing them instantly. That said, if she gets to the stage where she has sent all of your demigods to sleep, the Lich Queen herself appears and unceremoniously finish them off.

The Dream Form of Tianet the Wild

CR 20

XP 307,200

NE Medium human ranger 20

Init +9; Senses darkvision 60 ft.; Perception +27

DEFENSE

AC 40, touch 24, flat-footed 30 (+8 armor, +4 deflection, +9 Dex, +1 dodge)

hp 358 (20d10+180)

Fort +24, Ref +27, Will +16

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft.

Melee +5 keen ghost touch long sword +29/+24/+19/+14 (1d6+9/18-20)

Ranged bow of deepest slumber +36/+36/+31/+26/+21 or +34/+34/+34/+29/+24/+19 (1d8+10/19-20x3)

Special Attacks favored enemy (humans +6, dwarves +4, elves +4, halflings +2, gnomes +2)

Ranger Spells Prepared (CL 17th; concentration +21)

4th—*cure serious wounds, freedom of movement, nondetection, tree stride*

3rd—*darkvision, neutralize poison (2), tree shape*

2nd—*barkskin, bear's endurance, cat's grace, protection from energy, snare*

1st—*alarm, entangle (DC 15), jump, longstrider, speak with animals*

STATISTICS

Str 18, Dex 28, Con 22, Int 16, Wis 18, Cha 14

Base Atk +20; CMB +24; CMD 43

Feats Diehard, Dodge, Endurance, Great Fortitude, Improved Critical (composite long bow), Improved Precise Shot, Iron Will, Lightning Reflexes, Manyshot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run

Skills Climb +27, Handle Animal +25, Heal +17, Intimidate +15, Knowledge (geography) +26, Knowledge (nature) +26, Perception +27, Ride +22, Spellcraft +15, Stealth +40, Survival +27, Swim +27

SQ camouflage, favored terrain (forest +8, jungle +2, mountain +2, urban +2), hide in plain sight, improved quarry, master hunter, swift tracker, track +10, wild empathy +22, woodland stride

Gear bow of deepest slumber, 10 +5 arrows, 21 +4 arrows, 60 +2 arrows, 200 masterwork arrows, 1 arrow of human slaying, 1 arrow of dragon slaying, +5 keen ghost touch short sword, +5 spell resistance (19) studded leather armor, cloak of resistance +4, ring of protection +4, ring of foe focus, greater bracers of archery, boots of speed, nowhere quiver, goggles of night, belt of ghosts

The Bow of Deepest Slumber: This is an artifact that Tianet recovered after slaying a beast that spawned from the nightmares of a saint. It is a +5 mighty composite (+3 Str) ghost touch speed longbow with a unique property. During combat it seems to do normal damage to a foe. However, once the target is brought down it merely falls asleep for 8 hours. During this time, the victim cannot be awakened by normal means. Once the target wakes, the damage suffered by the bow disappears. If the wielder of the bow dies, all creatures currently trapped in magical slumber automatically awaken.

Belt of Ghosts: This is a dream-realm artifact, made from the hide of 101 willing ghosts. While the belt is worn, its owner is *incorporeal*, and appears ghostly and translucent, and making almost no sound at all as they move, giving them +8 on Stealth skill checks.

Nowhere Quiver, Greater: This item appears to be a small circle of black cloth, five inches in diameter. It is completely inert until the command word is spoken and the pocket is flung into the air. Once this is done, the pocket hovers invisibly and intangibly nearby the owner's hand. It cannot be grabbed or otherwise affected by external sources. The pocket is an inter-dimensional space designed to hold arrows or bolts. It can hold 500 arrows, 750 bolts or 100,000 sling bullets. Saying the command word brings one unit of ammunition of the precise

type you wish directly to your fingertips wherever your hand is. Items other than arrows or bolts placed within tend to get lost, and take 6-10 rounds to find. Items cannot be drawn from the nowhere quiver without the correct command word. Using a third command word, the player can grasp the pocket itself and fold it away. If the nowhere quiver is placed inside of another extra-dimensional storage space (such as a *bag of holding*) the item disrupts, and whatever it held is lost forever in the Maelstrom. If such a container is placed inside the *nowhere quiver*, it explodes, destroying all items involved and dealing 4d6 damage to everything in a 10-foot radius.

Aura moderate transmutation; **CL** 9th; **Slot** —; **Price** 40,000 gp; **Weight** 0.1 lb.; **Construction Requirements** Craft Wondrous Item, *dimension door*; **Cost** 20,000 gp.

There are a couple of other quirks to this combat:

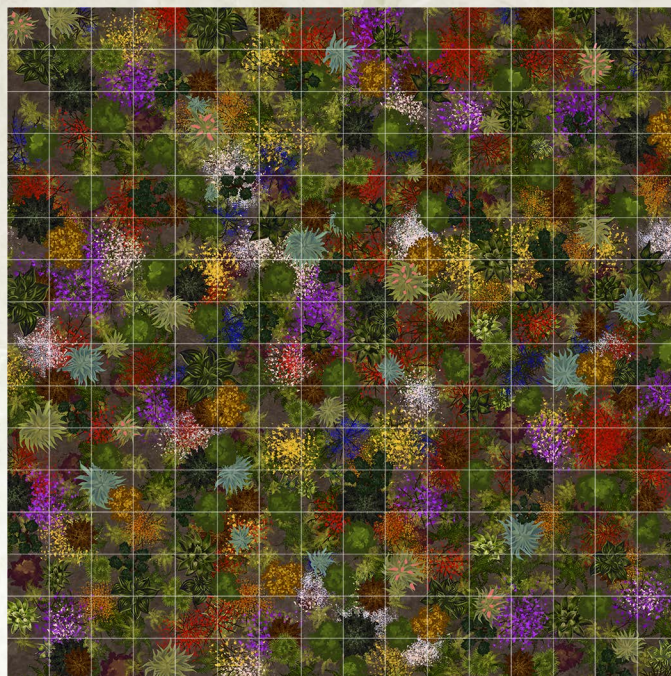
Beast Again: Remember what we just said about Tianet's arrows sending people to sleep rather than killing them? After a minute, the wounded Great Beast wakes up and goes into a super frenzy, attacking anyone nearby with extreme prejudice.

The Dreaming: Tianet's dream-form is controlled by a pair of spider keepers (see *Tomb of the Lich Queen*) who are her dream wardens, the emissaries of the goddess Ninat, the Weaver of Dreams. They stay in the forest back from the fight and maintain Tianet's physical form, as well as her belief that she's really there and not dreaming.

If any of your demigods tries sneaking behind Tianet or they decide to go for a flanking maneuver there's a good chance they'll spot one or both of the spider keepers controlling what look like wispy strands of silk to Tianet's form. If either dies, Tianet's dream-form fades and the other flees.

If Tianet is defeated, her form fades from existence, her dream interrupted. All the plants and animals in the Forest Hall disappear too, leaving just a 2 spider keepers per demigod and a spider keeper queen (again, see *Tomb of the Lich Queen*) among the suddenly-stark columns and arches of the hall. They aren't happy, but once they're dealt with, the path forward is clear.

THE GARDEN HALL



This is the domain of Grandmother Maugh, the witch who was Ayrawn's foster mother. Ayrawn has rewarded her soul with the witch's garden to end all witch's gardens: filled with living, talking flowers, a thousand types of herb and spice for poultices and potions, and the seedlings of vergers (see *Tomb of the Lich Queen* for more on those).

Grandmother Maugh tends her flowers and talks to them like children and sometimes they talk back. She lives in a garden folly in the shape of a witch cottage. She's also fiercely protective of her adoptive daughter so would, in preference, poison anyone who means Ayrawn harm, then bury them in her garden so they come back as one of her weird talking flowers.

The Garden Hall is a huge, square hothouse. The intricate glass roof is enchanted, making it almost indestructible and bouncing magic off it. It also has a glamour on it, much as the Forest Hall, bringing a fake (but very realistic) day/night cycle to the space. Your demigods could get a good tan under the artificial sun here.

When your demigods enter through the giant glass doors between the Forest Hall and Garden Hall, they see a remarkable, ordered, well-tended garden. Vegetable patches, herb gardens and a nursery stretch off to the far side of the hothouse, hundreds of feet away. Dozens of vergers tend the plants and will try to repel intruders in waves - the first wave (1 verger per demigod) arrives after your demigods have been here 30 seconds, then another wave arrives every 30 seconds until your demigods leave the hall.

The vergers are the least of their problems though. The plants are perfectly capable of defending themselves. By each set of doors, as your demigods arrive and also when they try to leave at the other side of the hall, there are giant flytrap hydra plants either side of the doors. Each flytrap hydra has two flytraps like snapping heads per demigod initially, but if one is destroyed the plant grows another two flytraps. Only destroying the main stem of the plants or escaping their long reach stops their assault.

Flytrap Hydra **XP 76,800**

N Huge plant

Init +8; **Senses** low-light vision, tremorsense 60 ft.; Perception +13

DEFENSE

AC 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, -2 size)

hp 246 (13d8+133)

Fort +20, **Ref** +10, **Will** +7

Immune mind-affecting effects, paralysis, poison, polymorph, sleep, stunning; **Resist** acid 20

OFFENSE

Speed 30 ft., climb 10 ft.

Melee bite +15 (2d6+8 plus grab)

Special Attacks fast swallow, plentiful maws, swallow whole, (1d8+8 and 2d6 acid, AC 15, 25 hp)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 26, **Dex** 18, **Con** 25, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +14; **CMB** +24 (+28 vs. grapple); **CMD** 38 (can't be tripped)

Feats Combat Reflexes, Devastating Strike, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Improved Vital Strike, Power Attack, Skill Focus (stealth), Vital Strike, Weapon Focus (bite)

Skills Perception +13, Stealth +15 (+23 in undergrowth); **Racial Modifiers** +8 Stealth in undergrowth

SPECIAL ABILITIES

Plentiful Maws (Ex) A flytrap hydra can only be killed by destroying its stem. However, that vital core is protected by a number of mouths. In order to easily attack the stem, the "heads" must be severed. Any maw can be severed with a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with a hardness of 5 and hit points equal to the flytrap hydra's hit dice. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's hit dice. A hydra can't attack with a severed head, but takes no other penalties.

When a head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. Unlike a "normal" hydra, there is no way to stop the heads from regrowing.

Once past the flytrap hydras it becomes clear that every square inch of the ground is covered in plants. Only the vergers can move around unimpeded (they *are* plants, technically). Everybody else can only move at half speed, and even then they're doubtless stepping on someone's relative. The plants get very annoyed, as do the garden overseers - the wood faeries.

When the Lich Queen brought Grandmother Maugh back to life in the vergers' vegetative realm Grandmother Maugh became a wood faery (literally, a faery made of the element of wood, an elemental force like air, earth, fire and water in the Suzerain continuum). In turn, Grandmother Maugh created others of her kind to help. They

fly, so don't stomp the plants, and they're highly magical, able to do all sorts of tasks despite their tiny size. And their size guarantees they're very tough to hit.

Wood Faery

CR 8

XP 4,800

N Tiny fey

Init +8; Senses low-light vision; Perception +20

DEFENSE

AC 20, touch 19, flat-footed 13 (+6 Dex, +1 dodge, +1 natural, +2 size)

hp 63 (14d6+14)

Fort +9, Ref +13, Will +14; +4 vs. fey and plant effects

Defensive Abilities bramble armor (1d6+5, 10 rounds/day), invisibility; **DR** 10/cold iron; **Immune** poison; **SR** 15

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee wooden touch +15 touch (curse)

Ranged +2 longbow +17/+12 (1d3/x3)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks special arrows, wooden fists (+5, 6 rounds/day)

Spell-like Abilities (CL 8th; concentration +11)

Constant—*detect chaos, detect evil, detect good, detect law*

1/day—*dancing lights, detect thoughts* (DC 15), *dispel magic, entangle* (DC 14), *lesser confusion* (DC 14), *permanent image* (visual and auditory elements only) (DC 19), *shield*

Druid (Treesinger) Spells Prepared (CL 10th; concentration +13)

5th—*insect plague, stoneskin, wall of thorns*

4th—*cape of wasps, command plants* (DC 17), *rusting grasp, touch of slime* (DC 17)

3rd—*fungal infestation* (DC 16), *hydraulic torrent, plant growth, spike growth* (2, DC 16)*

2nd—*barkskin, heat metal* (2, DC 15), *resist energy, tar ball* (2)

1st—*charm animal* (DC 14), *entangle* (DC 14), *hydraulic push* (2), *mudball* (2, DC 14)

0th (at will)—*create water, detect magic, detect poison, purify food and drink* (DC 13)

*Already cast.

Domain Plant

TACTICS

Before Combat wood faeries prefer to ward off enemies before they reach any sort of melee. They regularly cast *spike growth* in the grounds of the garden, especially in areas that people aren't supposed to walk in to begin with. They also prefer to use *cape of wasps*, *insect plague*, and finally *wall of thorns* to give themselves time to cast other spells.

During Combat wood faeries follow up their wall-defense with *entangle* to buy them even more time, following up with *stoneskin* and *barkskin* to finalize their protection. If the enemy still invades the garden, they use *rusting grasp* and *touch of slime* to damage enemies as much as possible, finishing enemies with their wooden touch curse.

Morale wood faeries don't run so long as people invade their woodlands.

STATISTICS

Str 7, Dex 22, Con 12, Int 16, Wis 16, Cha 16

Base Atk +9; CMB +13; CMD 22

Feats Aspect Of The Beast (wild instinct), Dodge, Hover, Mobility, Weapon Finesse, Wild Speech, Wind Stance

Skills Acrobatics +15, Bluff +11, Diplomacy +15, Escape Artist +15, Fly +22, Knowledge (nature) +22, Perception +20, Sense Motive +20, Spellcraft +7, Stealth +31, Survival +24, Use Magic Device +20

Languages Common, Druidic, Plantspeech (fungi, trees) Sylvan

SQ druidic power, green empathy, nature sense, plant bond (plant domain), trackless step, wild shape, woodland stride

Gear tiny +2 ironwood longbow

SPECIAL ABILITIES

Druidic Power (Su) A wood faery gains the class features of a druid of their hit die (typically 14). They may modify these levels with any archetype they wish – including race-specific ones (typically using treesinger).

Special Arrows (Su) When a wood faery fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical wood faery dust. Doing so is a free action as long as the wood faery is the one who fires the arrow. A wood faery can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most wood faeries)—the dust is useless to another creature unless the wood faery gives the dust freely. In this case, the wood faery chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once wood faery dust is applied to an arrow, the wood faery's chosen effect persists

on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect. A wood faery can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

Charm: The target must succeed on a DC 20 Will save or be affected as though by a *charm monster* spell for 10 minutes.

Memory Loss: The target must succeed on a DC 20 Will save or be affected by a *modify memory* spell (this effect can only eliminate the previous 5 minutes of memory—a wood faery typically uses this ability to make the target forget it encountered the wood faery so it won't chase the wood faery when he flees).

Sleep: The target must succeed on a DC 20 Will save or fall asleep for 5 minutes.

Wooden Touch (Su) A wood faery's touch turns flesh to wood, and that wooden statue slowly becomes a new tree. When a living creature is touched, they must make a Fortitude save (DC 24) or take 2d4 Dex damage per round. If the creature's Dexterity drops to 0, they die and their flesh immediately becomes wood. The creature is allowed a new save per round to end this effect. The DC is Charisma-based with a +4 racial bonus. This is a curse effect.

ADD ONE GRANDMOTHER MAUGH

And then there's Grandmother Maugh herself, a demigod witch with all the perks of being a wood faery too. Her magic is doubly strong, and she has a cottage full of useful potions and powders to use in the protection of her demesne.

Grandmother Maugh

CR 18

XP 4,800

N Tiny fey

Init +12; **Senses** low-light vision; **Perception** +31

DEFENSE

AC 24, touch 23, flat-footed 13 (+10 Dex, +1 dodge, +1 natural, +2 size)

hp 199 (19d6+133)

Fort +16, **Ref** +19, **Will** +22; +4 vs. fey and plant effects

Defensive Abilities bramble armor (1d6+7, 15 rounds/day), invisibility; **DR** 10/cold iron; **Immune** poison; **SR** 15

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee wooden touch +23 touch (curse)

Ranged +4 ironwood longbow +27/+22/+17 (1d3+4/x3)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks special arrows, wooden fists (+7, 12 rounds/day)

Spell-Like Abilities (CL 8th; concentration +14)

Constant—detect chaos, detect evil, detect good, detect law

1/day—dancing lights, detect thoughts (DC 18), dispel magic, entangle (DC 17), lesser confusion (DC 17), permanent image (visual or auditory elements only) (DC 22), shield.

Druid (Treesinger) Spells Prepared (CL 15th; concentration +24)

8th—*control plants* (DC 27), *stormbolts* (2, DC 27)

7th—*animate plants*, *creeping doom* (DC 26), *heal*, *sunbeam* (DC 26)

6th—*greater dispel magic* (2), *liveoak*, *move earth*, *repel wood*

5th—*baleful polymorph* (3, DC 24), *insect plague*, *stoneskin*, *tree stride*, *wall of thorns*

4th—*cape of wasps*, *command plants* (DC 23), *rusting grasp* (3), *touch of slime* (2, DC 23)

3rd—*fungal infestation* (2, DC 22), *hydraulic torrent* (2), *plant growth*, *spike growth* (2, DC 22)

2nd—*barkskin*, *heat metal* (3, DC 21), *resist energy*, *tar ball* (2)

1st—*charm animal* (DC 20), *entangle* (DC 20), *hydraulic push* (3), *mud ball* (3, DC 20)

0th (at will)—*create water*, *detect magic*, *detect poison*, *purify food and drink* (DC 19)

Domain Plant

TACTICS

Before Combat Grandmother Maugh stays in her cottage initially while she watches your demigods face off against her flytrap hydras, vergers and wood faeries. After a few moments to assess the intruders, she then comes out fighting, using a mix of concoctions and spells to attack.

When she's figured who her most dangerous nemesis is, she uses a powder to paralyze him for a moment then opens up the ground under that demigod and has the lid of a huge pitcher plant (see below) snap shut over him, sealing him inside the pitcher plant. It's like dropping 30 feet into a cave that's half full of corrosive digestive juices. If the demigod doesn't drown outright (remember the paralysis) then he'll probably dissolve. With the most dangerous enemy taken care of, Grandmother Maugh will turn to a full assault on the demigod who's causing most damage to her plants. Maugh prefers to use whatever helpful potions in her cottage on herself, starting with God-Bee Honey before using the other offensive potions before getting involved in the fight.

| Concoction | Effect |
|-----------------------------|--|
| Foul smelling gas bottle | Target struck by this must make a DC 25 Fortitude save or be affected by <i>baleful polymorph</i> . |
| Sealed jar with thick fluid | Target struck by this must make a DC 25 Reflex save or become engulfed in green flames that deal 5d6+10 fire damage per round until scraped off. |
| Jar with glowing dust | Everyone within 10 feet of the target point must make a DC 25 Fortitude save or be confused, as per the spell <i>confusion</i> (CL 20). |
| Bottle of Ruby Liquid | Whomever drinks this bottle is affected by two spells: <i>stoneskin</i> and <i>true seeing</i> as though cast by a 20th level caster. |
| Yellow Liquid Container | This glass beaker's contents contains a paralyzing contact poison. Fort DC 40 1/round for 10 rounds, failure paralyzes the target for 1 round. Cured by 2 saves. |
| God-Bee Honey | This sweet-smelling liquid grants a +6 enhancement bonus to all ability scores for 1 hour (already factored into Maugh's statistics). |

During Combat Maugh has already cast multiple instances of *liveoak* on trees in the area, activating them if she ends up exiting her cottage. She uses the targeted aspect of *greater dispel magic* to suppress the enemy's magic gear as well as summoning all the swarms at her disposal and *command plants* and *animate plants* to further harm or hinder enemies with animated shrubbery, trying to force the enemies out or kill them. She doesn't relent.

Morale Wood faeries don't run so long as people invade their woodlands.

STATISTICS

Str 15, **Dex** 31, **Con** 22, **Int** 22, **Wis** 28, **Cha** 22
Base Atk +13; **CMB** +21; **CMD** 34

Feats Aspect Of The Beast (wild instinct), Dodge, Hover, Mobility, Powerful Shape, Spring Attack, Toughness, Weapon Finesse, Wild Speech, Wind Stance

Skills Acrobatics +27, Bluff +14, Diplomacy +18, Escape Artist +19, Fly +26, Knowledge (nature) +30, Perception +31, Sense Motive +31, Spellcraft +12, Stealth +40, Survival +35, Use Magic Device +28

Languages Common, Druidic, Plantspeech (fungi, trees) Sylvan

SQ a thousand faces, druidic power, green empathy, nature sense, plant bond (plant domain), timeless body, trackless step, wild shape, woodland stride

Gear tiny +4 ironwood longbow

SPECIAL ABILITIES

Druidic Power (Su) A wood faery gains the class features of a druid of their hit die (typically 14; Maugh has 19 hit die). They may modify these levels with any archetype they wish – including race-specific ones (typically choosing treesinger).

Special Arrows (Su) When a wood faery fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical wood faery dust. Doing so is a free action as long as the wood faery is the one who fires the arrow. A wood faery can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most wood faeries)—the dust is useless to another creature unless the wood faery gives the dust freely. In this case, the wood faery chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once wood faery dust is applied to an arrow, the wood faery's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect. A wood faery can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

Charm: The target must succeed on a DC 25 Will save or be affected as though by a *charm monster* spell for 10 minutes.

Memory Loss: The target must succeed on a DC 25 Will save or be affected by a *modify memory* spell (this effect can only eliminate the previous 5 minutes of memory—a wood faery typically uses this ability to make the target forget it encountered the wood faery so it won't chase the wood faery when he flees).

Sleep: The target must succeed on a DC 25 Will save or fall asleep for 5 minutes.

Wooden Touch (Su) A wood faery's touch turns flesh to wood, and that wooden statue slowly becomes a new tree. When a living creature is touched, they must make a Fortitude save (DC 29) or take 2d4 Dex damage per round. If the creature's Dexterity drops to 0, they die and their flesh immediately becomes wood. The creature is allowed a new save per round to end this effect. The DC is Charisma-based with a +4 racial bonus. This is a curse effect.

Giant Pitcher Plant Trap

CR 16

XP 76,800

Type magic; **Perception** DC 50; **Disable Device** DC 50

Effects

Trigger location; **Reset** none

Effect spell effect (*acid pit*, DC 21 Reflex negates, 3d6 fall damage, 2d6 acid damage for 8 rounds)

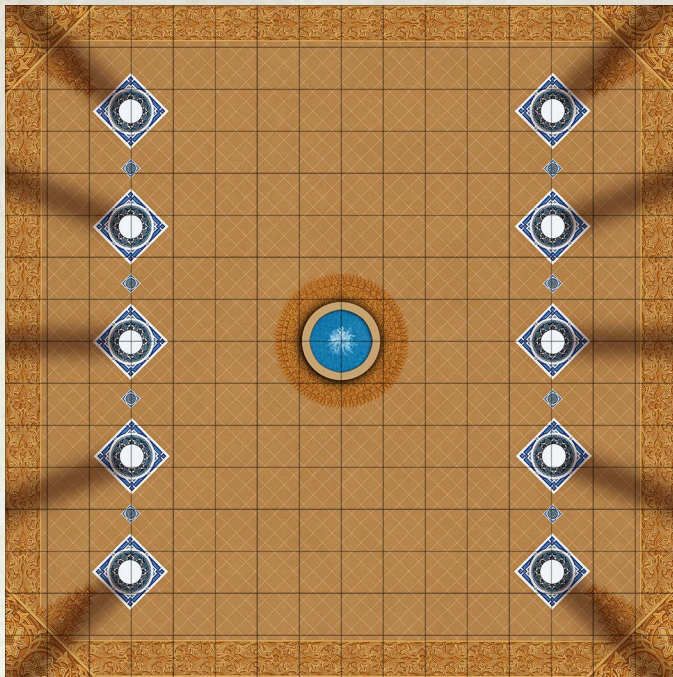
Once your demigods weather the onslaught and pass the set of flytrap hydras at the exit door they can flee the deadly garden and go into the next hall. They don't have to kill Grandmother Maugh to get out - she's primarily interested in protecting the Garden Hall, so will let them leave and won't chase them down.

THE HALL OF GRANDEUR

This is the grand throne room and audience hall, watched over by Ranalek the Terrible, now transfigured into a djinn who serves as Ayravn's major domo. There are also other djinn and efreet, peris and deevs, forming a whole court of servants to impress the hell out of anyone who's invited this far. As for uninvited guest who blunder here, they're about to discover that reality isn't something you should take for granted...

If Hollywood had supersized the set for an Arabian Nights movie, that's the Hall of Grandeur. Djinn tend not to know the meaning of "restraint" when let loose with interior decorating. They definitely know the meaning of "gilded", "bejeweled", "huge" and "jaw-dropping".





This encounter hinges around the abilities of djinn to shift reality to make things exist that didn't before and not exist which were there a moment before. Then they throw in all manner of illusions, you're your demigods soon won't know which way to turn. They're also very clever and very devious (especially the deevs). Play them as smart, cunning and cruel. Make walls shift to recreate the spaces people are fighting in, use gravity shifts to have fights on the walls and ceilings (at the same time!), and don't forget that some of these enemies can fly, turn insubstantial, teleport and use other movement tricks.

Tainted Djinnis of Grandeur **CR 12**
XP 19,200

Advanced djinn with unique abilities

CE Large outsider (air, extraplanar)

Init +9 **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 23, touch 15, flat-footed 17 (+5 Dex, +1 dodge, +8 natural, -1 size)

hp 185 (16d10+80)

Fort +9, **Ref** +17, **Will** +14

Immune acid

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +21 (1d8+6) or +3 *icy burst falchion* +24/+19 (2d6+12 plus 1d6 cold/18-20)

Space 10 ft.; **Reach** 10 ft.

Special Attacks air mastery, whirlwind (1/10 minutes, 10-50 ft. tall, 1d8+4 damage, DC 19)

Spell-Like Abilities (CL 14th; concentration +17)

At will—*invisibility* (self only), *grease*, *silent image*, *plane shift* (willing targets to elemental planes, astral plane, or material plane only)

1/day—*create food and water*, *create wine* (as *create water*), *major creation* (created vegetable matter is permanent), *persistent image* (DC 24), *wind walk*

3/day—*quickened invisibility* (self only), *lightning bolt* (DC 16)

STATISTICS

Str 23, **Dex** 20, **Con** 18, **Int** 18, **Wis** 15, **Cha** 17

Base Atk +16; **CMB** +22; **CMD** 37

Feats Ability Focus (persistent image), Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Wind Stance, Quicken Spell-Like Ability, Toughness

Skills Appraise +22, Craft (each djinn here specializes in a different Craft – jewelry, armor, wine, sculpture, etc.) +22, Fly +29, Knowledge (planes) +22, Perception +22, Sense Motive +22, Spellcraft +22, Stealth +16, Knowledge (nobility)+22

Languages Aquan, Auran, Common, Ignan, Terran, telepathy 100 ft.

Treasure +3 *icy burst falchion*; Most of the djinn do not carry many personal possessions, but one has a Type IV *bag of holding*, which holds 1,001 anatomically perfect 18-karat gold insects. Each one comes in its own clever display box, the boxes themselves being something of a tiny treasure. The entire collection is worth about 700 gp melted down, but would be worth several thousand to a collector or scholar.

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

Whirlwind (Su): The djinni of the Hall of Grandeur can transform into whirlwinds for up to 7 rounds. The whirlwind is 5 feet wide at its base, up to 40 feet high, and 20 feet wide at their peak. Creatures struck by the whirlwind must make a DC 24 Fortitude save or be caught in the whirlwind, automatically taking the creature's slam damage every round.

Advanced Efreeti**CR 11****XP 12,800**

LE Large outsider (extraplanar, fire)

Init +9; **Senses** darkvision 60 ft., *detect magic*; Perception +19**DEFENSE****AC** 31, **touch** 16, **flat-footed** 24 (+7 armor, +5 Dex, +2 dodge, +8 natural, -1 size)**hp** 165 (13d10+52)**Fort** +8, **Ref** +13, **Will** +11**Immune** fire**Weaknesses** vulnerability to cold**OFFENSE****Speed** 20 ft., fly 40 ft. (perfect)**Melee** +1 *flaming battle axe* +22/+17/+12 (2d8+16 plus 2d6 fire/19-20x3) or 2 slams +20 (1d8+8 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** change size, heat**Spell-Like Abilities** (CL 11th; concentration +13)Constant—*detect magic*At will—*plane shift* (willing targets to elemental planes, astral plane, or material plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*3/day—quicken *invisibility*, *wall of fire*1/day—grant up to 3 wishes (to non-genies only), *gaseous form*, *permanent image* (DC 18)**VISUAL CUES**

In our mind's eye we see these reality-bending scenes as a mix of *The Matrix* and *Inception*. You might have other reference points of your own, but make it cinematic in the extreme. The Hall of Grandeur isn't just about grand architecture; it's about a grand scale of roleplay. Make this place a roleplay memory your players will talk about for years to come.

STATISTICS**Str** 27, **Dex** 20, **Con** 19, **Int** 12, **Wis** 16, **Cha** 14**Base Atk** +13; **CMB** +22; **CMD** 39**Feats** Combat Casting, Combat Reflexes, Dodge, Improved Critical (battle axe), Improved Initiative, Quicken Spell-Like Ability (invisibility), Weapon Focus (battle axe)**Skills** Bluff +18, Craft (each of the efreeti of the Hall of Grandeur specializes in a different Craft skill: weapons, flower arrangements, poetry, etc.), Fly +9, Intimidate +18, Perception +19, Sense Motive +19, Spellcraft +17, Stealth +15**Languages** Auran, Aquan, Common, Ignan, Terran, *telepathy* 100 ft.**SPECIAL ABILITIES****Change Size (Sp)** Twice per day, the efreeti can change a creature's size (DC 18 Fort negates). This works like an *enlarge person* or *reduce person*, except that the ability can work on the efreeti itself.**Heat (Ex)** The efreeti's natural body heat deals an additional 1d6 points of fire damage whenever it strikes in melee, and during every round it grapples an opponent.**Dark Peri****CR 14****XP 38,400**

NE Medium outsider (evil, native)

Init +7 **Senses** darkvision 60 ft., low-light vision, smoke sight; Perception +26**DEFENSE****AC** 30, **touch** 18, **flat-footed** 22 (+7 Dex, +1 dodge, +12 natural)**hp** 225 (19d10+76)**Fort** +12, **Ref** +18, **Will** +17**DR** 10/cold iron and good; **Immune** electricity, fire; **Resist** acid 10, cold 10; **SR** 25**OFFENSE****Speed** 30 ft., fly 90 ft. (good)**Melee** +2 *flaming burst scimitar* +27/+22/+17/+12 (1d6+8 plus 1d6 fire/18-20), 2 *flaming wings* +20 (1d6+3 plus burn)**Special Attacks** burn (2d6, DC 23), whirlwind dance**Spell-Like Abilities** (CL 15th; concentration +23)Constant—*fire shield* (warm shield)At will—*darkness*, *flame jump*, *pyrotechnics* (DC 20), *scorching ray*3/day—*fireball* (DC 21), *flame strike* (DC 23), *wall of fire*

STATISTICS

Str 22, **Dex** 24, **Con** 19, **Int** 21, **Wis** 19, **Cha** 26

Base Atk +19; **CMB** +25; **CMD** 43

Feats Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Disarm, Iron Will, Mobility, Power Attack, Spring Attack, Whirlwind Attack

Skills Acrobatics +29, Diplomacy +30, Fly +33, Knowledge (planes) +27, Knowledge (Religion) +24, Knowledge (torture techniques) +22, Perception +26, Perform (each Dark Peri of the Hall of Grandeur specializes in a different performance mode: singing, string, comedy, etc) +30, Sense Motive +26, Spellcraft +27, Stealth +29

Languages Celestial, Common, Draconic, Elven, Ignan, telepathy 100 ft.

SPECIAL ABILITIES

Flame Jump (Sp) The dark peri can enter any fire that is at least their size and travel any distance to another fire in a single round, regardless of the distance between the two. This otherwise functions as a CL 14th *greater teleport*.

Smoke Sight (Su) The dark peri can see through fire, fog, and smoke without penalty.

Whirlwind Dance (Su) Once per day as a full round action the peri can transform itself into a spinning vortex of flame, 10 to 40 feet high, for up to 9 rounds. This works like the *whirlwind* ability, but creatures caught inside take 2d6+6 points of fire damage, and are also subject to the creature's burn attack.

Dark peri are the spawn of fallen angels, who revel in the misdeeds that brought their kind to earth. They worship evil and destruction, and make a game of tempting creatures to transgress against their alignment and join them in their evil.

Divs of the Hall of Grandeur **CR 14**
XP 38, 400

NE Large outsider (div, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, -1 size)

hp 225 (15d10+120)

Fort +13, **Ref** +16, **Will** +15

Defensive Abilities deflect rays

DR 10/cold iron and good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 25

OFFENSE

Speed 40 ft.

Melee +1 *glaive* +23/+18/+13 (2d6+11/19-20x3, 15 ft. reach)

Space 10 ft; **Reach** 10 ft.

Special Attacks rain of debris

Spell-like Abilities (CL 15th)

At will—*comprehend languages*, *deeper darkness*, *greater teleport*, *nondetection*, *speak with dead* (DC 19)

3/day—*blindness/deafness* (DC 18), *fly*, *ice storm*, *invisibility*, *mirror image*, *scorching ray*, *touch of idiocy*, *true strike*

1/day—*animate dead*, *baleful polymorph* (DC 21), *bestow curse* (DC 20), *break enchantment*, *shatter*, *quicken disintegrate* (DC 22), *enervation*, *fireball* (DC 19), *hold monster* (DC 21), *summon* (20%, Level 4, 1 Hall of Grandeur div), *true seeing*

STATISTICS

Str 25, **Dex** 20, **Con** 27, **Int** 19, **Wis** 19, **Cha** 22

Base Atk +15; **CMB** +23; **CMD** 38

Feats Cleave, Combat Reflexes, Deflect Arrows, Improved Critical (glaive), Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*disintegrate*), Weapon Focus (glaive)

Skills Bluff +24, Fly +15, Intimidate +24, Knowledge (arcana) +22, Knowledge (planes) +22, Knowledge (religion) +15, Perception +22, Sense Motive +20, Spellcraft +22, Stealth +19, Use Magic Deice +24

Languages Abyssal, Celestial, Common, Draconic, Infernal, telepathy 100 ft.

SPECIAL ABILITIES

Deflect Rays (Su) Once per round as an immediate action, the div can deflect a ray or a spell that uses a ranged touch attack using the Deflect Arrows feat.

Rain of Debris (Su) The div can summon a hail of debris three times per day. It strikes in a 10-foot high, 30-foot radius cylinder, centered on the div, doing 12d6 bludgeoning damage (Ref DC 25 for half). In addition, all creatures in the debris field must make a second save (Reflex DC 25) or be *slowed* for 1d4 rounds.

The entire hall should be a running set of skirmishes, exploding into major battles occasionally, but sometimes a demigod gets isolated by a djinn or peri who begs for the demigod to help free him/her in return for untold riches or a granted wish. How does that individual get freed? Usually by killing another spirit they're

tethered to, probably another spirit that has begged for your demigods' help and received their promise of assistance - how valuable is their promise? Such spirits value promises beyond all else. Alternatively it might require them smashing a sacred urn they're tethered to, if they can find the right urn.

The other way of freeing such spirits is destroying the most senior spirit there - Ranelek.

RANELEK THE LESSER

Ranelek the Terrible gets his name from the tyranny with which he controls the other spirits, no matter how powerful they each are. He's not much better with your demigods, who he treats with scorn and thinly-veiled disgust. He throws belittling comments and insults at them continuously during the fight. *"You are sons of cesspit cleaners, unfit to set foot in this place. Your stench is your most dangerous weapon. You call that an attack? You should go back to licking sewer walls - you were better at that..."* and so on. He'll back his words up with illusions of crowds mocking and laughing at your demigods. He'll conjure raw sewage above a demigod's head and have it pour all over him. He'll be totally objectionable in every way.

Ranelek the Terrible, Illusion Form **CRI 8**
XP 153,600

CE Huge outsider (air, extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +24

DEFENSE

AC 32, touch 12, flat-footed 28 (+8 armor, +3 Dex, +1 dodge, +12 natural, -2 size)

hp 305 (22d10+132)

Fort +16, **Ref** +23, **Will** +21

Immune acid

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +31 (2d6+10) or +5 *fortuitous keen speed scimitar* +37/+37/+32/+27/+22 (2d6+15/15-20)

Space 15 ft.; **Reach** 10 ft.

Special Attacks air mastery, whirlwind (1/10 minutes, 60 ft. tall, 2d6+10 damage, DC 26)

Spell-Like Abilities (CL 18th; concentration +23)

At will—*invisibility* (self only), *grease*, *magic missile*, *silent image*, *plane shift* (willing targets to elemental planes, astral plane, or material plane only)

3/day—*quickened invisibility* (self only), *lightning bolt* (DC 18)

1/day—*create food and water*, *create wine* (as *create water*), *major creation* (created vegetable matter is permanent), *persistent image* (DC 24), *wind walk*

STATISTICS

Str 31, **Dex** 18, **Con** 22, **Int** 20, **Wis** 15, **Cha** 20

Base Atk +22; **CMB** +32; **CMD** 46

Feats Ability Focus (persistent image), Ability Focus (whirlwind), Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Wind Stance, Power Attack, Quicken Spell-Like Ability, Toughness

Skills Appraise +27, Craft (interior design) +27, Fly +33, Knowledge (arcane) +27, Knowledge (history) +27, Knowledge (nobility) +27, Knowledge (planes) +27, Perception +24, Sense Motive +24, Spellcraft +27, Stealth +26 **Racial Modifiers** Fly +8

Languages Aquan, Auran, Common, Ignan, Terran, telepathy 100 ft.

Gear +8 bracers of armor, broach of resistance +4, +5 *fortuitous keen speed scimitar*

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -2 penalty on attack and damage rolls against Ranelek.

Whirlwind (Su) Ranelek's illusion form can transform into a whirlwind for up to 9 rounds. The whirlwind is 5 feet wide at its base, up to 60 feet high, and 30 feet wide at its peak. Creatures struck by the whirlwind must make a DC 26 Fortitude save, or be caught in the whirlwind, automatically taking Ranelek's slam damage every round.

RANELEK THE GREATER

Defeating Ranelek isn't the end of the fight, though. With his death comes the truth - they've only killed an illusion of the real Ranelek. A sandstorm blasts through the hall, tearing away all the finery and exquisite billowing fabrics.

In the midst of it all stands the true Ranelek the Terrible - 60 feet tall and one of the most powerful djinn ever to exist.

Ranelek the Terrible, True Form **CR 22**
XP 615,000

CE Gargantuan outsider (air, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +32

DEFENSE

AC 34, touch 12, flat-footed 28 (+8 armor, +3 Dex, +1 Dodge, +16 Natural, -4 size)

hp 495 (30d10+240)

Fort +19, **Ref** +26, **Will** +24

Immune acid

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +44 (3d6+14) or +5 *fortuitous keen speed scimitar* +49/+49/+44/+39/+34 (3d6+15/15-20)

Space 30 ft.; **Reach** 15 ft.

Special Attacks advanced air mastery, whirlwind (1/10 minutes, 60 ft. tall, 3d6+14 damage, DC 34)

Spell-Like Abilities (CL 20th; concentration +25)

At will—*lightning bolt* (DC 18), *invisibility* (self only), *grease*, *magic missile*, *silent image*, *plane shift* (willing targets to elemental planes, astral plane, or material plane only)

3/day—*chain lightning* (DC 21), *greater dispel magic*, *quicken improved invisibility* (self only), *weather control*

1/ day—*create food and water*, *create wine* (as *create water*), *major creation* (created vegetable matter is permanent), *persistent image* (DC 24), *wind walk*

STATISTICS

Str 39, **Dex** 18, **Con** 26, **Int** 20, **Wis** 15, **Cha** 20

Base Atk +30; **CMB** +44; **CMD** 58

Feats Ability Focus (persistent image), Ability Focus (whirlwind), Awesome Blow, Cleave, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Bull's Rush, Improved Initiative, Iron Will, Lightning Reflexes, Wind Stance, Power Attack, Quicken Spell-Like Ability, Toughness

Skills Appraise +35, Craft (Interior Design) +35, Fly +41, Knowledge (Arcane) +35, Knowledge (nobility) +35, Knowledge (planes) +35, Knowledge (history) +35, Perception +32, Sense Motive +32, Spellcraft +35, Stealth +34, **Racial Fly** +8

Languages Aquan, Auran, Common, Ignan, Terran, *telepathy* 100 ft.

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -4 penalty on attack and damage rolls against Ranelek.

Whirlwind (Su): Ranelek the Terrible can transform into a whirlwind for up to 10 rounds. The whirlwind is 10 feet wide at its base, up to 80 feet high, and 40 feet wide at its peak. Creatures struck by the whirlwind must make a DC 30 Fortitude save, or be caught in the whirlwind, automatically taking the Ranelek's slam damage every round.

The final demise of Ranelek ends the sandstorm and instead an eerie quiet settles over the hall. It's a wreck: fine-painted tiles have been sandblasted as if they're a thousand years older, sand mixes with destroyed upholstery in the corners and only tattered rags hang where beautiful silk flowed before.

One peri with broken wings pulls herself up on an elbow and calls your demigods over. Shaking with pain she says, "*We are free now, us spirits of the Hall of Grandeur. Its destruction - his destruction - gives us our release. I thank you and offer you each one boon as is permitted to my kind. Use it to defeat the Lich Queen and free all those trapped here for a thousand years.*" With that she collapses and fades. Each demigod feels a sensation like the gentlest

SANDSTORM

The sandstorm from Ranelek's "death" lasts for 1d4 rounds. While it rages, visibility is reduced to 1d4 × 5 feet, and it imposes a -8 penalty on Perception checks. The storm's blasting sands deal 1d6 points of nonlethal damage and 1d6 points of fire damage, creatures with full cover take half damage. It also leaves behind 1d12 inches of dust and sand making the entire area difficult terrain.

of kisses on their forehead and they can pick one boon from the following list.

LIST OF BOONS

1. You can avoid any situation, once. This can including avoiding a death blow after the lethal dice toss, preventing an ally from dying, or gaining a second chance at a test or puzzle. You need only invoke this boon and the universe is changed. This can only be used to undo an event.

2. Sorcerers (and other spontaneous casters) can choose a new spell for their repertoire which must be at least two levels lower than the highest spell level they have attained. Wizards can choose a new spell slot, which must be at least two levels lower than the highest spell level they have attained. Divine spellcasters can choose one additional spell to cast as a spell-like ability once per day, which must come from their standard spell lists and be at least two levels lower than the highest spell level they have attained.

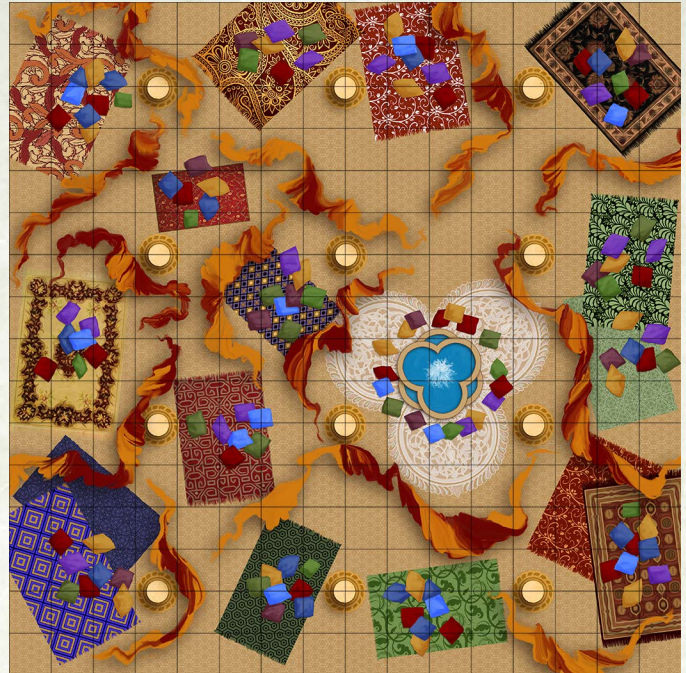
3. The wisher gains a new bonus feat, even if they do not possess the necessary prerequisites. The GM may rule that some feats may not be taken if their relationship to their prerequisite renders the feat useless or absurd.

4. You receive the service of a loyal retainer. You can choose the character's class and race. Their level is equal to half yours, rounded down, plus your Charisma modifier. They serve honestly and loyally until their death.

5. One individual or creature that you are directly responsible for slaying is brought back to life, and returned to the place in the world they call home.

6. Your character grows physically younger, up to 50 years (player's choice), but retains all the knowledge, skills, memories, and class levels that they have gained.

7. Your character's physical appearance and physiology changes. While they still adhere to the physical limitations of their original race, they can change any and all other aspects of their physical



form, including their height, weight, coloration, sex, etc.

THE HALL OF PLEASURE

This is the demesne of Horarion, Ayrawn's lover. It's basically the sybaritic seraglio, an endless cocktail party filled with all manner of luminaries from ancient Relic, philosophers and artists and so on. A grand salon of sorts, the most sophisticated of pleasure palaces.

This is where the Lich Queen spends a good deal of her time being the grand hostess to those who please her. It is, unlike the other halls, polite

and pleasant, but it's also something of the Land of the Lotus Eaters. Visitors lose track of time, being sucked into endless convivial conversations and pleasant... diversions. Heaven of a sort but also a hell, for the dead here do not know they're dead, nor of the true cruelty and horror of their lovely hostess. Those who ask too many questions disappear. As for Horarion, he holds a secret that even the Lich Queen doesn't know, the knowledge of which might be her undoing.

PLEASURABLE TO A FAULT

Split by long silken drapes, this hall is made up of dozens of smaller, more intimate areas and a few more open zones where people come to see and be seen. Your demigods arrive in one of these and find an environment like nothing else in the Lich Queen's dungeon. Nobody here seems to think they're out of place, or at least is too polite to mention the dirty, smelly clothes and grubby armor.

A waitress comes over and offers your demigods some light refreshment off a serving tray, tasty looking sweetmeats and cool, flower-scented water. How they deal with this is up to them. Both magic and natural instincts tell your demigods that this is for real - it's no illusion - and there's nothing wrong with the food or drink (no poison).

Assuming they start asking questions, of the waitress or any of the other "guests", a handsome young man comes over, elegantly dressed in silk and moving with the easy grace of someone who's used to such casual opulence. He introduces himself as Horarion, keeper of this humble place and consort to Ayrawn, the Queen. He assumes they're guests of Ayrawn's and, since it's very rare for her to bring any outsiders here, he further assumes they're to

be treated as royalty. Unless they do anything to set him straight, they're in for a very good time.

Horarion is sincere but there's a catch. When they entered this hall, time slowed down. The more they indulge themselves, the more their memories of all the terrible things they've experienced fall away, starting with the most recent. Those experiences get fuzzy in their mind, more like last night's dream than memories. It feels great. Leaving all that hardship behind is wonderful and rejuvenating. And it gets increasingly addictive with every passing moment. Attractive people want to socialize with your demigods, to... interact... in ways other than at knife-point.

Eventually they could get trapped here, forgetting altogether why they were here in the first place and just enjoying the hall's many distractions. This is one social scene where the most antisocial of characters are actually at an advantage.

Sooner or later (sooner if they're suitably paranoid, later if they realize the value of some recuperation time) your demigods are likely to try and leave. That's when Horarion comes to find them again, inviting them to a tastefully decorated side area away from prying ears. Very politely he explains that nobody is permitted through the far doors. The only way is back how they came, but really, why would they want to leave so soon? Why not stay a little longer?

Now they've been forbidden from going the way they must go and this can't end well. Some of those silken drapes are likely to get mussed up. Horarion has no guards, but he's a very skilled mage and can conjure spirits with a click of the fingers. He starts with a pair of stasis spirits who can potentially take one demigod out of the equation each, and a very rare Pulse-eater. The stasis spirits will try to stop

BUT I WANT TO STAY!

At the conclusion of every hour spent in the Hall of Pleasure the hero must make a will saving throw (DC 20 + the number of consecutive hours in the hall). Failure indicates that the individual has become entrapped and cannot leave the hall of their own volition, having no desire to do so. Memories of any previous life fade into nothingness (1d4 negative levels each hour), and it takes a wish or miracle spell to return such characters to normal.

the group's melee warriors while the Pulse-eater will gorge itself on someone with plenty of magical ability. That should free Horarion to fire off spell after spell at the most dangerous remaining demigods.

When civility descends into barbarity, the social sophisticates recoil in horror and run for it. That means there's nobody there to see Horarion break open when he's defeated, spilling intricate cogs and gears all over the floor. That's right - this is just a clockwork simulacrum of the real Horarion. If your demigods have played through *Consort of the Lich Queen*, they'll know the dismal fate Horarion suffered when Ayrawn became a lich.

Clockwork Horarion

CR 18

XP 153,600

Clockwork servant, awakened wizard 17

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 30, touch 15, flat-footed 25 (+8 armor, +2 Dex, +3 dodge, +7 natural)

hp 141 (2d10+17d6+56); fast healing 2

Fort +9, **Ref** +13, **Will** +17

Immune construct traits; **Resist** electricity 30

Weakness vulnerability to electricity

OFFENSE

Speed 30 ft.

Melee +5 *dancing adamantine light mace* +18/+13 (1d6+9) or

slam +8 (1d4+2)

Special Attacks net

Wizard Spells Prepared (CL 17th; concentration +23)

8th—*telekinetic sphere* (DC 22), *temporal stasis* (DC 22)

7th—*grasping hand*, *limited wish*, *reverse gravity*

6th—*antimagic field*, *disintegrate* (DC 20), *greater dispel magic*, *globe of invulnerability*

5th—*telekinesis*, *teleport*, *transmute rock to mud*, *wall of force*

4th—*black tentacles*, *dimension door*, *lesser globe of invulnerability*, *greater invisibility*, *mass reduce person* (DC 18)

3rd—*dispel magic*, *fireball* (DC 17), *haste*, *hostile levitation* (DC 17), *lightning bolt* (DC 17)

2nd—*flaming sphere* (DC 16), *invisibility*, *mirror image*, *spider climb*, *web* (DC 16)

1st—*burning hands* (DC 15), *color spray* (DC 15), *expeditious retreat*, *mage armor*, *magic missile*

0th (at will)—*detect magic*, *mending*, *mending*, *prestidigitation*

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** 18, **Wis** 13, **Cha** 19

Base Atk +10; **CMB** +13 (+14 bull rush, dirty trick, disarm, drag, feint, grapple, overrun, pull, push, reposition, steal, sunder, trip); **CMD** 28 (29 vs. bull rush, dirty trick, disarm, drag, feint, grapple, overrun, pull, push, reposition, steal, sunder, trip)

Feats Alertness, Arcane Armor Training, Armor Proficiency (light), Burning Spell, Combat Casting, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Mastery, Spell Penetration, Stealthy, Toughness, Uncanny Concentration

Skills Acrobatics +11, Appraise +3, Bluff +13, Climb +3, Diplomacy +15, Disguise +3, Escape Artist +17, Fly +1, Heal +0, Intimidate +3, Perception +21, Ride +1, Sense Motive +16, Sleight of Hand +13, Spellcraft +25, Stealth +15, Survival +0, Swim +3

Languages Common, Elven, Orc, Undercommon

SQ arcane bond (ring of greater electricity resistance), difficult to create, repair clockwork, swift reactions, winding

Gear *chaos emerald, crown of blasting (major), cube of force, necklace of fireballs VI, ring of blinking, +5 dancing adamantite light mace, amulet of natural armor +5, bracers of armor +8, cloak of resistance +5, ring of greater electricity resistance*

SPECIAL ABILITIES

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder.

Repair Clockwork (Ex) As a standard action that does not provoke attacks of opportunity, the clockwork servant may heal itself or an adjacent clockwork of 1d10 hp.

Pulse Eater

CR 18

XP 153,600

NE Large outsider (extraplanar, incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +33

DEFENSE

AC 20, touch 20, flat-footed 10 (+6 deflection, +4 Dex, +1 dodge, -1 size)

hp 330 (25d10+150)

Fort +16, **Ref** +20, **Will** +21

Defensive Abilities incorporeal; **SR** 15

OFFENSE

Speed 30 ft.

Melee mandibles +23 (8d6+2/19-20), 4 tentacles +23 (4d6+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks dispelling bite, spell-stealing strike (tentacles), redirect spell

Spell-Like Abilities (CL 25th; concentration +25)

At will—*detect magic, dispel magic*

STATISTICS

Str —, **Dex** 18, **Con** 22, **Int** 16, **Wis** 20, **Cha** 22

Base Atk +25; **CMB** +30; **CMD** 42 (50 vs. trip)

Feats Arcane Vendetta, Blind-Fight, Combat Reflexes, Critical Focus, Dodge, Great Fortitude, Improved Blind-Fight, Improved Critical (claw), Improved Critical (mandibles), Improved Initiative, Iron Will, Lightning Reflexes, Lunge

Skills Acrobatics +29, Climb +32, Escape Artist +29, Knowledge (arcana) +31, Knowledge (planes) +31, Perception +33, Sense Motive +33, Spellcraft +31, Use Magic Device +28

SPECIAL ABILITIES

Dispelling Bite (Su) When a pulse eater scores a critical hit with its bite, the victim is affected as if targeted by a greater dispel magic spell.

Spell-Stealing Strike (Su) When a pulse eater's tentacles damages a creature capable of casting spells, that creature must make a DC 22 Will save or be unable to cast any spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular pulse eater for 24 hours.

Redirect Spell (Su) Any creature that attempts to cast a spell within 30 feet of a pulse eater must cast the spell defensively. If the caster fails the concentration check to do so (or if the caster opts to not cast defensively), the pulse eater can choose the target of the spell as an immediate action. The new target must be a legal target—if there's no legal alternative target to choose from, this ability cannot be used.

Stasis Spirit

CR 19

XP 204,800

LE Medium outsider (extraplanar, half-construct, lawful)

Init +5; **Senses** darkvision 60 ft.; Perception +35

DEFENSE

AC 31, touch 11, flat-footed 30 (+1 Dex, +20 natural)

hp 378 (28d10+224)

Fort +26, **Ref** +10, **Will** +20; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Resist construct resistance; **SR** 20

OFFENSE

Speed 20 ft.

Melee 2 slams +33 (6d10+4 plus 1d4 Dex and entrap/19-20)

Special Attacks entrap (DC 32, 1d4 rounds, hardness 15, hp 30)

Spell-Like Abilities (CL 28th; concentration +28)

Constant—*dispel chaos*

At will—empowered *dispel magic, slow* (DC 12)

5/day—quicken *hold person* (DC 13)

STATISTICS

Str 19, **Dex** 12, **Con** 26, **Int** 16, **Wis** 18, **Cha** 10

Base Atk +28; **CMB** +32; **CMD** 43 (can't be tripped)

Feats Blind-Fight, Cleave, Combat Reflexes, Crippling Critical, Critical Focus, Disruptive Spell,

Empower Spell-Like Ability (*dispel magic*), Great Fortitude, Improved Critical (slam), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*hold person*), Stealthy, Weapon Focus (slam)

Skills Diplomacy +28, Escape Artist +3, Intimidate +28, Knowledge (arcana) +31, Knowledge (planes) +34, Perception +35, Sense Motive +35, Spellcraft +34, Stealth +36, Survival +32

Languages Celestial, Draconic, Infernal

After the fight, the incapacitated clockwork Horarion lies twitching on a bed of cushions, leaking oil over the nearest silken drape. A crystal at the heart of him has been shattered - the magic of the Hall of Pleasures is lifted. Memories flood back to your demigods, and to the clockwork Horarion too. He looks at the mechanism spilling out of him and says:

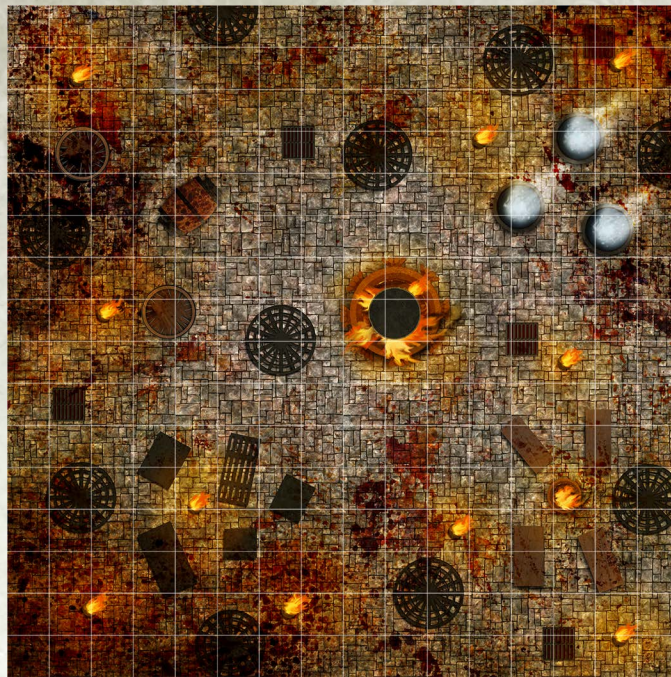
"I remember now. I remember being created, being made by her. The memory of it was taken from me for a thousand years, but now - at the end of things - I remember it all. I'm not Horarion. She made me to be just like him because she was lonely without him and felt guilty that he became outcast. Then the magic inside me destroyed her memory of him, just as she wanted it. I became him, at least to her. No loneliness. No guilt."

"Take my clockwork head and show her what she did. When she sees me her memory will return. She will know what she did. Promise me. Promise me you will make her know what she did."

And with that he dies... well, ceases to function.

THE HALL OF PAIN

Part murder castle, part dungeon, part Hellraiser-style hell, this hall is tended by Elnielle, who is Ayrawn's chief plaything and victim as well as her torturer and executioner. Those who venture in are captured, tortured, and killed. Not kept alive



to sustain the Lich Queen's eternal existence. Not recycled as husks by the Great Machine above. Killed.

The contrast between the Hall of Pain to the Hall of Pleasure before it couldn't be starker. Dark, oppressive, smelly (and not in a good way), scary, this hall is full of hard surfaces and harsh implements. It's your classic medieval torture dungeon, and as soon as the door closes your demigods are going to get familiar with some of those harsh implements.

Unless they have some kind of anti-magic shield active, they're teleported into the first of a series of *chambers of pain* suspended from the ceiling. Then, over the course of a several hours, they're teleported from one to the next until they've endured them all and are teleported to a secure holding cell. (Each chamber is perceived as a different type of torture, although the stats are all the same.)

In the holding cell they're hit by a powerful sleeping gas and while asleep their gear is taken from them and they wake bound in a row to the wall of the main hall. The knots of the ropes are magical and very tough to break or slip out of.

In front of them are long tables with all their gear laid out. A sneering woman stands behind the tables, surveying it all. She looks up, sees your demigods are awake, and picks up a weapon that is a favorite of one of them, for preference a magical weapon that has helped secure many victories in combat.

"That'll do nicely. Shall we begin?"

She then walks over to the weapon's owner and proceeds to use it to torture him. She isn't interested in asking questions or hearing confessions. She's in this to cause pain, pure and simple.

Elnielle Hall

This kind of abuse continues, alternating between sessions in the suspended torture chambers and more personal sessions with Elnielle until your demigods either get too weak and die, or until they figure a way out. They're demigods, with all manner of supernatural tricks up their sleeve. They've just been refreshed in the Hall of Pleasure (unless they passed that opportunity by) and they have the ultimate advantage - the infinite ingenuity of roleplayers.

Elnielle's routine is predictable, and this should let them figure some kind of plan to escape, to kill her (not totally easy, since she's a demigod in her own right and is always flanked by two force wardens who are invisible at all times), and to get their gear back. Then they can continue on their way.

1. Major scar—severe cut on face (–1 penalty on Charisma-based skill checks)
2. Loss of finger (for every 3 fingers lost, –1 Dex)
3. Impressive wound (–1 Con)
4. Loss of eye (–4 penalty on all sight-based Perception checks)
5. Loss of ear (–4 penalty to all hearing-based Perception checks.)
6. Loss of leg (speed reduced to half, can't charge)
7. Loss of hand (can't use two-handed items*)
8. Loss of arm (–1 Str, can't use two-handed items*)

There should be some time pressure, though. Make your players get inventive faster by rolling for permanent injuries on one random demigod in each cycle of torture.

* Losing a single hand or arm does not affect a spellcaster's ability to cast spells with somatic components.

And that's it - a painfully simple encounter.

Elnielle

CR 16

XP 76,800

Female tiefling inquisitor 17

LE Medium humanoid (outsider, native)

Init +7; Senses darkvision 60 ft.; Perception +27

DEFENSE

AC 24, touch 16, flat footed 23 (+5 deflection, +1 Dex, +8 armor)

hp 114 (17d8+34)

Fort +10, Ref +6, Will +16

Defensive Abilities stalwart; Resistance cold 5, electricity 5, fire 5

OFFENSE

Speed 20 ft.

Melee +1 unholy adamantine morningstar +17 (1d8+5 plus unholy)

Ranged +1 seeking hand crossbow (1d4+1/19-20)

Special Attacks destructive aura, destructive smite, exploit weakness, greater bane (17 rounds/day)

Spell-Like Abilities (CL 17th; concentration +23)
1/day—darkness

Inquisitor Spell-Like Abilities (CL 17th; concentration +23)

At will—*detect alignment*

17 rounds/day—*discern lies*

Inquisitor Spells Known (CL 17th; concentration +23)

6th (2/day)—*blasphemy* (DC 22), *circle of death* (DC 22), *harm* (DC 22)

5th (4/day)—*greater command* (DC 21), *commune*, *flame strike* (DC 21), *true seeing*

4th (4/day)—*discern lies* (DC 20), *divine power*, *fear* (DC 20), *hold monster* (DC 20), *stoneskin*

3rd (5/day)—*contagion* (DC 19), *dispel magic*, *inflict serious wounds* (DC 19), *magic circle against good*, *protection from energy*, *searing light*

2nd (5/day)—*aid*, *castigate* (DC 18), *death knell* (DC 18), *hold person* (DC 18), *see invisibility*, *silence*

1st (5/day)—*alarm*, *bane* (DC 17), *bless*, *cause fear* (DC 17), *doom* (DC 17), *expeditious retreat*

0th (at will)—(DC 16) *bleed* (DC 17), *brand* (DC 17), *create water*, *light*, *resistance*, *virtue*

Domain Destruction

STATISTICS

Str 16, **Dex** 12, **Con** 11, **Int** 15, **Wis** 22, **Cha** 16

CHAMBER OF PAIN

Aura moderate evocation and necromancy; **CL** 11th

Slot —; **Price** 45,000 gp plus materials; **Weight** varies by size and materials

This chamber comes in many shapes, from hanging metal cages to solid metal boxes, each with a matching lock and key. Upon command from the Key Keeper, any creature in contact with the walls of the chamber takes 4d6 points of nonlethal damage per round. The Key Keeper may stop the damage with another command, or the cage will stop when all occupants are unconscious. If the occupants can avoid touching the walls, floor and ceiling, or anything else touching those surfaces, they can avoid the damage. Good or Superior locks are normally used, and iron is the most common metal the chamber is made from, but any hard metal works

CONSTRUCTION

Craft Wondrous Item, *admonishing ray*, *death watch*; **Cost** 22,500 gp plus materials

The current chamber is made from iron and uses a superior lock (DC 40).

Base Atk +12; **CMB** +15; **CMD** 26

Feats Allied Spellcaster, Coordinated Defense, Duck and Cover, Combat Casting, Dazzling Display, Improved Vital Strike, Outflank, Power Attack, Skill Focus (Perception), Step Up, Swap Places, Toughness, Vital Strike, Weapon Focus

Skills Bluff +21, Climb –1, Diplomacy +18, Disguise +3, Heal +26, Intimidate +31, Knowledge (arcana) +10, Knowledge (dungeoneering) +2, Knowledge (nature) +9, Knowledge (planes) +16, Knowledge (religion) +9, Perception +27, Profession (torturer) +23, Ride +1, Sense Motive +29, Spellcraft +2, Stealth –1, Survival +21, Swim –5

Languages Abyssal, Common, Infernal

SQ cunning initiative, judgment 7/day, monster lore +6, second judgment, stern gaze +8, slayer, solo tactics, third judgment, track +8

Gear +1 seeking hand crossbow, +1 unholy adamantine morning star, +2 chainmail, brooch of shielding (67), cloak of minor displacement, ring of protection +5, potion of barkskin (+5), potion of gaseous form, wand of cure moderate wounds (16), wand of inflict critical wounds (41)

Force Warden

CR 15

XP 51,200

N Medium aberration (half-construct)

Init +3; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 29, touch 14, flat-footed 25 (+3 Dex, +1 dodge, +15 natural)

hp 220 (22d8+110); regeneration 5

Fort +13, **Ref** +10, **Will** +16; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Defensive Abilities fortification 50%, invisibility; **DR** 10/magic; **Immune** cold, fear, negative energy; **Resist** construct resistance; **SR** 10

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee 3 slams +20 (4d6+6)

Wizard Spells Prepared (CL 10th; concentration +15)

5th—*interposing hand*, *telekinesis*, *wall of force*

4th—*enervation* (3), *telekinetic charge*

3rd—*force punch* (3, DC 18), *gaseous form*

2nd—*blindness/deafness* (2, DC 17), *resist energy*, *scare* (DC 17), *see invisibility*

1st—*burning hands* (DC 16), *mage armor*, *magic missile* (3), *shield*

0th (at will)—*dancing lights*, *dancing lights*, *mage hand*, *ray of frost*

STATISTICS

Str 18, **Dex** 16, **Con** 18, **Int** 20, **Wis** 12, **Cha** 10

Base Atk +16; **CMB** +20; **CMD** 34

Feats Arcane Blast, Arcane Shield, Combat Casting, Deadly Aim, Dodge, Great Fortitude, Hover, Iron Will, Mobility, Skill Focus (Profession [torturer]), Toughness

Skills Acrobatics +28, Diplomacy +22, Escape Artist +26, Fly +28, Heal +19, Perception +24, Profession (torturer) +23, Sense Motive +23, Spellcraft +27, Stealth +23

Languages Common, Draconic, Dwarven, Elven, Undercommon

SQ no breath, powerful blows (slam)

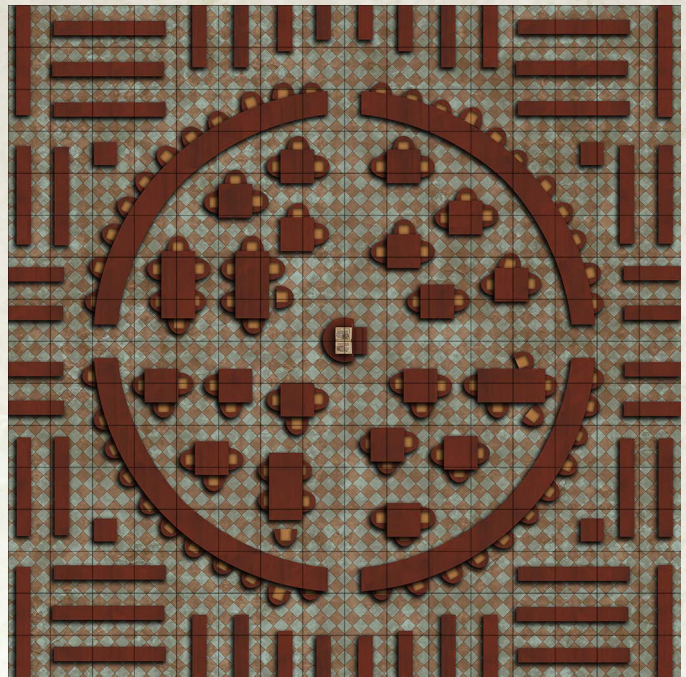
THE HALL OF BOOKS

This is a grand library filled with all manner of volumes. It's also the domain of Sarlenio the Scrivener who has been bound into the form of an agrippa, a sentient book. He's ordering his assistants about as they reorganize the stacks. The scrivener's magic is strong here, and visitors who are problematic may be turned into books with the history of their lives....

MAKING THE LIST

Your demigods enter from the Hall of Grandeur and find themselves in a wide aisle between two tall stacks of ancient manuscripts. Periodically there are narrow gaps that allow the staff to access stacks further back, and there are dozens of rows of stacks in both directions.

Ahead, there's a large open area with a round reading room and it becomes clear that there is another identical aisle leading in to it, coming from the opposite direction. The library must have hundreds of stacks of scrolls, tomes, scraps of parchment... it's a remarkable place. Above, the roof of the Hall of Books is a giant dome. On the inside of the dome constellations are picked



out from a sea of stars. They lazily float across the inside of the dome.

The center of the reading room is given over to an ornate lectern on which sits a large, leather-bound book. The book is open and a woman is reading from it. In the absolute silence it's a shock when she speaks. "Yes, Master," she says, and walks off towards a section of stacks.

In total there are four library assistants per demigod, and they ignore your demigods completely as long as nobody makes any noise, gets in the way, or starts damaging anything. They initially look human, but close up it's clear their skin is parchment scribed with dense text, their hair is ribbons with lines of calligraphic symbols down them. They are as much living tomes as their master.

Library Assistant

CR 14

XP 38,400

N Medium aberration

Init +4; **Senses** darkvision 60 ft.; Perception +26

DEFENSE

AC 30, touch 15, flat-footed 25 (+4 Dex, +1 dodge, +15 natural)

hp 200 (20d8+100)

Fort +12, **Ref** +12, **Will** +17

Immune blood drain, cold, compulsion, confusion, emotion, language-dependent effects; **Resist** cold 10; **SR** 10

Weakness vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 4 tentacles +20 (2d4+5 plus attach)

Special Attacks constrict (3d6+7 and 1 Con), energy drain (2 levels, DC 20), engulf (DC 25)

STATISTICS

Str 20, **Dex** 18, **Con** 19, **Int** 18, **Wis** 16, **Cha** 10

Base Atk +15; **CMB** +20 (+24 grapple); **CMD** 35

Feats Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Toughness

Skills Acrobatics +27, Climb +18, Diplomacy +20, Disable Device +24, Escape Artist +27, Linguistics +14, Perception +26, Sense Motive +23, Stealth +27

Languages Abyssal, Aquan, Auran, Celestial, Common, Elven, Gnome, Goblin, Halfling, Ignan, Infernal, Protean, Sylvan, Tengu

If your demigods do make a nuisance of themselves, then things might get ugly. This shouldn't be a combat encounter, but it can be a very dangerous one if your demigods don't show some respect.

SHHHHHH

If your demigods make noise or stop an assistant to talk, then they get asked (in a whisper) to be quiet. This is a library, after all. The assistant in question then goes back to his or her task as if mesmerized, ignoring further questions or contact from your demigods.

If your demigods try to prevent an assistant from going about his or her business or touch any of the books, they're reminded (in a whisper) that what they're doing is against library protocol. If they ignore the warning, they're damaging the smooth running of this place. Move on to the next option.

If your demigods damage anything in the library, the heavens fall down on them - literally. The constellations in the dome above animate into star-born creatures and jump down to attack with extreme prejudice. The assistants will clear up the mess afterwards.

Star Born

CR 16

XP 76,800

Variant planar angel (*Pathfinder Roleplaying Game Bestiary*)

NG Large outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., detect evil, detect snares and pits, low-light vision; Perception +27

Aura protective (20 ft.)

DEFENSE

AC 36, touch 17, flat-footed 32 (+4 deflection, +4 Dex, +19 natural, -1 size)

hp 229 (17d10+136); regeneration 10 (evil weapons and effects)

Fort +21, **Ref** +15, **Will** +23; +4 vs. poison

DR 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 27

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee slam +24 (2d8+12)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 16th; concentration +23)

Constant—detect evil, detect snares and pits, discern lies (DC 20), true seeing

At will—*continual flame*, *dispel magic*, *holy smite* (DC 21), *invisibility* (self only), *lesser restoration*, *remove curse*, *remove disease*, *remove fear*, *speak with dead* (DC 20)

3/day—*blade barrier* (DC 23), *flame strike* (DC 21), *power word stun*, *raise dead*, *waves of fatigue*

1/day—*earthquake*, *greater restoration*, *mass charm monster* (DC 23), *waves of exhaustion*

Cleric Spells Prepared (CL 16th; concentration +23)

8th—*antimagic field*, *greater spell immunity*

7th—*destruction* (DC 24), *destruction* (DC 24), *regenerate*, *greater restoration*

6th—*blade barrier* (DC 23), *greater dispel magic*, *harm* (DC 23), *heal*

5th—*greater command* (DC 22), *dispel chaos*, *dispel evil*, *dispel good*, *dispel law*

4th—*cure critical wounds, death ward, divine power, freedom of movement, freedom of movement*

3rd—*blindness/deafness (DC 20), daylight, dispel magic, dispel magic, invisibility purge, searing light*

2nd—*bear's endurance, bull's strength, cure moderate wounds, darkness, shatter (DC 19), silence (DC 19)*

1st—*bane (2, DC 18), bless, command (DC 18), cure light wounds (2)*

0th (at will)—*detect magic, light, read magic, stabilize*

STATISTICS

Str 26, Dex 18, Con 24, Int 22, Wis 24, Cha 24

Base Atk +17; CMB +26; CMD 44

Feats Catch Off-Guard, Cleave, Critical Focus, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +24, Bluff +27, Diplomacy +27, Escape Artist +21, Fly +26, Heal +14, Intimidate +27, Knowledge (planes) +26, Knowledge (religion) +19, Knowledge (astronomy) +23, Perception +27, Sense Motive +27, Stealth +20

Languages Aklo, Common, Dwarven, Elven, Undercommon, Vanaran; truespeech

SQ change shape (*alter self*)

Another option is that your demigods just walk through the library to the doors on the other side, planning to get through as fast as they can. Before they get there, they have to go through the reading room, and as soon as they pass the lectern and don't stop, the assistant they saw earlier appears from behind a stack and walks up to them, holding out a strip of velum. If your demigods are disinclined to take it, the assistant says, *"Please - he wants you to have this before you go on."*

They can keep going, and the assistant keeps pace with them, trying to get them to take the strip of velum. When they find the far doors magically locked, she merely repeats the message and holds out the velum.

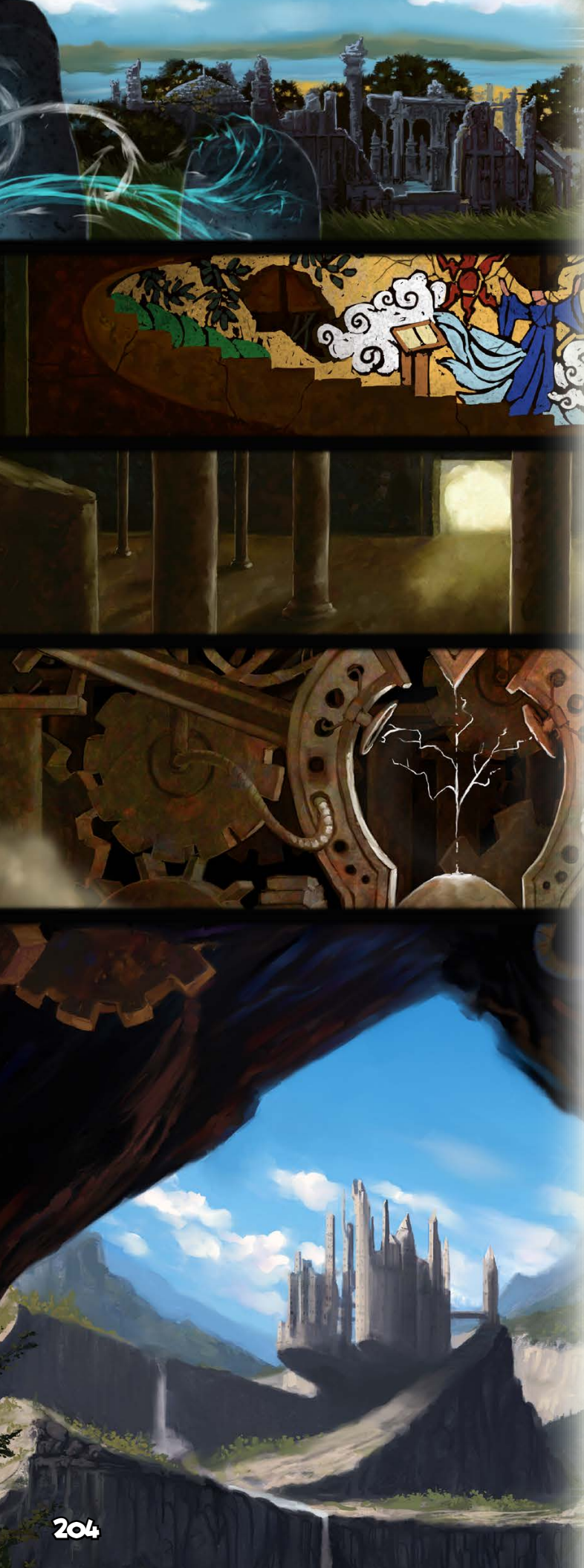
The strip of velum is empty, but as soon as your demigods look at it, letters begin to appear as if written by an invisible quill: *My assistant will bring you to me. We have something to discuss.*

Sarlenio the Scrivener waits for your demigods to come see him. The bottom of one of the open pages has been torn off - they're either holding it or just being given it by the assistant (if they walked straight to the lectern). On this, Sarlenio writes his responses to their questions. Yes, he's a living tome, and the librarian here. Yes, he owes much to Ayrawn, the Lich Queen. But no, he does not support her evil. If they were to remove her with his help, would they return him to his home, the Mage's Citadel in the realm of Relic?

If they agree to his request, the pages on the lectern flip back toward the beginning of the tome until they rest on a page that shows a picture of an intricate puzzle box with arcane symbols on it. Down the length of the page is a colored cross-section of the entire dungeon, all your demigods have battled through. The text describes this puzzle box as the phylactery of the Lich Queen Ayrawn. The only way to destroy a lich permanently is to destroy her phylactery. Otherwise her soul reforms a short time later.

A new notation appears on the strip of velum: *"The entire dungeon we are in, from tomb to machine to palace, is Ayrawn's magic puzzle box. Only a realmquake of huge proportions can tear it down."*

He doesn't know how to trigger a huge realmquake, but Sarlenio has one thing that might help them. The assistant reaches into a hidden space under the lectern, furtively looking around her all the time, as if fearing discovery. She pulls out an intricate scroll, sealed with wax and arcane sigils.



Sarlenio continues: "This is a memory scroll Ayrawn put in my safe keeping. It is one of her memories she didn't trust herself to keep. I will dissolve the seal and add new glyphs. When you want to show its contents, to remind her of her paranoia, read the glyphs.

That's all Sarlenio has to say.

When the conversation is over, the assistant asks to take the velum. She walks over to a nearby desk, opens the glass on a reading lantern and burns the velum. There's the smell of burning flesh from the tome on the lectern. Sarlenio has chosen to forget their conversation for his own safety (in case your demigods fail in their task).

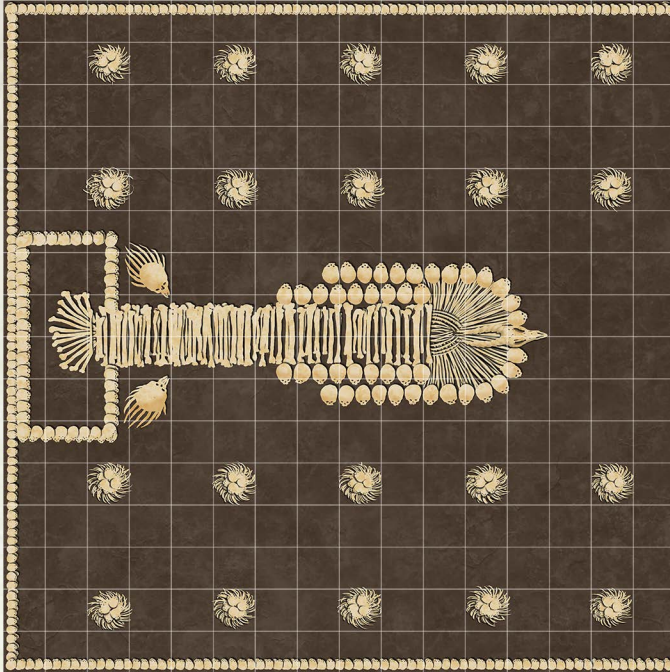
There's the distant 'click' of a door unlocking, and your demigods are free to go.

MEMORY UNLEASHED

When the glyphs are read, they make no sense to the reader, but the scroll unravels and the ink evaporates off the parchment, forming a cloud that morphs and gels into a nebulous simulation of the Rat King. Anyone viewing it sees the memory - of Ayrawn growing fearful that there was a betrayer among her closest allies, of her sending beloved Mouseling away, both to protect him and... but what if he were the traitor? There was no way to prove he wasn't... Best keep him at arm's length... Best to forget what she was doing in case he read her mind and knew...

The Rat King's estrangement from Ayrawn was all down to her paranoia, and if she's faced with it, this fact will fill her with guilt and sadness. She will doubt her own sanity. If she buried this memory, what else did she choose to forget? That doubt will be very useful later.

THE HALL OF BONES



This is the demesne of Fyl Veaulyn, Ayrawn's instructor in necromancy and a fellow lich. Coming through the doors your demigods notice the temperature drop and discover this hall is an ossuary on a gargantuan scale, a bone house for many of the notable people from the First Age of the realm of Relic. Every wall, every pillar, is actually constructed of human bones. The hall is filled with undead who know they're undead. And many are hungry....

A lich comes out of a small chapel on one side of the hall. Before your demigods can get too excited, she says:

"Hold your weapons - I am not Ayrawn, the Lich Queen of Paxectel. She's beyond in the final hall. My name is Fyl Veaulyn. I'm a guest here, and I have an agreement with Ayrawn - I shall fight to protect her to the best of my significant abilities and either you will all die, or you defeat me and my soul reforms at my phylactery far away from here.

"If you defeat me, though, you may also have the strength to defeat Ayrawn. An interesting proposition to be sure. To do that, though, you'll need to destroy her phylactery. You don't have the power to do that... but she does. As such, I give you this assistance - if you get past this hall, make her doubt herself. That doubt will do the work for you. Otherwise, you might defeat her body, but her soul will simply reform. You may even escape, but she will hunt you ruthlessly. How do you make Ayrawn doubt herself? After we are done, ask the oracle in this chapel.

"If you fail, you are of no consequence. If you succeed, you will owe me a boon. Now, let's see how much strength you have left...."

And with that she signals the waves of undead to strike, joining the attack with her (extensive) list of destructive powers.

ONSLAUGHTER!

This is going to be a very (very) bloody fight. Below we're listing the full mix of undead, and defeating Fyl Veaulyn won't stop them because. They're. HUNGRY.

Rawbones Vanguard

CR 8

XP 4,800

NE Medium undead (troop)

Init +6; **Senses** darkvision 60 ft.; Perception +16

Aura nauseating aura (20 ft., DC 19)

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 91 (14d8+28)

Fort +8, **Ref** +8, **Will** +10

Defensive Abilities channel resistance +2; troop traits, undead traits, **DR** 10/magic or silver; **Immune** cold

OFFENSE

Speed 30 ft.

Melee troop (3d6+4 plus grab)

Space 20 ft.; **Reach** 5 ft.

Special Attacks strangulation, vomit gore

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +14 (+18 grapple); **CMD** 26

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Acrobatics +13, Climb +18, Escape Artist +14, Intimidate +17, Perception +16, Stealth +17

Languages Common, Infernal

SPECIAL ABILITIES

Nauseating Aura (Su) The vanguard emanates a sickening aura that reeks of death in a 20-foot radius. Any creature that comes within that area must succeed on DC 19 Fortitude save or become nauseated for as long as they remain within the area and 1d10 rounds after leaving the area. A creature that makes a successful save is immune to the nauseating aura of the vanguard for one day. The save DC is Charisma-based.

Strangulation (Ex) When the rawbones vanguard hits an opponent of up to one size larger with its entrails lash, it can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it succeeds on its grapple check, it establishes a hold and deals 1d4 points of damage per round in addition to normal damage to the grappled opponent each round that the hold is maintained.

Vomit Gore (Su) Three times per day, the vanguard can spit a blast of blood and gore in a 20-foot cone that deals 7d6 points of damage (DC 19 Reflex save for half). The save DC is Charisma-based.

Skeletal Mage Squad**CR 5****XP 1,600**

NE Medium undead (troop)

Init +6; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)

hp 38 (2d8+3d6+18)

Fort +2, **Ref** +4, **Will** +8

Defensive Abilities channel resistance +4, troop traits, undead traits; **DR** 5/bludgeoning; **Immune** cold

OFFENSE

Speed 30 ft.

Melee troop (4d8+1/19–20), or *spectral hand* +6 touch (by touch spell)

Space 20 ft.; **Reach** 5 ft.

Special Attacks channel negative energy (DC 13, 6/day, command undead only)

Spell-Like Abilities (CL 3rd; concentration +6)

6/day—grave touch (1 round)

Wizard Spells Prepared (CL 3rd; concentration +6)

2nd—*ghoul touch* (DC 17), *scorching ray*, *spectral hand*

1st—*chill touch* (DC 16), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16)

0th (at will)—*detect magic*, *mage hand*, *ray of frost*, *read magic*, *touch of fatigue* (DC 15)

Opposition Schools enchantment, illusion

STATISTICS

Str 12, **Dex** 15, **Con** —, **Int** 16, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +3; **CMD** 15

Feats Combat Casting, Command Undead, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Toughness, Weapon Finesse

Skills Intimidate +8, Knowledge (arcana) +11, Knowledge (religion) +11, Perception +8, Sense Motive +9, Spellcraft +11, Stealth +10

Languages Abyssal, Common, Draconic, Undercommon

SQ arcane bond (skull)

Gear masterwork dagger, *cloak of resistance* +1, skull, spell component pouch, spellbook

Witchfire Miasma**CR 9****XP 6,400**

CE Medium undead (incorporeal, troop)

Init +10; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 24, touch 24, flat-footed 17 (+7 deflection, +6 Dex, +1 dodge)

hp 115 (10d8+70)

Fort +10, **Ref** +11, **Will** +10

Defensive Abilities incorporeal, troop traits, witchflame, undead traits; **Immune** fire

OFFENSE

Speed fly 50 ft. (perfect)

Melee troop incorporeal touch (4d6 fire plus witchflame)

Ranged witchflame bolt* +13 (4d6 fire plus witchflame)

Space 20 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 9th; concentration +16)

At will—*dancing lights*, *disguise self*, *ghost sound* (DC 17), *invisibility*, *pyrotechnics* (DC 19), *ray of enfeeblement* (DC 18)

1/day—*summon* (level 4, 2 will-o'-wisps 50%)

STATISTICS

Str —, **Dex** 22, **Con** —, **Int** 17, **Wis** 16, **Cha** 25

Base Atk +7; **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility

Skills Bluff +17, Fly +14, Intimidate +20, Knowledge (any two) +13, Perception +16, Sense Motive +16, Stealth +19

Languages Auran, Common, Giant

SQ sound mimicry (animal noises)

SPECIAL ABILITIES

Witchflame (Su) Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire miasma must succeed on a DC 22 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per *faerie fire* and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a *break enchantment*, *miracle*, *remove curse*, or *wish* spell—the effective caster level of the witchflame miasma is equal to the witchfire's HD (CL 10th for most witchfires). Any creature entering the same square as the miasma or striking it with a melee attack must succeed on a DC 22 Will save or begin burning with witchflame, even if the attack would not otherwise harm the witchfire because of its incorporeal nature. A bolt of witchflame has a range of 60 feet with no range increment. The save DCs are Charisma-based.

Petrified Maiden Troop

CR 6

XP 2,400

NE Medium undead (troop)

Init +5; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 21, touch 11, flat-footed 20 (+1 Dex, +10 natural)

hp 67 (9d8+27)

Fort +6, **Ref** +4, **Will** +6

Defensive Abilities channel resistance +2, petrified body, reconstitution, troop traits, undead traits; **DR** 5/adamantine; **SR** 17

OFFENSE

Speed 30 ft.

Melee troop (3d8+6/18-20 plus curse of stone)

Space 20 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 12, **Con** —, **Int** 9, **Wis** 11, **Cha** 16

Base Atk +6; **CMB** +10; **CMD** 21 (cannot be disarmed)

Feats Cleave, Improved Initiative, Power Attack, Vital Strike, Weapon Focus (scimitar)

Skills Intimidate +15, Perception +12, Stealth +13

Languages Common (cannot speak)

SQ weapon expertise

Gear +1 scimitar

SPECIAL ABILITIES

Curse of Stone (Su) Curse—touch; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Dex. A creature afflicted by the curse of stone slowly turns to stone, its skin turning an ashen gray and hardening into a stony texture. For every 3 points of Dexterity damage taken, the victim gains a +1 natural armor bonus. The curse of stone can only be cured by removing the curse followed by a stone to flesh spell to undo the damage it has done. If the curse is not removed first, stone to flesh only restores 1d3 points of Dexterity, though these can be lost again as the curse continues to spread. The save DC is Charisma-based.

Petrified Body (Ex) The stony flesh of the petrified maidens reacts to certain spells and effects as noted below.

A *transmute rock to mud* spell deals 1d6 points of damage per caster level to the troop, with no saving throw.

Transmute mud to rock immediately heals any and all damage taken by the troop.

A *stone to flesh* spell does not actually change the troop members' structure, but negates its damage reduction and spell resistance for 1 round.

Reconstitution (Su) As long as the original curse that first afflicted the petrified maidens remains unbroken, any petrified maiden (animate or not) that is damaged or destroyed slowly returns to its undamaged form, even if parts of it were utterly destroyed or carried away. For a relatively undamaged petrified maiden, this slow process can be completed in a week or so. For a petrified maiden reduced to rubble, it might take years. If a petrified maiden is destroyed while under the effects of a stone to flesh spell, it cannot reconstitute and is permanently destroyed.

Weapon Expertise (Ex) The petrified maidens are proficient with any one martial weapon. They gain a +1 bonus on attack and damage rolls.

Mummy Battalion**CR 5****XP 1,600**

LE Medium undead (troop)

Init +0; **Senses** darkvision 60 ft.; Perception +16**Aura** despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE**AC** 20, touch 10, flat-footed 20 (+10 natural)**hp** 60 (8d8+24)**Fort** +4, **Ref** +2, **Will** +8**Defensive Abilities** **DR** 5/—; **Immune** troop traits, undead traits**Weakness** vulnerable to fire

OFFENSE**Speed** 20 ft.**Melee** troop (3d8+10 plus mummy rot)**Space** 20 ft.; **Reach** 5 ft.

STATISTICS**Str** 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15**Base Atk** +6; **CMB** +13; **CMD** 23**Feats** Power Attack, Toughness, Skill Focus (Perception), Weapon Focus**Skills** Perception +16, Stealth +11**Languages** Common

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see the mummy battalion must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the battalion's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Mummy Rot: curse and disease—slam; save Fort DC 16; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

Steel Bones Squadron**CR 8****XP 4,800**

NE medium undead (troop)

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE**AC** 22, touch 14, flat-footed 18 (+4 armor, +3 Dex, +4 natural, +1 dodge)**hp** 112 (12d8+12)**Fort** +6, **Ref** +7, **Will** +10**Defensive Abilities** **Immune** undead traits, troop traits; **SR** 20

OFFENSE**Speed** 30 ft.**Melee** troop (3d8+8/19-20)**Space** 20 ft.; **Reach** 5 ft.

STATISTICS**Str** 18, **Dex** 16, **Con** —, **Int** 11, **Wis** 10, **Cha** 10**Base Atk** +9; **CMB** +13; **CMD** 27**Feats** Armor Proficiency (Light), Dodge, Great Fortitude, Iron Will, Martial Weapon Proficiency (greatsword), Toughness**Skills** Acrobatics +12, Climb +12, Diplomacy +1, Intimidate +12, Perception +10, Ride +10, Stealth +8**Gear** chain shirt, +2 greatsword**Fyl Veaulyn****CR 23****XP 819,200**

Half-black dragon human lich necromancer 20

NE Medium undead (augmented humanoid, dragon)

Init +6; **Senses** darkvision 60 ft., low-light vision, life sight; Perception +33**Aura** fear (60-ft. radius, DC 23)

DEFENSE**AC** 27, touch 14, flat-footed 25 (+8 armor, +2 deflection, +2 Dex, +5 natural)**hp** 188 (20d6+100 plus 15 false life)**Fort** +9, **Ref** +10, **Will** +16**Defensive Abilities** channel resistance +4; **DR** 15/bludgeoning and magic; **Immune** acid, cold, electricity, sleep, paralysis, undead traits

OFFENSE**Speed** 30 ft., fly 60 ft. (average)**Melee** touch +14 (1d8+5 plus paralyzing touch), bite +14 (1d6+7 plus paralyzing touch), or 2 claws +14 (1d4+9 plus paralyzing touch)**Special Attacks** breath weapon (60 ft. line of acid, 20d6, DC 23) (1/day), grave touch (11/day), paralyzing

touch (DC 18), power over undead (11/day, DC 23)
Wizard Spells Prepared (CL 20th; concentration +38)

9th—energy drain (DC 27), foresight, imprisonment (DC 27), wail of the banshee (DC 27)

8th—create greater undead, horrid wilting (DC 26), symbol of death (DC 26), trap the soul

7th—control undead, finger of death (DC 25), mass hold person (DC 25), spell turning, waves of exhaustion

6th—circle of death (DC 24), globe of invulnerability, maximized fireball (DC 24)

5th—cloudkill (DC 23), cone of cold (DC 23), quickened magic missile, waves of fatigue

4th—bestow curse (DC 22), dimension door, enervation, fire shield, wall of ice

3rd—dispel magic (2), fireball (DC 21), suggestion (DC 21), vampiric touch, wind wall

2nd—darkness, extended mage armor (already cast), false life (already cast), scorching ray (2), see invisibility, spectral hand

1st—(DC 19) magic missile (3), ray of enfeeblement (2, DC 19), shield (2)

0th—bleed (DC 18), detect magic, ray of frost, read magic

Opposition Schools illusion, transmutation

STATISTICS

Str 18, **Dex** 14, **Con** —, **Int** 27, **Wis** 14, **Cha** 16

Base Atk +10; **CMB** +14; **CMD** 34

Feats Craft Wondrous Item, Defensive Combat Training, Empower Spell, Eschew Materials, Extend Spell, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Magical Aptitude, Maximize Spell, Quickened Spell, Scribe Scroll, Skill Focus (Spellcraft), Toughness

Skills Craft (alchemy) +31, Intimidate +27, Knowledge (arcana) +31, Knowledge (planes) +31, Linguistics +31, Perception +33, Sense Motive +33, Spellcraft +31, Stealth +33; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon, plus forgotten dialects of Abyssal, Celestial, Draconic, Elven, Infernal

Gear boots of levitation, headband of vast intelligence +2 [Perception], ring of protection +2, rod of metamagic (quicken), staff of conjuration, potion of invisibility, scroll of dominate person, scroll of teleport

SPECIAL ABILITIES

Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that look at a lich must succeed on a Will save or become frightened. Creatures with

5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's fear aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su) Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed; remove paralysis or any spell that can remove a curse can free the victim (with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Rejuvenation (Su) When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

This fight is where area of effect powers work best - anything that allows your demigods to breathe a cone of fire or center a lightning storm in the middle of the hall. Scything through lots of enemies as fast as possible is the most important thing. Being able to create a wall that holds them back or channels them into a funnel would also be useful.

When it's all over, though, your demigods have access to the chapel. Inside is a raised slab carved with images of the dead. On top is a human skull with a maze pattern etched on every surface in thin lines of pure platinum. The first person to touch the skull, even with a gloved hand, hears a voice in his head:

"Alive, I was a powerful oracle. In death, I remain so. I know what you need and I can help, for I have seen a truth the Lich Queen will not acknowledge. Reveal me to her, and I shall make her face it."

When your demigods reveal the Oracle Skull to the Lich Queen in the next encounter, the skull and

the lich lock eyes, time slows and a vision forms between them. It is a scene played out a thousand times between Anat and Ayrawn, and a thousand times more. They fight and the Lich Queen wins, but she can't kill Anat - she needs her to fuel the Great Machine, to call to heroes across the cosmos. So she seals her in a sarcophagus, hooked up to the Machine and discards the memory. Anat's final taunt hangs in the air: *"You are even more of a prisoner than I!"* cries the angel. *"You are caught in your own web of lies, illusions, and false memories. You deceive yourself!"*

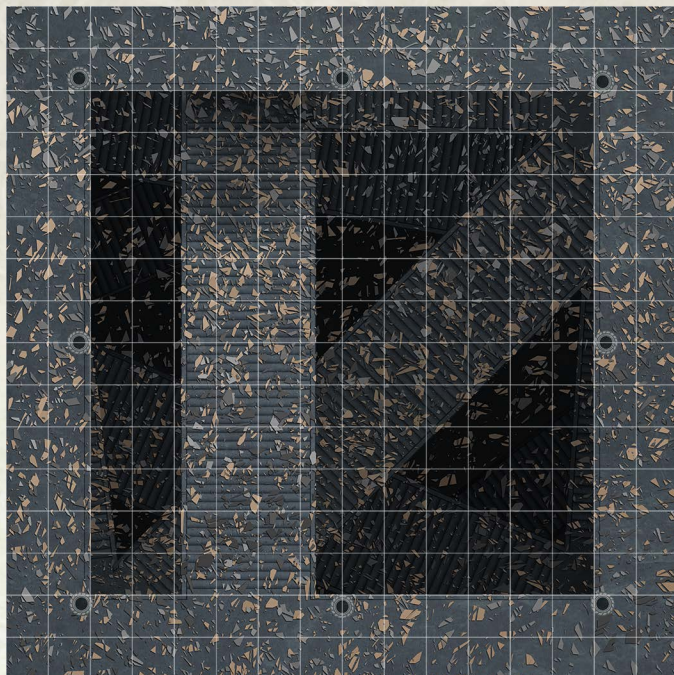
The scene begins to repeat, but with a wail Ayrawn launches a fierce barrage of negative energy at it, dismissing the vision. The flow of time returns to normal with the oracle's words - *"She knows the truth."* It's a truth that's very important in the Hall of Broken Mirrors.

THE HALL OF BROKEN MIRRORS

This hall is at the pinnacle of the Lich Queen's palace with tall gothic columns supporting many sets of stairs that crisscross the circular space, leading high up into the very top of the spire-like chamber. The hall is 120 feet wide at the bottom, the ground and stairs covered with shards of glass. That's a lot of glass.

Once this was Ayrawn's central gallery, a hall of mirrors that reflected each other as well as showing vistas of a thousand worlds. The Lich Queen used the mirrors to travel between realms and for augury, but when your demigods first arrived at the Isle of Paxetel Anat tricked her into destroying them. Ayrawn was blinded to the fact that these





heroes would ever make it this far, or that they ever stood a chance of defeating her. Now, they're here!

There used to be mirrors all through the hall, a veritable maze of projections and reflections. There were mirrors the length of each staircase, too, all the way up to the top of the hall. While the mirrors were shattered, now showing broken vistas and empty frames, a few crazed glimpses are still possible, leading to other worlds - including the realms faced in the cavern while getting here and, enticingly, the demigods' home(s). However, while the Lich Queen remains undefeated, no travel through is possible - her magic prevents it and is too strong.

This is where the final confrontation takes place and where Ayrawn makes her last stand. If defeated, your demigods may be able to piece together just enough mirror shards to get out of Dungeonlands once and for all, to their home or another realm - that's up to you!

First though, there's the matter of facing the Lich Queen herself.

Ayrawn's slightly shaken by seeing demigods making it to her inner sanctum, but composes herself. She summons assistance - any of these enemies who weren't killed previously or who aren't strongly allied with your demigods and traveling with them now:

From Tomb Of The Lich Queen: Bekwinth the Dragon (who'll be in a rage continuously) and Mulcumber the demon (use his stats from the tomb level if he wasn't defeated there or from the machine level if he played a more significant part there and survived).

From Machine Of The Lich Queen: The Rat King (with his entourage of rat swarms and bodyguards) and the Great Machine (inside its great vessel - *not* on a countdown to self-destruction).

From Palace Of The Lich Queen: Tianet of the Wilds (a dream form with more spider keepers maintaining it, as per the Forest Hall) and Grandmother Maugh (with any surviving wood faeries from the Garden Hall encounter).

If somehow your demigods bypassed killing Ranelek the Terrible, he'll be here too in whatever form they last saw him, lesser or greater. Escaping the Hall of Grandeur without killing Ranelek shouldn't have been possible, but we know roleplayers - they always find ways to do the impossible. In this case they may wish they hadn't! Note, if they kill Ranelek's lesser form here, he does transform to his greater form, but without the sandstorm.

Additionally, if any of your demigods died in the dungeon anywhere, they've been reanimated (turned into husks as per *Machine of the Lich Queen*) and will be fighting alongside the Lich Queen now.

Don't forget Ayrawn herself. She'll come down from the top of the spire and stand on a staircase that's within spell range and act as artillery for her forces.

Ayrawn The Lich Queen **CR 21**
XP 409,600

Female human lich witch 20
CE Medium undead (augmented humanoid, human)
Init +9; **Senses** darkvision 60 ft.; Perception +32
Aura fear (60-ft. radius, DC 27)

DEFENSE

AC 39, touch 21, flat-footed 33 (+8 armor, +5 deflection, +5 Dex, +1 dodge, +10 natural)
hp 279 (20d6+166)
Fort +17, **Ref** +15, **Will** +22; +4 bonus vs. channeled energy
Defensive Abilities channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, polymorph, undead traits; **SR** 18

OFFENSE

Speed 30 ft.
Melee +3 *defending cold iron dagger* +15/+10 (1d4+5/19-20) or
touch +12 (1d8+10 negative energy plus paralyzing touch) or
slam +15 (1d3+5), 2 claws +7 (1d3+1)
Special Attacks hex (agony, death curse, dire prophecy, evil eye, flight, hoarfrost, infected wounds, misfortune, nails, prehensile hair, retribution), paralyzing touch (DC 27)
Witch Spell-Like Abilities (CL 20th; concentration +30)

At will—*feather fall* (self only), *fly* (self only)

1/day—*levitate* (self only)

Witch Spells Prepared (CL 20th; concentration +30)

9th—*mass inflict critical wounds* (DC 29), *power word kill* (2), *storm of vengeance* (2, DC 29)

8th—*demand* (DC 28), *destruction* (DC 28), *frightful aspect*, *stormbolts* (DC 28), *trap the soul*

7th—*greater arcane sight*, *harm* (DC 27), *heal*, *maze* (DC 27), *regenerate*

6th—*animate objects*, *cone of cold* (DC 26), *greater dispel magic* (2), *mass suggestion* (2, DC 26)

5th—*cloudkill* (DC 25), *inflict critical wounds*, *major curse* (2, DC 25), *summon monster V*, *teleport*

4th—*black tentacles* (2), *inflict serious wounds*, *dimension door*, *enervation* (2)

3rd—*bestow curse* (3, DC 23), *hostile levitation* (DC 23), *stinking cloud* (DC 23), *suggestion* (DC 23)

2nd—*inflict moderate wounds*, *detect thoughts* (3, DC 22), *hold person* (DC 22), *summon monster II*, *web* (DC 22)

1st—*burning hands* (DC 21), *cause fear* (DC 21), *charm person* (DC 21), *inflict light wounds* (2), *mage armor*, *obscuring mist*

0th (at will)—*arcane mark*, *daze* (DC 20), *detect magic*, *read magic*

STATISTICS

Str 14, **Dex** 20, **Con** —, **Int** 30, **Wis** 19, **Cha** 24

Base Atk +10; **CMB** +12; **CMD** 33

Feats Accursed Hex, Arcane Shield, Combat Casting, Craft Wondrous Item, Destructive Dispel, Dodge, Improved Initiative, Iron Will, Split Hex, Split Major Hex, Toughness

Skills Acrobatics +19, Appraise +13, Bluff +11, Craft (alchemy) +31, Diplomacy +19, Disguise +13, Escape Artist +19, Fly +23, Handle Animal +10, Heal +10, Intimidate +9, Knowledge (arcana) +33, Knowledge (dungeoneering) +11, Knowledge (engineering) +29, Knowledge (planes) +33, Linguistics +13, Perception +32, Sense Motive +33, Sleight of Hand +16, Spellcraft +33, Stealth +31, Survival +13, Swim +8, Use Magic Device +30

Languages Abyssal, Aquan, Auran, Celestial, Common, Daemonic, Draconic, Dwarven, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon

SQ human witch, patron spell (vengeance), touch

Gear *bead of force* (5), *feather token (whip)*, *potion of blur*, *potion of inflict serious wounds* (2), *potion of displacement*, *potion of haste* (2), *potion of invisibility*, *robe of the archmagi (black)*, *wand of lightning bolt* (CL 10), +3 *defending cold iron dagger*, *amulet of natural armor* +5, *bracers of armor* +8, *cackling hag's blouse*, *deck of illusions*, *ring of protection* +5, *ring of spell turning*, *black ink*, *inkpen*, *spell component pouch*

SPECIAL ABILITIES

Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that look at Ayrawn must succeed on a Will save (DC 27) or become frightened. Creatures with 5 HD or more must succeed on a Will save or be shaken for 20 rounds. A creature that successfully saves cannot be affected again by Ayrawn's fear aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su) Any living creature Ayrawn hits with her touch attack must succeed on a Fortitude save or be permanently paralyzed. Remove

paralysis or any spell that can remove a curse can free the victim (with a DC 27 save). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Rejuvenation (Su) When Ayrawn is destroyed, her phylactery immediately begins to rebuild her body nearby. This process takes 1d10 days—if her body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

OPTION ONE

Depending on their success in clearing the rest of the dungeon, this could be a terrifyingly difficult fight for your demigods. If it's an impossible challenge, all hope is not lost. They should have had advice from Sarlenio the Scrivener in the Hall of Books, and from Fyl Veaulyn in the Hall of Bones.

If they can get Ayrawn to doubt herself enough, she'll trigger a massive realmquake that starts to tear the realm of Dungeonlands apart. The masonry of the spire-like hall starts falling pretty fast as the palace collapses. Dodging deadly masonry may be easier for your demigods than some of the bigger enemies, particularly a dragon, the great vessel and Ranelek in his greater form. That might even the odds a little, buying them time.

The whole dungeon is the Lich Queen's phylactery. At the end of a minute, there's a huge release of negative energy; everyone is knocked prone, no matter how big or strong, allies and enemies alike. Ayrawn howls in a mix of pain and terror. Your demigods know - the phylactery is breached. If they've had advice from Sarlenio and/or Fyl Veaulyn they'll understand that now Ayrawn can be destroyed forever.

CATASTROPHIC DOUBT

How do your demigods instill enough doubt in Ayrawn to trigger a realmquake (Will save, DC 35)? Well, although they can use any techniques they want, we've given them three weapons that massively help. First, they have Fyl Veaulyn's Oracle Skull. Second, they have Sarlenio's memory scroll. Third, they have the clockwork Horarion.

This last one is the most powerful, especially if your demigods have been through the *Consort of the Lich Queen* adventure and can say the truth of what happened to Horarion, triggering even greater guilt in Ayrawn for choosing the abandon and forget her lover.

Does one piece of evidence trigger a realmquake? Two? All three? At this stage, however many they accumulated should be enough to finish the dungeon. It's anti-climactic to have them scuttle back through previous halls searching for more evidence. Raise the DC for the Lich Queen's save by +10 if they present one thing, +20 if they present two, and +30 if they present all three, but keep the action moving.

If they failed to gather any, they can "kill" the Lich Queen but she'll reform. That still gives them time to escape to another realm, probably while being attacked from all sides by dragons and demons and nasty little faeries. Ayrawn will be after their blood, but they're free of Dungeonlands.

These should be their priorities: destroy Ayrawn, find some mirror shards that show enough of a realm that they can travel through, and go, go, go! Nothing else should matter. Ayrawn's ultimate destruction guarantees that in another minute the whole realm of Dungeonlands will implode, instantly destroying everything inside.

OPTION TWO

What if your demigods have a decent chance against their opponents? That changes things a bit. Now they get to fight to defeat each opponent and face the Lich Queen directly, rather than looking for a stealth assassin angle. They still want to destroy the phylactery (which sets up the crumbling palace environment), but they can feel much less pressured that they'll be squished like a bug any given moment.

As with option one above, killing the Lich Queen without destroying her phylactery may allow them to escape, but she'll reform over time and they'll have a very powerful enemy.

THE END

If your demigods survive the final showdown with Ayrawn, Lich Queen of Paxectel, it's up to you how you wrap things up. For the first time in a very long time they'll be able to travel where they like, go to places where they can feel the sun on their skin and a cool breeze on their face. They can go home, to any loved ones they might have.

They may have rescued the angel Anat and possibly others too - Sarlenio the Scrivener, the old verger they call The Mechanic, and many of the other beings trapped in the Lich Queen's dungeon. Leave time for there to be suitable farewells.

Your demigods have probably liberated a bit of loot along the way, but one of the most valuable treasures is the set of new allies they've made. Less powerful ones may become followers or sidekicks. More powerful ones will simply "owe them".

Don't forget to give them a scene where they can think back to all those who got left behind. The collapse of the Dungeonlands realm is likely to have killed a lot of people and spirits who were innocently trapped there and couldn't get out. Your demigods will have met many of them and, unless they're total psychopaths, not all will have been enemies to slay and forget.

Finally, it's time to look forward to your demigods' future. If they've adventured enough, now might be the moment they gain their spark of the divine, when they become full gods in their own right. Together, they could be a pantheon to be worshiped by your players' next set of characters. Let your players decide what each will be the god of (a god of light, of wisdom, of war, of nature...) and then take the opportunity to celebrate their success.

And if your gaming group doesn't feel this is the end of the story for these demigods they've crafted and played throughout the Lich Queen trilogy? Then let them play on. Weave epic adventures including their new allies and followers. Enjoy their company for many sessions to come.

We hope their time in the realm of Dungeonlands has pushed them to the limits but given everybody a heap of wonderful gaming memories.

Happy Suzeraining!

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